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AUTHORITY

**THE *New!* MARVEL®-PHILE**

# SHANNA THE SHE-DEVIL



# ***THE*** ***MARVEL®-PHILE***

## **SHANNA** THE **SHE-DEVIL**

Created in 1972, Shanna the She-Devil lasted a whole 5 issues before being canceled. Nothing much was ever done with the character other than to pair her up with Kazar in his comic, which lasted 38 issues for being canceled. But she was always a staple of the Savage land stories - anything that dealt with a jungle you could count on Shanna to show up.

So why do a Shanna Marvel file? Well I got the idea to do a Marvel file for the female characters that were created in the 1970s: Miss Marvel, She-Hulk, the Cat, Night Nurse, Spider-Woman, Dazzler and of course Shanna...that she-devil. Originally it was just going to be one giant annual until I realized that there was enough with spider-woman, She-Hulk and Miss Marvel that you could do one for each of them and clearly still have stuff to do and so I decided why not, it was a fun little concept. I enjoyed it, I learned a little bit about Shanna - former veterinarian Alla Diane Fasi who becomes a jungle warrior and ecology freedom fighter saving the animals. It was interesting, it was

different, and it'll probably never happen again at least not for Marvel comics and if it does, she'll be vamped up and it just won't be as good, those were the good old days...

In the past, The Marvel-Phile was one of the best resources for new and updated information pertaining to the Marvel Super Heroes Role-Playing Game. We are continuing that fine tradition with the "New Marvel-Phile". We are certain that each edition will bring something new and exciting for those that still enjoy this great game.

Let us know if you like what we are doing here, or if you want to see something different. Requests are also welcome, but please bear in mind that we cannot possibly accommodate all requests. Feel free to send requests, feedback, and submissions to [themarvelphile@gmail.com](mailto:themarvelphile@gmail.com)!

Please enjoy and feel free to give us feedback!

Written & compiled by Keith Kilburn  
Histories from the finest websites Google can find...  
Layout by James Sarver  
All illustrations by the Marvel bullpen.

**Dedications:** to Carole Seuling and George Tuska who put pens to paper and gave us the she devil and my wife who rolled her eyes at Shanna, asking me why the ecology freedom fighter was wearing animal skins...

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# SHANNA THE SHE-DEVIL

(Classic from her introduction through her resurrection and empowerment)

## STATISTICS

F EX (20)  
A RM (30)  
S GD (10)  
E RM (30)  
R TY (6)  
I EX (20)  
P EX (20)

**Health:** 90

**Karma:** 46

**Resources:** TY (6) (Should she return to civilization with Ka-Zar, they have access to RM (30) resources through the Plunder family)

**Popularity:** 5

## BACKGROUND:

**Real Name:** Shanna O'Hara Plunder (Lady Plunder)

**Occupation:** Former veterinarian and ecologist, now adventurer

**Identity:** Publicly known

**Legal Status:** Citizen of the United States with no criminal record

**Other Known Aliases:** None

**Place of Birth:** Zaire, Africa

**Marital Status:** Married

**Known Relatives:** Lord Kevin Plunder (alias Ka-Zar, husband), Gerald O'Hara (father, deceased), Patricia O'Hara (mother, deceased), Robert O'Hara (uncle), Parnival Plunder (alias Plunderer, brother-in-law, apparently deceased), Pele, (husband, deceased), Leila (stepdaughter, deceased), son (unnamed)

**Base of Operations:** Formerly Dahomey, Africa, later the Savage Land and Pangea

**Past Group Affiliation:** Partner of Ka-Zar

**Present Group Affiliation:**

## KNOWN POWERS:

None

## EQUIPMENT:

Knife: Shanna carries a Bowie knife, which does GD (10) Edged damage.

Bow and a quiver of 25 arrows: 5 area range, Good (10) damage.

Spear: Good (10) damage, 3 area range

**Talents:** Shanna has Martial Arts E, and +1CS with knives. She also has Thrown



Weapons, Acrobatics, Tumbling, Animal Medicine, Hunting/Tracking, and Survival Talents. Multi-Lingual: Shanna can communicate fluently in English, the African dialect of Zarian, Latin and some of the languages of the Savage Land.

**Contacts:** Ka-Zar, X-Men, Spider-Man, and Avengers.

## ROLEPLAYING NOTES:

Shanna is hot-tempered and high-spirited and sometimes lets her anger get the best of her, as one might expect from someone nicknamed 'the She-Devil.' Nevertheless, she is a good friend to those who love her. Shanna has a special bond with animals.

