

Adventures on Mars
An Addendum to Doc's Excellent Warriors of Mars, Rules

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Introduction

What follows is an addendum to Doc's original Dungeons and Dragons Supplement: Warriors of Mars, and you will need that book (here: <http://www.grey-elf.com/dnd/barsoom.pdf>) as well as either zero edition D&D or one of its clones (here: <http://tinyurl.com/y4jqxn6> or here: <http://tinyurl.com/2g9vzs9>) to use it.

Adventures on Mars takes things a little beyond Barsoom, however, and assumes that there is more to Mars than Barsoom. The writings of many other writers of the era, such as H.P. Lovecraft, Clark Ashton Smith, C.S. Lewis, Robert A. Heinlein and H.G. Wells to name a few, are also included, with their own versions of Martian creatures, characters and technologies. Much like D&D starts with Tolkien, but goes beyond Middle Earth, the Mars I present below starts with Burroughs, but goes beyond Barsoom. However, I have only included stuff that I consider generally compatible. I am presently enjoying Doc's Barsoom D&D rules, but I would like to see more added to it, possibly from outside Burroughs, but stuff that seems generally compatible. I think that these additional Martian writings are compatible with Burroughs as they share several of the same tropes:

1. Mars is a dying world, older than Earth.
2. Mars has a mysterious past, that may include lost cities and even star traveling civilizations.
3. Martians are somewhat inscrutable to Earthmen.



Thus, while splendid Helium and Jakkar exist, so do the terrible vaults of Yoh-Vombis, and the wondrous realm of the Oyarsa of Malacandra. Part of the fun is deciding how these things actually fit together. Since I can hardly see Lewis' eldils, Wells' tripod-Martians, and Lovecraft's other gods playing nicely together, we can probably assume that conflict or outright warfare between them exist. This also allows for additional styles of play, if desired, to be present in the same Martian campaign.

In all, what follows is probably about 60% Barsoom, but includes many other things as well. While I am sure that nobody will be ultimately satisfied with all that I have included and left out, I hope you find it a good starting point for your own quests upon the war god's planet.

Also, much that is here has been liberally lifted from -and modified from- many Martian games

and gaming sites. I have not included any acknowledgments of authors (other than the actual novel and short story writers), simply because I am almost never certain where anything might have originally derived from. However, if you spot your work in here, and want to be acknowledged, just drop me a line, and I'll be happy to do so.

New Player-Character Types

Artificer: Though trained for war, you have found another calling. Your keen mind has found its home in science, and with the cunning of your hands you strive to improve existing Barsoomian technology and invent new things as inspired. Your talents have reached the ear of your Jed, who has given you a generous grant and a suite in the palace for you to live and work in. This character has hit dice, attacks, etc., equivalent to a psion, but instead of special psionic powers, he gains a +4 to any roll made to build, fix, understand or invent something technological. This will be extremely useful when performing *Research Procedure* or *Hurried Investigation*, an a newly discovered artifact of ancient Martian super-science (see below).

Scholar: You are a devotee of science, and as a keeper of knowledge you have the respect and reverence other civilizations would have for priests. You may choose one particular science to be a scholar of: History, Biology, Physics, etc. Since Barsoomian law and custom also require that you be useful on the battlefield, you are also a qualified medic. This character has hit dice, attacks, etc., equivalent to a psion, but instead of special psionic powers, he gains a knowledge throw with his chosen area of knowledge, equivalent to the Telepath's chance per level of reading minds. He also has this same chance of healing any character once per day of 1d6 hit points of damage; this can be attempted any number of times per day by the Scholar, but no character can be healed more than once per day.

Multi-Class Characters: Any Barsoomian character (not Jasoomians/Earthmen), can, if desired, begin the game as a "multi-class" character, gaining the better powers of any two or three other classes. Thus, a multi-class Fighting-Man / Psion (Mesmerist) would gain the hit dice and attacks of the Fighting-Man, the mind-control powers of the Mesmerist, and the better saving throws of either class on any particular level. Note that it is possible The drawback to multi-class characters is that they must gain the total experience needed to rise to their next level in *all* classes before they can gain a level in any class. Thus, a first level Red Martian Berserker / Artificer / Psion (Necromancer) would be a powerful character, but would need a total of 5,000 experience points to attain second level.

Optional Rule: No Level Restrictions: For a more open ended game, that will allow Barsoomian Mesmerists and Berserkers to adventure alongside Jasoomian clerics, mages and druids at the highest levels, all class level restrictions can be removed.

New Monsters

AIHAIS: HD 1+3; AC 7[12]; Atk 1 sword or disintegrator gun (1-8 / 3d6); Move 12; Save as 1st level Fighting man; CL/XP 1/; Special: spells; Alignment: Any.

*The figure, nearly ten feet in height, was taller by a full yard than the average Aihai, but presented the familiar conformation of massively bulging chest and bony, many-angled limbs. The head **was** featured with high flaring ears and pit-like nostrils that narrowed and expanded visibly in the twilight. The eyes were sunken in profound orbits, and were wholly invisible, save for tiny reddish sparks that appeared to burn suspended in the sockets of a skull. According to native customs, this bizarre personage was altogether nude; but a kind of circlet around the neck—a flat wire of curiously beaten silver—indicated that he was the servant of some noble lord.*

- Clark Ashton Smith, "Vulthoom":

The Aihais are one of the more scarce intelligent, dominant races indigenous to Mars. The Aihais are generally a peaceful race content with culture and trade, while their neighbors—the Dark Martians—are a warlike species bent on the invasion and conquest of other worlds. The two races coexist in uneasy truce and have very little to do with each other. The Aihais presently dwell in

hidden cities, but in the future, when Earth has finally made contact with the inhabitants of Mars, they will move to the surface and construct great and beautiful cities.

Many, although certainly not all, Aihais are followers of the Great Old One Vulthoom. Vulthoom and its cult members dwell in an expansive complex far below the surface of Mars where they live out an eternal cycle of sleep and activity. The complex-Ravomos-is a cavernous place of alien technology and Eden-like gardens populated by strange and beautiful plants and animals unknown even on Mars. A potent drug is released into the cult complex during the long sleep phases. This gas puts Vulthoom's followers into states of deep sleep, almost like suspended animation. Vulthoom and its minions sleep for one thousand years at a time.

Vulthoom fled to Mars from its home world aeons ago. On Mars, the Great Old One gathered loyal followers and armed them with advanced weapons so that they could wage a great civil war against the ruling aihais. Eventually, Vulthoom and its followers were defeated and fled to their underground complex where, after centuries of inactivity, they were remembered only in legend. Vulthoom's arrival on Mars and attempted coup became part of the Aihaian mythology, until the Great Old One's very existence became mere myth. In aihaian lore, Vulthoom has become the devil and Ravomos the name of the Martian hell. But Vulthoom and its loyal subjects dwell still beneath the surface of Mars, building their ether-ships one day to carry the Great Old One and its followers through the cosmos in search of new worlds to conquer. The Earth is the Great Old One's first target for conquest.

