



TAR of Zandoria is a wandering hippopotamus barbarian, in search of adventure, dancing girls and fruit punch!

The world of Zandoria is an ancient land full of violence, adventure and magic--wicked sorcerers, foul monsters and demons, fair damsels, dancing girls, and heroes.

It is a swords and sorcery fantasy world, with anthropomorphic animals instead of people. CG animation, rendered in HD, The adventures are chronicled in 7 minute episodes.

Below is an introductory episode "Marked for Death", showing how it will look:

http://youtu.be/vd_ekaOdDWg



TAR

A wandering barbarian in search of adventure, dancing girls and fruit punch.

TAR left home at a young age. His people were "muck spreaders", artisans in clay and mud. But his momma said he was better at breaking things than making things.

TAR was captured by slavers and sold to fight in the arena, beneath the wicked city of Kor, for the amusement of the fat cats who ruled there.

While in the pits, he learned to fight and to use his natural roundness, by a Master of the Dynamic Ring (a warthog named RADUN, who was quite round himself).

After the destruction of Kor by the Chiktakk Horde, TAR was free and began his wanderings across the lands of Zandoria.



RED LORI

A dancing girl at a bar known as "The Waterhole" where TAR hangs out.

TAR has a huge crush on her, but it is unrequited love.

MIKE THE TAPKEEPER

A retired warrior/adventurer, MIKE now runs The Waterhole bar.

He loves to tell stories of his glory days, but he hardly leaves the bar.



ROBIN THE BARMAID

The barmaid is his wife, and she is still starstruck on him.



BAR PATRONS

The Waterhole always has a crowd of Wildebeests and Zeebras.



GO-TA THE WIZARD

An evil sorcerer seeking for occult knowledge from ancient Zandoria.

He sacrifices young maidens to his demons for tutelage in the dark arts.

He rationalizes his evil for the boon of knowledge that he hopes to unlock.



BLACK LUCIAN

The Hyena Assassin. He is the surviving member of his clan.

He seeks revenge on TAR for wiping them out when they ambushed him at Ninja Pass.



"TUSK" THE GUARDIAN

The elephant watchman at the Oasis of Lund. He keeps the peace around The Waterhole and watches the gates at night.

He can often be overheard teaching his son ROLLO about life.

TUSK is rumored to have been a gladiator for the Blue Faction, prior to the destruction of Kor by the Chik-takk Horde.



LEWIS THE MAKER

Works as the village Blacksmith at the Oasis of Lund.

He is friends with TAR and comes up with cool weapons and gear like the Club-Sword.

He collects old maps and legends and has a dream of finding buried treasure one day.



TIM THE MERCHANT

A hedonistic warthog, merchant/Pimp/Caravan Master. He organizes the Dancing girls. They travel from village to village doing shows at different bars.



MEEMAW

A brash and loud meerkat with 10 kids that are always underfoot. She works in the kitchen at The Water-hole.



MARTIN THE SEER

A mystic holy man that lives on the plains. His horns glow with "St Elmo's Fire" during a thunderstorm and he goes into a speaking-in-tongues seizure, where he receives revelations from the gods. He wears a voluminous cloak stitched together out of many patches.

SPRINGBOARDS

TAR inquires about a poster advertising RED LORI and a troop of dancing girls, but the tavern owner tells him that he has already missed them. He travels on, but keeps missing them at each place he stops.

He comes upon the dancing troop's caravan, but it has been attacked and the dancing girls carried off by a giant stone monkey--The evil wizard GO-TA plans to sacrifice them to his demons for tutelage in the dark arts.

TAR tracks the stone monkey to the wizards location, and fights it and the demon. He defeats the wizard and frees the dancing girls. Afterwards, TAR finally gets to enjoy the show.

TAR drops off some captured ninja weapons at the shop of LEWIS the Maker. LEWIS shows him a treasure map and convinces TAR to help him dig for it. When they get to the location, they find signs of previous excavations. Instead of treasure, they find trouble!

The maps(there must be many of them) are bait to lure adventurers to the lair of a hungry monster. TAR fights it for a while, his blows not having much effect, until LEWIS manages to set the creature on fire with some flaming oil.

They deduce that someone must have made the maps as some unholy bargain with the monster to spare his life...

MIKE the Tapkeeper comes to TAR to let him know that his expected shipment of "Junga Punch" is late. TAR must go and find out what has happened to the caravan.

After consulting MARTIN the Seer, TAR and the merchant TIM travel to the village of Beylan on the edge of the Eastern jungle. The village has been invaded by crocodile men--the caravan never left! The antelope villagers are all in cages.

TAR provokes the Crocodile leader, goading him to single combat per the "rule of the wallow". TAR beats him and banishes the rest of the crocodile warriors back to their river, freeing the village and recovering the punch.

While at the village of Beylan, the antelope chieftan tell TAR that his daughter is missing. She has a head full of stories and went off exploring some ruins in the jungle. She has been missing for days (before the crocodile seige)...

TAR goes exploring the jungle and finds the ruins, but is captured by baboons who shoot him with blowgun darts. He awakens to find he is the prisoner of the Leopard god and his baboon henchmen. AGEL-LE the gazelle princess is there too along with a group of antelope kids who had gone missing near the ruins.

TAR flips the flimsey cage over, freeing the captives, and sweeps the baboons off the pyramid and into the jungle below. The Leopard blocks TAR's escape and they fight on top of the ruins. TAR uses his "Dynamic Ring" fighting techniques to evade the Leopard's axe--Disarming him and burying the axe in the Leopard's head. TAR discovers his equipment, and some treasure, in the Leopard's den.

TAR passes MEEMAW in the bazaar early in the morning. She wonders if he has seen JOE her husband. The 10 meerkat children are swarming underfoot as TAR shakes his head. TAR arrives at a pier outside the village with his fishing pole. JOE is sitting with his pole of the edge of the pier. TAR asks what he is using, and JOE replies "it's not baited". TAR sits down to bait his own hook.

A body drifts out of the fog, floating in the water, filled with arrows. TAR investigates along the bank, and discovers a small army of lion bandits around the dead farmer's hut. Their leader is standing over the farmer's wife making threats.

TAR sends the meerkat to warn "TUSK" the guardian to prepare to defend the village from invasion. Without his weapons, TAR stays hidden waiting for an opportunity to strike. He uses his fishing pole to hook a sword from the grasp of a napping bandit, dragging it into the tall grass. TAR takes out several sentrys without being seen...

The bandit leader and his warriors are discussing attacking the waterhole after dark, when then he notices that the sentries are gone. The leader motions everyone to be still and to draw weapons. An axe splits a bandit's head as TAR bursts into the clearing sporting a patchwork of armor, gear and captured weapons.

a pitched battle ensues between TAR and the lion bandits and it begins to look like he might have bitten off more than he could chew... TUSK bursts into the melee with MIKE the waterbuffalo and a couple of dozen armed wildebeests. The fight is over quickly with remaining bandits fleeing into the tall grass.

Later TAR is sitting with his fishing pole at the waters edge. TUSK and ROLLO come over to fish too. TUSK asks, "what are you using?" TAR says, "It's not baited..."

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