"Empowered version"

## STATISTICS

F EX (20)  
A RM (30)  
S RM (30)  
E RM (30)  
R TY (6)  
I EX (20)  
P EX (20)

**Health:** 110

**Karma:** 46

**Resources:** TY (6) (Should she return to civilization with Ka-Zar, they have access to RM (30) resources through the Plunder family)

**Popularity:** 10



### KNOWN POWERS:

**Savage Land Connection:** Shanna was resurrected using the life force of the Savage Land, and thus is tied to the land itself. As long as the Savage Land lives, so will Shanna.

She also instinctively knows the languages and history of the Savage Land and its people.

**Ability increase:** Strength: RM (30) and increase in health.

**Running speed:** GD (10) speed over uneven terrain.

**Energy Generation:** RM (30), 2 area range.

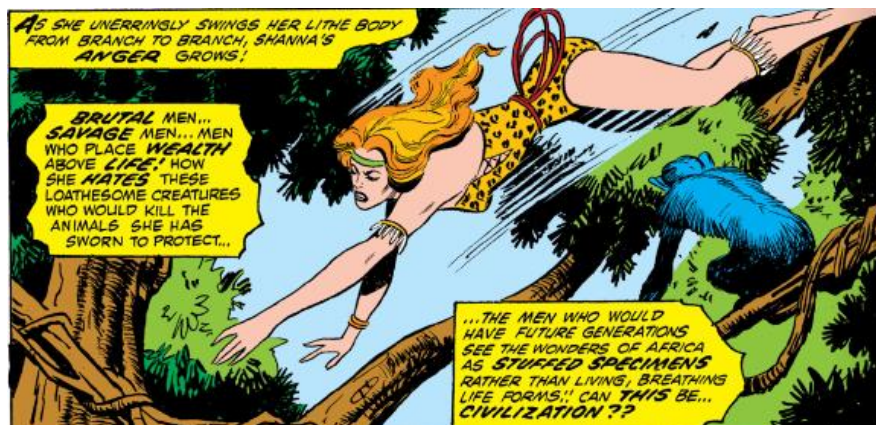
**Plant Control:** RM (30)

**Animal communication and control:** RM (30)

**Talents:** All languages of the Savage Land. She intuitively knows the history of the Savage Land as well.

### HISTORY:

Shanna O'Hara was the daughter of Gerald O'Hara, a diamond miner who lived and worked in Africa. Born in Zaire, Africa, she spent most of her youth playing in the jungles. When she was only six, Gerald O'Hara went to kill a leopard that had gone rogue; that leopard had once belonged to Patricia O'Hara, Shanna's mother. Unfortunately, while he was hunting the animal, Gerald accidentally shot and killed Patricia. This event started Shanna's lifelong crusade against guns and other firearms. After the incident, Shanna moved to the United States of America to live with some relatives. She studied to be a veterinarian at university and also became an accomplished Olympic athlete, specializing in track and field and competitive swimming. After completing her university studies, she was offered work placement as a zoologist at Central Park Municipal Zoo in New York City. While at the zoo, Shanna raised a female leopard she named Julani. But one day, a traumatic incident occurred when Julani was shot and killed by a zoo guard. The next day, the zoo's director asked Shanna to take Julani's cubs, Ina and Biri, to the Dahomey Reserve in Africa. Shanna decided to stay with the animals and, wearing Julani's pelt to honor her,



became Shanna, the She-Devil. The animals were tragically killed when the sorcerer Raga-Shah transferred their life forces into the blood beast Ghamola, which Shanna was forced to destroy.

Shanna was kidnapped by the red sorcerer Malgato, to be used as a human sacrifice alongside Ka-Zar. Ka-Zar and Shanna began gradually to fall in love and eventually married. Soon after, while they were prisoners of the Nuwali, Shanna found out that she was pregnant. Eventually she had a son, whom she and Ka-Zar named Matthew. Soon the Savage Land was reconstructed by the High Evolutionary, after which Ka-Zar and Shanna returned with their newborn son and resumed their previous roles as protectors of the Savage Land.