ATTACKS: Aihais are generally peaceful, although the Vulthoom sect is unquestionably loyal to their alien god. The Great Old One has provided its followers with an array of alien technology and weapons. Among the weapons is a disintegrator gun. This odd, funnel-shaped device emits a beam of concentrated atomic energy which is capable of melting metal and rock and instantly dissolving living matter. Wounds inflicted by this alien device do not heal-hit point, and are gone forever, barring regeneration or other strange powers.

There is a 25% chance that any group of Aihais is armed with disintegrators, and a further 25% chance that they are led by a cleric of Vulthoom of level 1d4+1.

AIHAI VAMPIRES: Some Aihais have succumbed to vampirism. The statistics and powers for these creatures are the same as for human vampires, though they transform into flying octopi (similar to leeches of Yoh-Vombis) rather than bats. They can use Aihai disintegrators, but find this distasteful.

BOUNCERS: HD 1/2; AC 5[14]; Atk 1 bounce (save vs. Death Magic or knocked off your feet, if the Bouncer hits); Move 12; Save as 1st level Fighting man; CL/XP 1/; Special: None; Alignment: Law.

Possibly young Elder Martians, these are semi-intelligent, excellent voice-mimics, and can become very loyal pets. Elder Martians seem to regard them protectively, and with a sort of awe. Saving the life of a Bouncer is enough to win the eternal friendship of the Elder Martians.

CALOTS: Six-legged Martian equivalent to a dog or wolf. Fiercely loyal, Statistics as Dire Wolves.

DARK MARTIANS: HD 2; AC 9[10]; Atk 1 tentacle (1d8); Move 3; Save as 3rd level Magic-User; CL/XP 3/45; Special: see War Tripods, below; Alignment: Chaos.

A big, grey, rounded bulk, the size, perhaps, of a bear... ..rising slowly and painfully out of the cylinder. As it bulged up and caught the light, it glistened like wet leather. [The creature had] two large dark colored eyes [and its head] was rounded and had, one might say, a face. There was a mouth under the eyes, the lipless brim of which quivered and panted and dropped saliva. The whole creature heaved and pulsated convulsively. [It] further displayed [several] lank tentacular appendages, [a] V-shaped mouth, [and a] fungoid, oily brown skin.

- H. G. Wells, *The War of the Worlds*.



Dark Martians have a large eardrum on the back of the human head, but can only hear certain sounds and tones. Their near-vestigial sense of hearing does not allow for complex communications. The Dark Martians see other races merely as cattle, and are merciless in attacking most other Martian races (and are treated to a similar level of mercy themselves). Red, White, Yellow, Black and Green Martians all despise the Dark Martians, though it is rumored that they may have alliances with the inscrutable Kaldanes and the alien Mi-Go. The Dark Martians are vampiric in nature, extracting blood from their victims via long glass pipettes and taking it directly into their own systems for nourishment. They are not feeble beings, despite their discomfort in the Earth's heavier gravity—they are able to move unaided, despite their increased weight, and humans grasped by Martian tentacles are rarely able to struggle free. Though the Dark Martians employ mechanical aids when once established on a new planet, probably they adapted devices used routinely on their home world, not machines specially built for invasion.

BATTLE MACHINES : The Dark Martians are relatively vulnerable to injury, but the same is not true of their machines. Their tripod battle machines are so heavily constructed that little short of a direct hit by artillery can harm them. Their construction machines are similarly well-made, though Dark Martians riding in these sit exposed at the top. The tripod fighting vehicles are devastating war machines. They stand some 100 feet tall and can move at speeds up to 60 mph. Though heavy artillery fire can disable them, few field pieces can get off more than a shot or two before being destroyed, thanks to the alien heat rays—aimed with a parabolic mirror—and deadly black smoke projectors. Belching green vapor at the joints of their tripod legs and from other parts of the alien machinery, the battle tripods are nearly invincible.

The tripod war-machines also have mechanical tentacles, simulating the Dark Martians' own, with which they can grasp objects when not carrying heat ray projectors or black-smoke canister guns. The Dark Martians often mount cages onto the bodies of their tripod machines in which to collect human victims they find among the ruins they created. These victims are taken back to a Dark Martian base as food.

BLACK SMOKE: Black smoke is discharged in canisters carried by the mechanical tentacles of

the battle machines. One canister can be loosed each round. The smoke solidifies into a black, sooty covering when exposed to rain; this residue is harmless.

HEAT RAYS: These weapons can ignite buildings a mile away. The beam shows only a pale light when fired in darkness, and is invisible in daylight, marked only by the flames that spring up where it strikes.

DARK MARTIAN WAR TRIPODS: HD +80 hit points; AC 0[19]; Atk 1 heat ray (10d6 in a 4 yard radius, save vs. breath weapon to avoid) or poison gas (10d6, range and area as a green dragon's breath attack, save vs. breath weapon to avoid) ; Move 24; Save as pilot, but +6 to all saves; CL/XP +8 levels; Alignment: as pilot.

The War Tripods take all hit point damage before the pilot, unless a natural 20 is rolled, in which case the pilot, not the tripod is damaged. Note that a tripod is immobile without a pilot.

DIMENSIONAL SHAMBLERS: HD 4; AC 2[17]; Atk 1 claw or grab (claw causes 2d6 damage, grab causes no damage, but the opponent is pinned unless he saves vs. Strength at -3, and on the next round a grabbed opponent must save vs. spells or be drawn into another dimension with the Shambler); Move 12, Fly 18; Save as 4th level Fighting man; CL/XP 4/; Special: fade attack; Alignment: Chaos.

Scuttling towards him in the darkness was the gigantic, blasphemous form of a thing not wholly ape and not wholly insect. Its hide hung loosely upon its flame, and its rugose, dead-eyed rudiment of a head swayed drunkenly from side to side. Its forepaws were extended, with talons spread wide, and its whole body was taut with murderous malignity despite its utter lack of facial description.

- H. P. Lovecraft and Hazel Heald, "The Horror in the Museum".

Little is known about these beings save their name and a description of a hide. It is assumed that they are entities capable of walking between the planes and worlds of the universe, spending little time at an one planet, but wandering about. They occasionally serve an Outer God or a Great Old One. They can leave a plane at will, signaling the change by beginning to shimmer and fade. This transition takes a round to complete. During this time they may be attacked, but they may not attack back.

ATTACKS & SPECIAL EFFECTS: a Shambler can take objects or beings with it when it fades into another dimension. By clutching the desired object in its talons, unless a saving throw vs. spells is made, the object or creature which is held makes the transit also. Objects and victims lost are never found again.

Dimensional Shamblers may attack with both claws each round.

ELDER MARTIANS: HD 3+1; AC 7[12]; Atk 1 (psionic denial, see text); Move 15; Save as 3rd level magic-user; CL/XP 3/; Special: psionics, strange knowledge; Alignment: Law or Neutrality. A radially symmetrical race, three legged and three armed, standing roughly four meters tall, these creatures are known of as the Elders, their own name for themselves in unpronounceable by other beings. The Elder Martians are fairly neutral to other beings, though they have a custom of water-friendship that will allow a Barsoomian or Jasoomian to be considered a brother, should such perform a great service for the Elders. As do many other Martian creatures, they inhabit half-populated cities in the wastes, usually relying for water on the few remaining underground rivers of Mars.

All Elder Martians are psions, of various types, and the necromancers among these can contact a race of even more powerful creatures of the same nature, who no longer fully inhabit this plane. Some have theorized that these Elders may be the secret behind the Eldils. What is certain is that the Elder Martians are privy to many strange secrets unknown even to the wisest of the other races. They are very familiar with super-science, though they gave it up thousands of years ago. The Elder Martians attack in a strange way, when they fight at all, which is uncommon, they do so by denying the enemy's existence. Any enemy so "denied" must save vs. spells at a bonus of +2 or simply cease to exist.

ELDILS: HD 10; AC -3[22]; Atk 2 (6d6 lightning bolts); Move teleport; Save as 10th level Cleric; CL/XP 10/; Special: spells, invisibility, teleport, lightning; Alignment: Law.

Lesser angelic / godlike beings of the same nature as the Oyarsa, and his servants. They are exactly as per the Oyarsa, except as listed in the stats block, and in that their spells are cast at the

10th level of ability.

FLYING POLYPS: HD 7+2; AC 8[12]; Atk: see text; Move 36; Save as 7th level monster; CL/XP 8/; Special: wind attacks, invisibility, spells; Alignment: Chaos.

A horrible elder race of half polypous, utterly alien entities. . . . They were only partly material and had the power of aerial motion, despite the absence of wings. . . . Suggestions of a monstrous plasticity and of temporary lapses of visibility. . . singular whistling noises and colossal footprints made up of five circular toe marks seemed also to be associated with them.

- H. P. Lovecraft, "The Shadow Out of Time".

This unnamed species came to Earth out of space as conquerors about seven hundred and fifty million years ago. They built basalt cities with high windowless towers and inhabited three other planets in the solar system as well; ruins have been found on both Mars and the Saturnian Moon Iapetus. On Earth, they were warred on and finally forced underground by the great race of Yith, but near the close of the Cretaceous era (about 50 million years ago) they rose up from their subterranean haunts and exterminated the great race. The polyps still remain in their caverns and seem content to remain there, annihilating the few beings choosing to cross them. The entrances to their dwellings are mostly deep within ancient ruins where there are great wells sealed over with stone. Inside these wells dwell the polyps still, ferocious alien fighters with a bewildering variety of attacks. They have the power to control great winds.

WIND BLAST ATTACK the wind blast functions exactly as a Green Dragon's breath weapon, but damage is caused by the force of the blast, rather than poison. Victims of the wind blast literally have their flesh stripped from their bones and their skin dehydrated and wind-burned, and are blown backwards for a number of yards equal to the hit points they have lost.

FIXING ATTACK this is for capturing prey, and is most mysterious. In this mode, the wind attack has a range of 1000 yards, and can blow without diminishment around corners or up through winding corridors. Although the wind emanates from the polyp, it has a peculiar sucking effect on the target, slowing him down, and forcing the player to make a saving throw against paralyzation each round. If the save fails, the victim cannot move away that round. If the save succeeds, he may move normally. The flying polyp can move at full speed while using this ability, so it may be both chasing interesting prey and slowing it.

FLYING TENTACLE ATTACK polyps continually form and dissolve tentacles from their bodies. Each round, roll 2D6 to determine how many tentacles may attack in that particular round.

Tentacle damage is always 1D10. Because of the partially non-material nature of these entities, the tentacles damage ignores any non-magical armor worn. The wound takes the form of a wind-burn or desiccation of tissue.

INVISIBILITY: Three times per day, a polyp can cast an invisibility spell upon itself, but it still can be roughly located by the constant nauseating piping sound that always accompanies it. Anyone trying to hit an invisible polyp must roll to hit at -4. Polyps always are phasing in and out of visibility. When a polyp is invisible, it does not attack with its tentacles, but may still use one of the wind attacks, or cast spells.

INSUBSTANTIAL: Non-magical or psionic attacks cause minimum possible damage to Flying Polyps.