After her son was attacked and almost kidnapped by Gregor, the man who trained Kraven the Hunter, Shanna blamed Ka-Zar as "walkie-talkies" (hand-held two-way radios) he had brought into the Savage Land had helped to coordinate the attack against them. Shanna traveled to New York City to confront Parnival Plunder as he was the one who had arranged the assault. She rescued Ka-Zar from an attack by Plunder's people and then faced off against Rhino with him. Eventually they learned that Plunder was in fact working for Thanos and that they had been attacked to draw them away from the Savage Land so Plunder could steal the terraformers that sustain it. The terraformers were eventually returned and then destroyed, returning the Savage Land to normal and convincing its people to make Shanna their queen for her actions in restoring their land. The destruction of the terraformer gifted Shanna with its extra-dimensional power, making her the earth mother she had always wanted to be, and giving her

power over nature as she became the one keeping the Savage Land alive. Ka-Zar involved the High Evolutionary, hoping he would build a new terraformer and remove the energy from Shanna. The Evolutionary was instead intrigued by Shanna and helped her to expand her powers. Shanna came to view what she was doing with her powers as a perversion of the natural order and was tempted to give up the power, but she was also tempted to take it to new heights by the Evolutionary. Shanna came to see that her powers were affecting her mind, making her less human the more powerful she became and the higher she set her sights. The Evolutionary and Ka-Zar fought and Ka-Zar was injured, causing Shanna to turn her back on the Evolutionary. She had him release her power back to the newly built terraformer. Shanna felt the loss of her power like a part of her had died and took Matthew with her on a pilgrimage to try and reconnect and deal with her depression. She discovered that some of the tribes of the Savage Land were blaming her for their problems, in the belief that she had upset their gods by wielding her power.

Shanna then returned home to find her and Ka-Zar's treehouse home on fire, as she continued to be targeted by the tribes that wanted her dead. Shanna then learned that the Savage Land itself was turning against her and its inhabitants. She found herself in a fight against Gregor. After stalemating him, she was reunited with Ka-Zar. The two decided to split their efforts, with Shanna searching for the cause of the Savage Land's problems. The Bhadwuans believed Ka-Zar to be the problem, so Shanna and the rest of the Savage Land united against them to stop them from killing him. Ka-Zar and his family, however, agreed to leave the Savage

Land alongside their nanny Zira. Zabu stayed behind.

Sometime later, when Captain America traveled to the Savage Land, he encountered rapidly aging clones of the Plunder family; he then successfully rescued their original selves, who had at some point returned to living in the Savage Land. Hercules would later subdue Zabu as part of a reality television show, causing Shanna and Ka-Zar to follow him. They found Zabu, whom Hercules had hog-tied after defeating him. After a party celebrating the success of Hercules's TV show, Zabu was returned to them. Ka-Zar then came under the control of the Savage Land Mutate Lorelei, who held Shanna captive and was working alongside other Mutates to disrupt electrical signals across the world in an attempt to expand the Savage Land's prehistoric dominion. Ka-Zar was then rescued by Deadpool who had come to retrieve the machine the Mutates intended to use and who helped to defeat the Mutates alongside Shanna and Ka-Zar.

Ka-Zar and Shanna later fought villains hired by Roxxon to steal vibranium, and other precious resources from the Savage Land. When these villains failed, Roxxon hired Ka-Zar's brother to kill him. During the Secret Invasion, Ka-Zar and Shanna brought together the many tribes of the Savage Land, including the Tree People, the Swamp Men, the Zebra People, the Sun-People, the Pterons, and the Man-Apes, to fight the Skrulls. They had been aware of the presence of Skrulls for some time, after the aliens, posing as S.H.I.E.L.D. agents and led by a Skrull posing as Contessa Valentina, took over the Vibranium mines, enslaving the natives of the Savage Land to run the mining operation for them. Together Ka-Zar and Shanna gathered their army of Savage Land natives, since they could not trust anyone from the outside. They questioned the Skrull Pitt'o Nili, who had believed himself to be Captain America, and confirmed that a Spider-Man they had come across was not a Skrull, using poisoned blow darts that had revealed Pitt'o Nili. Shanna then killed him when his only response to their questions was 'I am a human'.

When Shanna took her son Matthew Plunder out to meet Skaar, newly-arrived to the Savage Land, Skaar accidentally released The Designer, who used Shanna as a Host.

After realizing what the Savage Land had become, Shanna tried to kill her own son. She then proceeded to the new Savage Land Council of Tribes building, where she began to slaughter the delegates for "taming" the Savage Land. Shanna then proclaimed herself the new ruler of the Savage Land and used the ability to control dinosaurs to defeat those who opposed her. After Steve Rogers threatened to invade the Savage Land over the death of the diplomats, Shanna set up a forcefield over the Land and proclaimed she would destroy the entire planet. After cutting off contact with Steve, the Designer found that Shanna was dying and couldn't contain its spirit for much longer. When Skaar sent his army after her, she felt the Savage Land tearing itself apart. She activated her doomsday weapon in the form of Umbu. After expelling the last of her energy to stop Skaar, the Designer found that Shanna's body couldn't take the strain anymore and left for another body, which was knocked from a great height and killed. This allowed Shanna to recover.