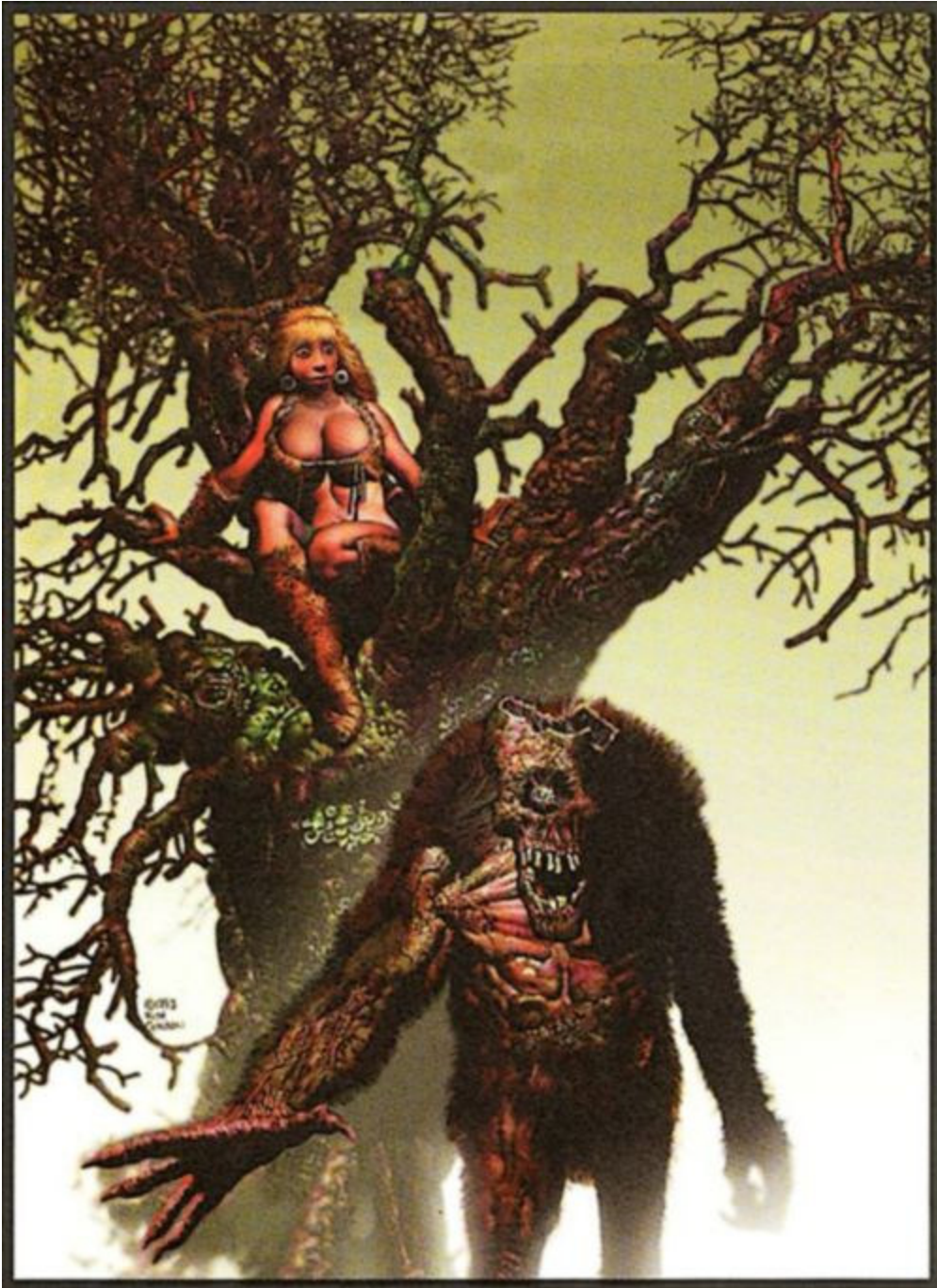
SPELLS: Any Flying Polyp has a 15% chance of being able to cast spells as an 8th level magic user / evil cleric.

HORMAD: synthetic beings created from vats of undifferentiated humanoid tissue. They tend to be ugly, asymmetrical, and stupid, but strong and hard to kill. Hormads were created by Ras Thavas, a scientific genius of the Barsoomian race of red men. The Hormads are "born" in great vats of bubbling liquid. Chemicals are added to the mixture and occasionally seeded with chunks of humanoid or Hormad flesh. Spontaneously these chemicals cause the chunks of tissue to grow into full humanoid form, which crawl out of the vat and tend to attack anything near them. These young Hormads are quickly subdued by others and dragged off for a basic education in behavior and training with weapons. Hormads are ugly and poorly formed. Their facial features are often distorted or misplaced, their limbs are often of unequal lengths, and their brains are very crude in construction. Most have deep red skin and black hair like the original red men from which they were formed, but Hormads can be made from any humanoid flesh. Sometimes a completely

monstrous Hormad form arises, missing limbs or with extra limbs, internal organs growing on the outside. Such things are slain and burned lest their misshapen flesh contaminate other samples in the vat.

Ras Thavas keeps refining the procedure and uses better and better Hormads to seed the birth of new ones; some jest that if the vats ever birth a perfectly-formed Hormad, Ras Thavas would cut it up and drop the pieces in the vat in hopes of creating more like it.

Hormads are poor thinkers and work best as base soldiers in an army. Even those with a reasonable intelligence tend to think too highly of themselves and make poor leaders because of overconfidence in their own plans.



A Hormad speaks whatever language it is taught after its "birth." Hormad "Hormad" is a template

that can be added to any humanoid (referred to hereafter as the "base creature"). It uses all of the base creature's statistics and special abilities except as noted here:

AC: Increase natural armor by +2.

Special Qualities: A Hormad retains all of the special qualities of the base creature and also gains the following:

Moderate Fortification: 75% chance to ignore a critical hit or multiple damage from a sneak attack.

Fast healing: Hormads regenerate 1 hit point per ten rounds. They cannot regrow severed limbs but can reattach them. Hormad limbs can still move and attack after being severed, and Hormad heads can even talk if decapitated. Only fire deals normal damage to Hormads.

Hunger Stamina: Hormads can easily survive for days without food; double the time increment needed to make Constitution checks for hunger or thirst. This longevity means even their severed limbs are dangerous for a long time.

Immunities: Hormads are immune to disease and poison.

Saves: Same as the base creature.

Abilities: Modify from the base creature as follows: Strength +4, Con +6, Int -4, Wis -2, Cha -4.

Challenge Rating: Same as the base creature +1

Treasure: Same as the base creature.

Alignment: Same as the base creature.

Advancement: Same as the base creature. A Hormad's favored class is warrior.

Sample Hormad

This example uses a human War1 as the base creature. (Hormads on Barsoom rarely wear armor, like most Barsoomian creatures, but this example gives it armor appropriate to a standard fantasy campaign.)

SAMPLE HORMAD:HD 1D8+6; AC 2[17]; Atk 1 (1D8+2 for strength); Move 12; Save as 1st level Fighting Man; CL/XP 2/; Special: Hunger stamina, immunities (disease, poison), moderate fortification, regeneration 1; Alignment: Chaos.

HROSSA: HD 1+3; AC 7[12]; Atk 1 (by weapon); Move 12, Swim 15; Save as 2nd level Fighting Man; CL/XP 1/; Special: swim, berserk rage; Alignment: Law.

These man-sized beings are rather otter-like, and are excellent swimmers. The Hrossa (singular, Hross) are a culture of warriors and poets who serve the Eldils and the Oyrasa in the part of Mars known as Malacandra. They are highly lawful beings, who battle with spears, and are capable of entering berserker rage.

KALDANE:HD 2 (5 if mounted in a Rykor); AC 5[14]; Atk 1 (1-4 / by weapon); Move 12; Save as 2 or 5 HD monster; CL/XP 2/ or 5/; Special: race memory; Alignment: Chaos.

The Kaldane fancy themselves the eternal masters of Barsoom; they are just waiting for everybody else to die off from lack of water. An ancient and hateful race, they once formed great empires based on slavery and domination thousands of years distant. Now they reside in the deep and dark places in the world, slowly putting into place their schemes of hastening the demise of the races of Man.

The Kaldane resemble grey-blue heads with sphincter-like mouths. They ambulate by means of six spidery legs and clumsily manipulate items by means of two crablike pincers. In combat, these pincers do 1d4 points of damage and they can attack once per round with them.