Shanna agreed to be a guide for a team of S.H.I.E.L.D. agents venturing to a mysterious island in the Savage Land. A damping field was located on the island, causing their transport to crash-land. Stranded on the island, Shanna and the agents attempted to flee by sea but were stopped by monsters living in the ocean. They then decided to find and destroy the source of the damping field, creating a bomb to do so. However, the natives on the island killed all the S.H.I.E.L.D. agents before they could destroy the machine. At the same time, Wolverine crash-landed on the island. Shanna explained the situation to him, and they decided to team up and escape the island together. They set off to destroy the machine but encountered heavy native resistance. During one of these encounters, Shanna was killed.

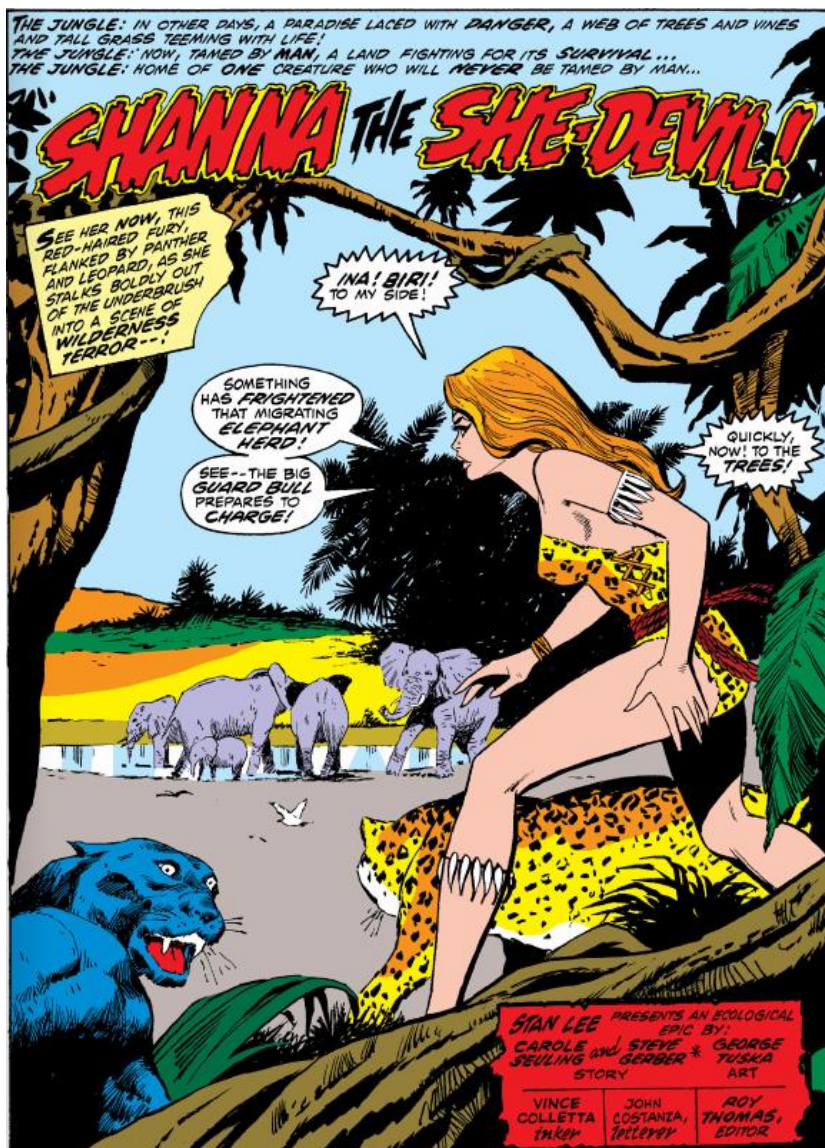
Amadeus Cho, who was also stranded on the island, recognized Shanna. Having convinced the native tribe that he was a god, he commanded them to help her. Using the life blood of a Man-Thing native to the Savage Land, the tribe resurrected Shanna. This left Shanna connected to the very life force of the Savage Land, giving her supernatural powers. Cho told Shanna what the natives had explained to him: the machine powering the damping field was also powering a prison, one holding

an ancient hostile alien presence. Realizing that Wolverine might release this creature, Shanna raced to stop him. With Cho right behind her, she arrived in time to stop Wolverine. Suddenly, the Hulk appeared. Cho managed to defuse a possible confrontation between Hulk and Wolverine, until a gorilla attacked the Hulk from behind, resulting in a fight that compromised the structure. Shanna and Wolverine managed to stop the combatants, but the temple collapsed, freeing the Dark Walker in the process, which then left the Earth.

Shanna's newfound powers put a dent in her relationship with Ka-Zar, who feared the way Shanna had changed because of her connection to the Savage Land. During an invasion on Earth by the plant-based alien race known as the Cotati, the mage Ventri managed to use Shanna's connection to the Savage Land to bend her will and turn her into an ally in their efforts to eliminate all animal life. A team of heroes including Ka-Zar investigated the Cotati incursion in the Savage Land and encountered Shanna as well as the Savage Land's Man-Thing. With the help of the Scarlet Witch, Ka-Zar tapped into Shanna's mindscape and freed her from the Cotati control, reconciling with her in the process. Ka-Zar was afterward impaled by a Cotati soldier, but Shanna managed to save his life by submerging his body in the same waters that had imbued her with the spirit of the Savage Land, granting him the same connection to their homeland.

When the cosmic force known as the Phoenix Force returned to Earth, it staged a contest to determine its next host, and Shanna, accompanied by Zabu, was one of many individuals summoned to the White Hot Room for it. The Phoenix empowered the assembled champions and had them fight each other in trials by combat. After emerging victorious from fighting Devil Dinosaur and American Eagle, Shanna and Zabu were pitted against Red Widow. The battle was even, but it was ultimately interrupted when Echo, one of the fallen contestants, was chosen by the Phoenix. Emerging from the ocean floor, Echo absorbed the portions of the Phoenix within Shanna and the Red Widow before doing the same to the other participants in the process of fully becoming the Phoenix.





## Ina and Biri (Leopards)

F	RM (30)
A	GD (10)
S	GD (10)
E	EX (20)
R	FB (2)
I	GD (10)
P	GD (10)

**Health:** 70

**Abilities:**

Good (10) Edged damage and moves at 2 areas / round

### HISTORY:

After the leopard Julani was shot by a guard at the Central Park Municipal Zoo, veterinarian Shanna O'Hara was asked to take her cubs, Ina and Biri, to Dahomey, Africa to release them into the wild. Shanna stayed with the animals, and they became her allies, but they were both killed when the sorcerer Raga-Shah transferred their life forces into the blood beast Ghamola, which Shanna was forced to destroy.

# SHANNA'S ALLIES



## Patrick McShane

F GD (10)  
A GD (10)  
S GD (10)  
E GD (10)  
R TY (6)  
I GD (10)  
P GD (10)

Health: 40  
Karma: 26  
Resources: TY (6)  
Popularity: 0

### BACKGROUND:

**Real Name:** Patrick McShane  
**Occupation:** Game preserve Warden at Dahomey Reserve  
**Legal Status:** Citizen of Scotland with no criminal record  
**Identity:** No dual identity  
**Place of Birth:** Unknown  
**Marital Status:** Single  
**Known Relatives:** None known  
**Base of Operations:** Dahomey Reserve in Africa  
**Past Group Affiliation:** Ally to Shanna, the She-Devil  
**Present Group Affiliation:**

### EQUIPMENT:

Jeep

**Talents:** Animal Husbandry, Law-Enforcement, and Driving.

**Contacts:** Shanna the She-Devil.

### ROLEPLAYING NOTES:

Serious about his job as a game warden, Patrick was flirty when it came to dealing with Shanna.

### HISTORY:

Patrick McShane acts as the game warden at the Dahomey Reserve. He assisted Shanna O'Hara in arresting some elephant poachers she had rounded up. He joined her on her later adventures and the two of them parted company before she went off to the Savage Land.

**Talents:** Jakuna has Martial Arts A, B, D, Law Enforcement, and Espionage skills. Multi-lingual: Jakuna can communicate fluently in both English and Hindi.

**Contacts:** S.H.I.E.L.D., ally of Shanna, the She-Devil

### ROLEPLAYING NOTES:

Jakuna is a professional who stays busy oriented without getting into his personal life.

### HISTORY:

Jakuna Singh was a SHIELD agent and ally of Shanna, the She-Devil. He was killed by the Blood Beast Damiru.