One of the greatest assets the Kaldane possess is a powerful racial memory. A Kaldane has a base 70% chance to know some forgotten secret or bit of knowledge that may give them a +2 advantage in an encounter (to combat, reaction, save throw, etc., but never to more than one roll).

The twisted eugenicists of the Kaldane have bred a race of slaves and foodstock called the Rykor. They appear to be well-formed Red men, but lack a head. They are docile, much like sheep or cows, with strength, dexterity, and constitution scores of 13, but intelligence, wisdom, and charisma score of 2. They have two hit dice, but will not defend themselves from attack unless ordered. The Kaldane can perch atop the necks of the Rykor and take control of them by fusing with their nervous system via their spine. When possessing a Rykor body, a Kaldane gains the physical stats of the body and is able to fight as a fighting man of between level 5. Kaldane do not

care if their Rykor body should perish in combat; there are thousands more where that one came from.

Kaldanes possessing any items of Martian super-technology will know how to use them and be very willing to do so.

LAM: HD 13; AC 5[14]; Atk 1 (2d4 or magic); Move 12; Save as 23rd level magic-user; CL/XP 15/; Special: spells, regeneration, confusing aura; Alignment: Chaos.

Being with a large forehead, small slanting eyes, and a small mouth, depicted in one of Aleister Crowley's paintings. [It has been] stated that Lam is one of the Great Old Ones, and has linked him to the High Priest Not to Be Described...

- Daniel Harms, *Encyclopedia Cthulhiana*.

A being of inestimable power, Lam resembles the 'Greys' of modern UFO mythology with a large forehead, almond shaped eyes, small mouth, and no nostrils. Lam lives on the dark side of Mars, but infrequently travels to Earth to study its flora and fauna, abducting any specimens it finds intriguing. When Lam is summoned, or chooses to appear, he does so in a column of bright light, and often sends hallucinations to confuse those he chooses to visit.

CULT no known human cult knowingly worships Lam as a Great Old One, but many individuals and groups worship him through their belief in extraterrestrial life.

ATTACK & SPECIAL EFFECTS relatively weak physically, Lam relies on his mental prowess and ability to dominate others' minds to capture subjects. Lam can cast a Mass Charm spell up to once per round. If Lam fails, the victim does not fall under his power, but does 'lose time', effectively suffering from a short-term amnesia that prevents him from recalling any interactions he had with the Great Old One. Once under Lam's influence, a character cannot break free until the Great Old One leaves or is dispelled, or someone successfully Psychoanalyzes him.

Lam communicates telepathically. He also has telekinetic powers, which manifest as the equivalent of an Animate Object spell. Lam may use this power once per round, though he may not use other powers in the same round.

Lam regenerates as does a vampire.

Lam also constantly generates a confusing aura that makes him difficult to attack. Any character attempting to attack Lam must first save vs. paralyzation, or spend the round doing nothing.

LEECHES OF YOH-VOMBIS: HD 3; AC 4[15]; Atk 1 grab (1); Move 3 (Fly 3); Save as 3rd level Magic-User; CL/XP 3/45; Special: spells; Alignment: Chaos.

Flying, black, octopus-like creatures with skin textured to resemble limestone. They ambush prey by sticking to cavern ceilings, and dropping to the attack (they are clumsy fliers). If a leech hits, the victim makes a saving throw to avoid having his head enfolded in the leeches' octopoid clutches and a tentacle inserted into his brain. If the saving throw succeeds, no damage is inflicted. If the saving throw fails, the leech has attached and inflicts 1 point of damage each round thereafter. It also takes control over the victim's body.

When in control of a human body, the leech can fight as the body would ordinarily fight, but casts spells as a 3rd level magic-user / evil cleric. It cannot cast spells without a host body.

The victim can be rescued if the leech is killed before the victim dies (if he dies, the body still serves the leech for up to one year). Any damage done in attacking a leech that is attached to a body is given half to the leech, and half to the host.

If a leech misses its attack, it will flap heavily into the air to make another attempt.

These creatures serve the Necromantic Ones of Yoh-Vombis, and seek to release them from their imprisonment. What this involves is unknown.

MI-GO: HD 3; AC 6[13]; Atk 1 (1-4 / by weapon); Move 6, Fly 18; Save as 3 HD monster; CL/XP 3/ or 5/; Special: alien technology, spells; Alignment: Chaos.

They were pinkish things about five feet long; with crustaceous bodies bearing vast pairs of dorsal fins or membranous wings and several sets of articulate limbs, and with a sort of convoluted ellipsoid, covered with multitudes of very short antennae, where a head would ordinarily be. . . .

Sometimes [they] walked on all their legs and sometimes on the hindmost pair only.

- H. P. Lovecraft, "The Whisperer in Darkness".

The fungi from Yuggoth (Mi-Go) are an interstellar race, with a main colony or base on Yuggoth

(Pluto). There are mining colonies in the mountains of Earth, where the Mi-go seek rare ores. The Yuggothans have definite connections with fungi, and are clearly not animal. They communicate with each other by changing the colors of their brain-like heads, but they can speak human tongues in buzzing, insect-like voices. They worship various Great Old Ones. They hire human and Martian agents to simplify their operations, and are sometimes connected to cults.

They are unable to eat terrene food, and must import theirs from other worlds. They are able to fly through the interstellar aether on their great wings, but maneuver clumsily in an atmosphere.

Ordinary photographic plates will not take an image of these beings, though a good chemist could devise an emulsion that would work. After death, a Mi-go dissolves in a few hours. The Mi-go occasionally pass into Earth's Dreamlands, but more frequently journey into their own alien dreamworld. There is some speculation as to Yuggothan society. Some think that mi-go are colonial, like ants. They theorize that the mi-go are but one race of fungi from Yuggoth, and that other, more specialized forms of fungi exist, including "thinkers" (small, frail, but extremely intelligent mi-go) and "greater mi-go" (used as brute force and laborers). It is also theorized that there may be a fungi colony "queen" in the form of some gigantic fungal growth deep beneath Yuggoth. These are all pure speculations.

The fungi have an array of advanced and alien devices. The following are but an example, and they also have earthquake mining machines, mist projector weapons, etc.

BRAIN CYLINDERS: Mi-Go are capable of astounding surgical feats, including the placing of living human brains in life-sustaining metal tubes. They can then attach speaking, listening, and seeing devices to the tubes, so that the brains can interact with those about them. This way they can carry with them those who cannot withstand the vacuum and cold of space. Every game month a human in a brain cylinder must roll Intelligence or less on 1d20 or go insane.