## Jakuna Singh

F EX (20)  
A EX (20)  
S GD (10)  
E EX (20)  
R GD (10)  
I EX (20)  
P TY (6)

Health: 70  
Karma: 36  
Resources: EX (20)  
Popularity: 0

### BACKGROUND:

**Real Name:** Jakuna Singh  
**Occupation:** S.H.I.E.L.D. Field Agent- Level:6  
**Legal Status:** Indian citizen with no criminal record  
**Identity:** Secret  
**Place of Birth:** Unknown  
**Marital Status:** Single  
**Known Relatives:** Sarapha (sister)  
**Past Group Affiliations:** S.H.I.E.L.D.; ally of Shanna, the She-Devil  
**Present Group Affiliation:**



## STATISTICS

F: RM (30)  
A: TY (6)  
S: EX (20)  
E: EX (20)  
R: GD (10)  
I: TY (6)  
P: GD (10)

Health: 76  
Karma: 26  
Resources: RM (30)  
Popularity: -5

## BACKGROUND:

**Real Name:** Unrevealed  
**Occupation:** Drug Lord, Slaver and Crimelord  
**Legal Status:** Citizen of Africa with a criminal record  
**Identity:** Secret  
**Place of Birth:** Unknown  
**Marital Status:** Unknown  
**Known Relatives:** None known  
**Base of Operations:** Ruins in the northern periphery of the Sahara Desert  
**Past Group Affiliation:** Slavers and crime cartel  
**Present Group Affiliation:**

## KNOWN POWERS

None

## EQUIPMENT

None

## ALLIES

Minion: Abdullah

F: GD (10)  
A: GD (10)  
S: GD (10)  
E: EX (20)  
R: TY (6)  
I: TY (6)  
P: TY (6)

Health: 50  
Karma: 18

**Talents:** Crime, Weapon Specialist: Sword and Multilingual: Abdullah can fluently communicate in English as well as other dialects of the Sahara regions.

Minion: Slavers

F: GD (10)  
A: TY (6)  
S: TY (6)  
E: TY (6)  
R: TY (6)  
I: TY (6)  
P: TY (6)

Health: 28  
Karma: 18

**Talents:** Crime, Guns and Multilingual: The slavers can fluently communicate in English as well as other dialects of the Sahara regions.

Wolves:

F: EX (20)  
A: GD (10)  
S: GD (10)  
E: GD (10)  
R: FB (2)  
I: TY (6)  
P: TY (6)

Health: 50  
Karma: 14

**Powers:**  
Bite: GD (10) Damage  
Tracking: Wolves can track at EX (20) ability.





**Talents:** Crime, Martial Arts B, Weapon Specialist: Whip, Leadership and Multilingual: El Montano can fluently communicate in English as well as other dialects of the Sahara regions.

**Contacts:** Abdullah and other minions

### **ROLEPLAYING NOTES**

El Montano is bigoted, believing he is superior to women.

### **HISTORY**

A master criminal wanted by most police agencies in the world, supposedly guilty of many important crimes, El Montano decided to steal a French rocket after its launch, detouring it from its intended destination on the Moon. To do so he stole technological equipment, losing four agents in the process, and bribed a French technician, but did manage to hide half a ton of cocaine inside the rocket; by stealing it, he'd have access to both the drug and the machine, which he intended to ransom to the French authorities. El Montano estimated that he could buy one thousand new slaves with his profits. While preparing for this plot, El Montano sent his slaver agents to Fulani tribe compounds near his fortress. International peacekeeping agency S.H.I.E.L.D. knew of El Montano's schemes, however, and sought to stop him.

S.H.I.E.L.D. agent Akuna Singh recruited African-based jungle adventurer Shanna the She-Devil to infiltrate El Montano's fortress and stop his rocket hijacking. Shanna agreed, although she was more interested in rescuing the slaves. Shanna approached the palace with only her pet leopards Ina and Biri as companions, but she and the animals were apprehended by El Montano's guards. El Montano ordered the guards to keep them captive, later to skin the big cats, then went to his missile control room to oversee the technician's operation in the rocket hijacking. Shanna and the animals escaped, killing the guard.

El Montano was notified just after the rocket launch; Shanna attacked at that point, damaging the control room's consoles. El Montano confronted Shanna with his whip, but she disarmed him. El Montano had a chance to call for more guards, however, and then tried to escape when Shanna, defeating his entourage, damaged the control room beyond repair. Chased by Shanna and

her leopards, El Montano vainly unleashed Siberian wolves on her. El Montano tried to walk on a ramp over a shaft where unruly slaves were disciplined, but the catwalk collapsed. The prisoners, eager to get revenge on El Montano, leapt on him, as did Shanna. S.H.I.E.L.D. agent Singh and French soldiers then arrived to apprehend the criminals and release the slaves. El Montano was apparently killed. The rocket landed on the moon, with the drugs still on board.

## STATISTICS

**F:** GD (10)  
**A:** GD (10)  
**S:** TY (6)  
**E:** EX (20)  
**R:** GD (10)  
**I:** EX (20)  
**P:** EX (20)

**Health:** 46  
**Karma:** 50  
**Resources:** EX (20)  
**Popularity:** -5

## BACKGROUND:

**Real Name:** Unrevealed  
**Occupation:** High priest of Kali, cult-leader and nihilist  
**Legal Status:** Citizen of India with a criminal record  
**Identity:** Secret  
**Place of Birth:** Unrevealed  
**Marital Status:** Unrevealed  
**Known Relatives:** None known  
**Base of Operations:** The temple of Daka-Jur in the Bengal Jungle, India  
**Past Group Affiliation:** Cult of Kali  
**Present Group Affiliation:**

## KNOWN POWERS

**Magic:** Raga-Shah has the following magical abilities:

- Spirit Transference-Animals: EX (20)
- Animate Objects-Statues: EX (20)

## EQUIPMENT

**Sword:** EX (20) material, GD (10) damage.

**Talents:** Mystic Background, Occult Lore, Swords, Leadership and Multilingual: Raga-Shah can communicate fluently in English and Hindi.

**Contacts:** The Cult of Kali

## ROLEPLAYING NOTES

Raga-Shah is a murderous madman who hopes to bring Kali to the prime plane to obtain power.

## HISTORY

Raga-Shah was a professor at a university in Calcutta, where he met and entranced the young Sarapha Singh. She soon promised to marry him despite her family's objections. At some point Sarapha learned of Raga-Shah's true goal -- the death of the entire world, as the ultimate sacrifice to Kali. Raga-Shah

and his followers believed that Kali would bring them back in the next life.

Raga-Shah had constructed a sixty-foot-tall statue of Kali, carved from solid jade. Ten thousand slaves died in its creation. Their blood and that of thousands of others was used to form the sacred pool surrounding the statue's marble base -- a mote of blood allegedly turned to acid by Kali. Raga-Shah imprisoned Sarapha and targeted her brother, Jakuna, for death.


Seven years later, Raga-Shah sent a group of Thugs to the African Dahomey Reserve to assassinate Jakuna Singh. They murdered an entire Safari to do so. Shanna drove off the Thugs and found the wounded Singh, who instructed her to seek out his sister Sarapha in Calcutta. Shah then sent Damiru, the Bull of Daka-Jur, to finish off his enemy. Damiru cast Shanna aside and slew Singh, vanishing into the jungle again afterwards. Shanna traveled to Calcutta and sought out Sarapha, finding instead an imposter who tried to kill her. The imposter used mystic means to end her own life after failing against Shanna. The She-Devil continued her search, taking a boat along the Ganges River, only to be struck down by loyal agents of Raga-

Shah. Shanna was brought to the Temple of Daka-Jur and united with Sarapha. Raga-Shah prepared to dump them both into the acid moat below his statue. Shanna got free, but after Raga-Shah easily swatted her away, she took Sarapha's advice and fled into the jungle. Raga-Shah then stole the spirits of Shanna's panthers, Ina and Biri, and used them to animate an immense jade elephant, Ghamola, the Blood-Beast of Daka-Jur.

Raga-Shah sent Ghamola after Shanna. While she was no match for its power, she did manage to leap atop its back and use her knife to pry out both of its eyes. Blinded, Ghamola rampaged through the Temple of Daka-Jur, demolishing it, before falling into the acid mote. Raga-Shah, furious at the destruction of his life's work, swore revenge as a wall of flame rose up, separating he and Sarapha from Shanna. Only after Raga-Shah was gone did Shanna realize that the destruction of Ghamola had caused the deaths of her beloved panthers. Shanna pursued Raga-Shah to the Himalayan canyons, where he took refuge with King Aculdi. Shanna joined forces with Aculdi's nephew Telmah, rightful heir to the throne, but by the time she reached







Aculdi's castle, Raga-Shah had already departed. Shanna lost Raga-Shah's trail in the Himalayas. He relocated to San Pedro, California, where he established the Taj Mahal Mall, using its income to further his ultimate goal.