ELECTRIC GUN: the Mi-go have a weapon that looks like a warty, doorknob-sized lump of black metal, covered in tiny wires. It fires a bluish bolt of sparks doing 1D10 points of damage to the target. The electrical jolt acts like a taser, causing violent muscle spasms that immobilize the victim for a number of rounds equal to the damage inflicted, unless a save vs. petrification is made. Humans cannot fire these weapons without first making some changes to the wiring (see under Martian Super Science, below).

VULTHOOM FARMING: Besides rare ores and minerals, the fungi also harvest and grow mine bits of the Great Old One, Vulthoom from beneath the Martian surface. How the Yuggothans use the potent material, or whether or not they get it willingly from the god and it's followers, is uncertain.

MI-GO & THE DARK MARTIANS: There is some evidence that the Mi-Go have an alliance, or at least a treaty, with the Tripod-Battle machine building Dark Martians, or at least a treaty with them. Spies have reported both to Helium and Jakkar.

ATTACKS: fungi from Yuggoth may attack in hand-to-hand combat with two nippers at once. If the target is hit, the Yuggothan will try to Grapple the victim (roll STR against STR on the Resistance Table to break free), and fly into the sky to drop the victim from a height or take the victim so high that his or her lungs burst.

All piercing weapons cause the Mi-go half damage.

Any Mi-go has a 30% chance to contain a spellcaster (magic user or evil cleric) of level 1d6+1.

MILLION FAVOURED ONES: These are creatures and entities connected with the Other gods, who are known as the Fathers of the Million Favoured Ones.

Presumably the Other god had something to do with the birth, creation, or empowerment of the million so favored or had its attention drawn to particularly powerful or wicked beings whom it chose as favored ones. The Million Favoured Ones are unique beings or especially powerful members of various races. Many exhibit godlike abilities though they are neither gods nor Great Old Ones. Being one of the million favored does not necessitate the worship of the Other gods. Many of the million favoured ones are fully independent of any gods.

SAMPLE MILLION FAVORED ONE: Tors Gorka the Accursed: : HD 13; AC 5[14]; Atk 3 (by weapon +3 for great strength); Move 12; Save as 13th level Fighting Man; CL/XP 13/; Special: fear summoning; Alignment: Chaos.

Tors Gorka is the son of a Green Martian Mother and a strange, other-worldly father. He is an

enormous Green Martian with six tentacles in place of arms, and can fight with swords in three of them. Any being attempting to fight Tors in melee must save vs. paralyzation each round or stand rooted to the spot in fear for that round instead. In addition, Tors can summon a Dimensional Shambler to his aid once per day, by spending one round concentrating; the creature will remain for the duration of a single battle.

Tors is the leader of a vicious cult of Green Martians and, it is rumored, Kaldanes and other evil creatures. He is utterly merciless in battle.

NECROMANTIC ONES: HD 7; AC 1[18]; Atk 1 grab (1d4); Move 3 (Fly 3); Save as 7th level Magic-User; CL/XP 7/; Special: spells; Alignment: Chaos.

We don't really know, but evidently some pretty rough customers, probably the gods of Yoh-Vombis "It called me to the depths beyond, where dwell the noisome, necromantic Ones, of whom the leeches, with all their powers of vampirism and diabolism, are but the merest minions" -"The Vaults of Yoh-Vombis", Clark Ashton Smith

These creatures are much like their servants, the leeches, but much larger and more powerful. They attack in a similar fashion, and when in control of a human body, the Necromantic One can fight as the body would ordinarily fight, but casts spells as a 7rd level magic-user / evil cleric. It cannot cast spells without a host body.

ORKS: Okay, some of you are probably already prepared to kill me for adding Orks into Barsoom, but go with this for a minute.

We know that the Green Men are pretty barbaric (even by Martian standards), and there is a scene in A Princess of Mars in which the then-Jeddak of the Tharks attempts to... ahem... "force himself" upon Dejah Thoris. This sets up the situation in which he is killed by Tars Tarkas, who then becomes Jeddak of Thark. Well, I think it unlikely that this is the first time that this sort of thing has happened. In fact, I can imagine a whole sub-race of Half Green Men, who would probably be mostly from the... ahem... "union" of Green Martian fathers, and White, Red, Yellow or Black Martian mothers.

So...

Let's assume that there were dominant and recessive genes on each side. Four arms might be recessive, as well as the great size of the Green Men (since they are the only intelligent Martian race that has these characteristics), though it is expected that the resulting offspring would probably be a little more bulky and brutish in appearance than the mother's line, and would probably have at least some tendency towards tusks, though I assume not quite as pronounced as the father's. Also, IIUC, the Green skin is a survival trait, (though I don't remember why), so we'll assume that the cross-breeds maintain that as well.

Such creatures would probably follow the Green Hordes, or be driven out into the wild where they would be loved by nobody, and form their own barbaric bands. These might well make decent mercenaries, combining some of the fearsome abilities of the Green Men with, perhaps, the more tame-able aspects of the other races.

Now, what would these creatures be called?

Well, the most highly regarded (at least by themselves) race upon Barsoom are the White Martians, and the most famous tribe among them are the "Orovars." The best known tribe of the Green Men are the "Tharks." It is not unlikely that the Martians as a whole might combine the two words into "Orks", probably both derisively regarding the creatures themselves, and also as a sneer against the uppity White Martians.

So why do we need Barsoomian Orks?

Well, we need them because I have over a hundred of the little buggers all painted up (non-GW in my case, as I play in 15mm, but GW would work too), and would like an excuse to use them in

Martian gaming. I think that the rationale as presented fits Burroughs pretty well, and it would give me an excuse to:

1. Fill out my Peter Pig Green Men ranks with lesser troops who would probably be used as trash mercenaries in the front lines,

2. Fill out my Red and Yellow Martian forces with some additional troops to fight each other or the Green Men,

and,

3. Fill out my Black Martian Pirates with some additional cutthroats who would be just as happy to raid Red Martian cities as they would to get a little revenge on their paternal race, that put them in their unenviable position in the first place.

ORKS: Stats and abilities exactly as per D&D orcs, except that any that might be carrying missile weapons such as longbows or crossbows, will be armed with radium pistols instead. As with all Barsoomian creatures, they carry a mixture of super-science and anachronistic weapons.

OTHER GODS, LESSER: HD 20; AC 5[14]; Atk 1d6 (pseudopods for 10-40 each); Move 48; Save as 20 HD monster; CL/XP 20/; Special: save vs. spells or run in fear on seeing a Lesser Other God; Alignment: Chaos.

To which detestable pounding and piping dance slowly, awkwardly; and absurdly the gigantic Ultimate gods, soul and messenger is the Crawling Chaos Nyarlathotep. The blind, voiceless, tenebrous, mindless Other gods...

- H. P. Lovecraft, "The Dream-Quest of Unknown Kadath".

In addition to named gods who may attend Azathoth, there is a company of entities seemingly minor or less important, the Lesser Other Gods. They number among the beings known to dance for Azathoth, as well as several others worshiped in various places. These spawn monstrous larvae which may grow into new gods.

CULT: the Lesser Other Gods possess only small cults, if any at all, and the GMr should determine any names needed. Most are as mindless as their master, Azathoth, but they possess less power. A lesser god may grant protection to worshipers, or they may be able to exploit the god by getting it to unwittingly complete tasks for them. Most often, these lesser beings are summoned in random groups to participate in unspeakable rites or including rituals of death. Death rituals involve the gruesome torture and murder of cult victims wherein the assembled Lesser Other gods either participate in the carnage, or feast on the remains of the victims. Human and Martian crossbreeds with these creatures are rare, but possible. All such hybrids carry the taint of their alien parent and may manifest weird or alien powers along with horrible deformities. Most of these beings become cult leaders and toil to spread the influence of their Lesser Other God parent and its kin.

OTHER CHARACTERISTICS: since these gods are different from one another, vary their powers and attacks. In conjunction with their masters they might manifest much greater power. Types other than the one described here exist, some with Intelligence, greater Size, and so forth. Lesser Other gods may be of any form: insectoid, metal, liquid, gaseous, crystalline, living machines, plants, sentient microbes, geometrical, amorphous, phosphorous, fiery, mammalian, anthropomorphic, living sound, living color, etc. Special attacks might include drowning, burning, electrocution, poisoning, freezing, crushing, draining of statistics, ageing, mummifying, disintegrating, melting, crushing, swallowing whole, etc.

SERVITORS: each Lesser Other God may be attended to by some sort of servitor creature. Such creatures either manifest with the deity, or are summoned by it as needed. Servitor creatures are dispelled when their Lesser Other God is reduced to zero hit points or otherwise banished. The GM should decide what creature serves each Lesser Other God, as appropriate. A servitor creature does not have to be a member of a servitor race-some of these beings are tended to by members of independent races.

Being reduced to zero hit points merely dispels these creatures, it does not destroy them.

Generally, they lash out with 1d6 pseudopods, but other attacks are possible.

OYARSA: HD 25; AC -6[25]; Atk 2 (15d6 lightning bolts); Move teleport; Save as 25th level Cleric; CL/XP 25/; Special: spells, invisibility, teleport, lightning; Alignment: Law.

A mighty and mysterious being who rules in the great land of Malacandra, one of the few truly lush areas remaining on Mars. Here he lives with his servants of many races, and most Martians will tread a long way before entering Malacandra uninvited. To this day, stories are told of a massive fleet of First Born pirates who invaded in their great sky cruisers, hoping to plunder the valley for its mystical secrets. They were never heard of again.

The Oyarsa is naturally invisible, and can teleport to any place. He can use any clerical spell instantaneously, at the 25th level of ability, once per round. Only magical and psionically based attacks can affect the Oyarsa. He attacks with lightning bolts or spells.



PFIFLTRIGGI: HD 1-1; AC 7[12]; Atk 1 (by weapon); Move 9; Save as 1st level magic-user; CL/XP 1/; Special: artificers, super-science; Alignment: Law.

Stunted humanoids, all Pffltriggi are excellent artificers and miners. For each group of Pffltriggi encountered, there will be a Master Artificer of level 1d6+2. Most such groups will possess at least one item of Martian super-science. They are the builders and workers of the Oyarsa of Malacandra.

SERONI: HD 4+1; AC 5[14]; Atk 1 (blinding); Move 15; Save as 5th level magic-user; CL/XP 5/; Special: telepathy, mesmerism, blinding powers; Alignment: Law.

Standing some 3 meters tall, with slender bodies and heads, the Seroni (singular, Sorn) are brilliant scholars. They are the most direct servants of the Oyarsa of Malacandra. Seroni fight with glowing fistfuls of light that can be directed at any enemy within 100', forcing the enemy to save vs. spells or go permanently blind. They are also powerful Telepaths and Mesmerists, having each of these psion abilities, as well as those of scholar, to a level equal to their hit dice.

STAR VAMPIRES: HD 4+3; AC 5[14]; Atk 1d4 (1-64 blood drain each); Move 12, Fly 24; Save as 4 HD monster; CL/XP 5/; Special: invisibility, blood drain; Alignment: Chaos.

The dim outlines of a presence came into view; the blood-filled outlines of the unseen shambler from the stars. It was red and dripping; an immensity of pulsing, moving jelly; a scarlet blob with

myriad tentacular trunks that waved and wavered. There were suckers on the tips of the appendages, and these were opening and closing with ghoulish lust. . . . The thing was bloated and obscene; a headless, faceless, eyeless bulk with the ravenous maw and titanic talons of a star-born monster. The human blood on which it had fed revealed the hitherto invisible outlines of the feaster.

- Robert Bloch, "The Shambler from the Stars":



These loathsome things are normally invisible. Their presence signaled only by a sort of ghoulish tittering. After feeding, they become visible through the blood they drink. Summoned from the depths of space, some can be controlled to serve powerful wizards or other beings.

ATTACKS AND SPECIAL EFFECTS: 1D4 talons can grasp a given target at once. The victim will then be drained of blood, whether or not dead, and living victims lose 1D6 hit points per talon per round, as blood loss. If not killed, the victim replaces this loss quickly, in three days or less. As long as the creature is invisible, there is a -4 penalty to hit, even if it is tittering. After feeding on

at least 10 hit points of blood, the star vampire remains visible for six rounds, when the fresh blood metabolizes into a transparent equivalent. While it can be seen, attacks can be made at a normal chance to hit.

VULTHOOM: The Sleeper: HD 25; AC -5[24]; Atk 1 (3d6 tendrils); Move 0; Save as 25 HD monster; CL/XP 25; Special: hallucinogens; Alignment: Chaos.

Somehow, the thing was like a giant plant, with innumerable roots, pale and swollen, that ramified from a bulbous bole. This bole, half hidden from view, was topped with a vermilion cup like a monstrous blossom; and from the cup there grew an e@n figure, pearly-hued, and formed with exquisite beauty and symmetry.

- Clark Ashton Smith, "Vulthoom"

Vulthoom dwells in a deep cavern on Mars, where it and its followers live out an endless cycle of a thousand years of sleep followed by a thousand years of activity. Vulthoom can grant its followers immortality but at the proper time they must return to the Great Old One's cave and join it in its thousand years of sleep.

CULT Vulthoom is worshiped by a group of Aihas and a few renegade Holy Therns who live in Ravormos on Mars. His cult is largely unknown elsewhere.