Shanna, who had coincidentally also relocated to San Pedro in an attempt to move on with her life, encountered Raga-Shah at his mall. She attacked him, but he feigned ignorance, allowing the security guards to pull her off of him. However, he later sent a squad of assassins after her, and one of them managed to stab her with a drugged knife. They brought her to Raga-Shah, who prepared to slay her; at the last second, however, she broke free and overpowered his agents. She then took on Raga-Shah himself. He wielded a long sword while she was unarmed, but her fury and desire for revenge allowed her to grab the sword by the blade, taking no heed as it cut into her fingers. She yanked it from his grasp, then knocked him out with a kick. Returning with him to her apartment, she fed him to her pet python, Ananta.

# SHANNA'S ANTAGONISTS



## "Ivory" Drake

F: GD (10)  
A: GD (10)  
S: GD (10)  
E: EX (20)  
R: TY (6)  
I: GD (10)  
P: GD (10)

Health: 50  
Karma: 26  
Resources: GD (10)  
Popularity: -2

### BACKGROUND:

**Real Name:** Dan Drake  
**Occupation:** Elephant poacher  
**Legal Status:** Citizen of Africa with a criminal record  
**Identity:** No dual identity  
**Place of Birth:** Unknown  
**Marital Status:** Unknown  
**Known Relatives:** None known  
**Base of Operations:** Mobile as a poacher  
**Past Group Affiliation:**  
**Present Group Affiliation:**

### EQUIPMENT

Hunting Shotgun: RM (30) damage, 2 area range, AMMO: 2, ROF: 1/1.

**Talents:** Hunting, Tracking and Weapon Specialist: Shotgun.

**Contacts:** Vole and Zarg.

### ROLEPLAYING NOTES

Drake is an arrogant and dangerous drunk. He is confident in his ability to stalk and kill bull elephants.

### HISTORY

Dan Drake was a poacher who hunted elephants for their ivory. He and his associates Vole and Zarg came to conflict with Shanna O'Hara when his

group tried to poach inside Dahomey Reserve. In the end it was Dan's poaching that would be his undoing, as he was stampeded by a herd of elephants after shooting and killing one of its members.



## Vole

F: TY (6)  
A: GD (10)  
S: TY (6)  
E: GD (10)  
R: TY (6)  
I: GD (10)  
P: TY (6)

Health: 32  
Karma: 22  
Resources: GD (10)  
Popularity: 0

### BACKGROUND:

**Real Name:** Vole (full name unknown)  
**Occupation:** Elephant Poacher  
**Legal Status:** Citizen of an unknown country with a criminal record  
**Identity:** No dual identity  
**Place of Birth:** Unknown  
**Marital Status:** Unknown  
**Known Relatives:** None known  
**Base of Operations:** Mobile  
**Past Group Affiliation:** Associate of "Ivory" Drake  
**Present Group Affiliation:**

**Talents:** Hunting and Guns.

**Contacts:** "Ivory" Drake and Zarg.

### ROLEPLAYING NOTES

Vole is something of a whiner. He complains about whatever situation he finds himself in.

### HISTORY

Nothing is known about the background or history of Vole. He made the mistake of working with "Ivory" Drake and received a lengthy prison sentence as a result.



## Zarg

F: EX (20)  
A: TY (6)  
S: EX (20)  
E: EX (20)  
R: PR (4)  
I: PR (4)  
P: PR (4)

Health: 66  
Karma: 12  
Resources: TY (6)  
Popularity: -2

### BACKGROUND:

**Real Name:** Zarg (full name unknown)  
**Occupation:** Enforcer  
**Legal Status:** Citizen of Africa with a criminal record  
**Identity:** No dual identity  
**Place of Birth:** Unknown  
**Marital Status:** Unknown  
**Known Relatives:** None known  
**Base of Operations:** Mobile  
**Past Group Affiliation:** Employee of "Ivory" Drake.  
**Present Group Affiliation:**

**Talents:** Crime and Martial Arts B

**Contacts:** "Ivory" Drake and Vole.



**ROLEPLAYING NOTES:**

Zarg is a big, dumb beast and is used to hurt folks who get in the way of "Ivory" Drake and his business.

**HISTORY:**

Nothing is known about Zarg or his background. He has worked for "Ivory" Drake long enough to be a trusted employee. This employment managed to land him in prison for attempted murder.