OTHER CHARACTERISTICS the Great Old One possesses many unusual senses and faculties, and has the ability to extend its perception over large areas of space or time at will, seeing and hearing all. Vulthoom may also mentally speak to anyone within a one-mile radius. Vulthoom's voice is incredibly sweet and sonorous, masking its true nature.

HALLUCINOGENIC FRAGRANCE it produces a sweet-scented, hypnotic drug. Anyone inhaling the fragrance and failing to save vs. spells at -4 against Vulthoom experiences vivid hallucinations of glorious, Eden-like gardens, the sight of which fills him or her with indescribable exaltation. Failing a second save means the victim has become enslaved to Vulthoom. Those who succeed remain under the spell of the vision for 100+ 20 minutes, or until successful Psychoanalysis occurs. Vulthoom's perfume affects all within a hundred yards. A similar hallucinogen is produced by a type of strange, fossilized flower from the Great Old One's home world, but effective only to twenty yards. In either case the drug is equally powerful.

COMBAT: the Great Old One's only real physical attack is its tendrils. It prefers to defend itself through magic, its hallucinogenic fragrance, or with its minions. It attacks with its tendrils only as a last resort. Vulthoom regenerates 6 hit points per round from all damage. It casts spells as a 25th level evil cleric / magic user.

YITH, GREAT RACE OF: HD 6; AC 0[19]; Atk 2 or 1 (2d6 pincers or 1 lightning gun); Move 6; Save as 6 HD monster; CL/XP 6; Special: time travel, high technology; Alignment: Law or Neutral.

Enormous, iridescent cones, about ten feet high and ten feet wide at the base, and of some ridgy, scaly, semi-elastic matter. From these projected four flexible, cylindrical members, each a foot thick, and of a ridgy substance like that of the cones themselves. These members were sometimes contracted almost to nothing, and sometimes extended to any distance up to about ten feet. Terminating two of them were enormous claws or nippers. At the end of a third were four red trumpet-like appendages. The fourth terminated in an irregular yellowish globe some two feet in diameter and having three great dark eyes ranged along its central circumference. . . . Surmounting this head were four slender grey stalks bearing flowerlike appendages, whilst from its nether side dangled eight greenish antennae or tentacles. The great base of the central cone was ringed with a rubbery grey substance which moved the whole entity through expansion and contraction.

- H. P. Lovecraft, "The Shadow Out of Time".

Their bodies are native to Earth. They were a species of mental entities, fleeing their own world's destruction. They came to Earth and took over the minds of the cone-shaped beings dwelling here. The combination of the Earth-born bodies and the minds of the aliens made the great race. They taught their young their own technology and culture. Those young grew up as true inheritors of the mentalists, and the new bodies were natural to them. In the aeons that followed the great race divided up the Earth between themselves and other races, also establishing colonies on Mars and other worlds.

The Great race flourished from about four hundred million years ago until fifty million years ago, when they were exterminated by the flying polyps, an ancient race which they had imprisoned when they first came to Earth. However, the minds of the great race had already fled their doomed bodies into the future bodies of a beetle-like race to succeed mankind-the new great race.

The great race reproduce by means of spores, but do so infrequently because of long individual life spans (4,000 to 5,000 years). Members feed solely on liquids.

The Yithians are a race of socialist individuals. They value intelligence above all else, and use it as their criterion for immigration. Resources are shared among their kind out of a sense of intellectual logic and proportion. Strife is rare. The Great Race worship no gods.

TIME TRAVEL: the great race are so-named because they conquered time so thoroughly-the only race known to have done so. A member of the race can send its mind forward or backward through time and across space, pick out a suitable subject, and trade minds with it; whenever a member of the great race takes over the body of a being, that being's mind is put into the body of the great race individual, there to stay until the being now inhabiting its old body sees fit to return and trade places once more. With this technique the race has traveled en masse through time and space, and conquered other planets. Keen students of history, an individual exchanges places with a select individual in the era it wishes to study. The minds are switched for about five years. On Earth, friends notice many differences about the substitute: an Intelligence check would be appropriate to notice this.

The victim who has been forced into the alien great race body is caused to write down everything he knows about his own time. The great race are fairly kindly and permit their captives to travel about and see the country, as well as allowing them to meet other victims like themselves, generally from far distant planets or eras. When the time comes to restore a victim to his own body, the great race blank his memory of what has happened to him while he was trapped in their age. This erasure is imperfect: the victim may dream and have nightmares of being held by the great race.

Some cases of alleged "demonic possession" may be attributed to Yithian mind-swapping. A cult on present-day Mars aids and abets great race visitors. In exchange, the visitors share ethnological or magical knowledge.

Time-travel is the primary means by which a member of this race could be met in its original conebody, though there have been scattered stories of stasis cubes and sorcerous summonings across the aeons. Millennia ago, the great race discovered one of the crystal cubes of the worm-beings from Yekub. The worm-beings used the cube to exchange minds with a Yithian and investigate the possibility of invading Mars. The Great Race soon discovered the truth behind the strange cube and the Yekubian worm things, and locked the alien device away beneath their great city. After the great race fled their city the cube was lost.

ATTACKS: in combat, a member of this race may use both pincers simultaneously. However, this civilized race avoids hand-to-hand combat, preferring camera-shaped weapons that fire great goutts of electricity, weapons that were originally created to destroy the flying polyps.

There are many varieties of lightning-guns. A common one contains a pack of 32 charges, and takes 1 round to reload. As many charges as desired may be fired as a single shot, but each charge past 4 fired at once gives a 5 percentile accumulating chance of burning out the gun.

Thus, if 7 charges were fired at once, the gun would be ruined on a 1D100 result of 15 or less.

Each charge does 1d10 points of damage to the target, so that 3 charges would do 3D10 points of damage. The gun has a basic range of 100 yards.

YORHIS: Priests of Yoh-Vombis, degenerate and evil creatures, related to Aihais, but worshipping dark, underworld gods. Give the Yorhis the same statistics as Aihais, but any group of Yorhis encountered is 50% likely to possess disintegrator guns and to be led by a Magic-User / Artificer of level 1d6.

Encounter Tables (1d12)

	<u>Canal</u>	<u>Desert</u>	<u>Ruined City</u>	<u>Polar Regions</u>
1	Bouncers	War Tripod	War Tripod	Orluk
2	Apt	Apt	Dark Martians	Orluk
3	Plant Man	Banth	Darseen	Yellow Men
4	Darseen	Darseen	White Apes	Yellow Men
5	Thoats	Sith	First Born	Thoats
6	Zitidars	Thoats	Aihais	Green Men
7	Red Men	Green Men	Green Men	First Born
8	Calots	White Apes	Necromancers	White Men
9	Flier	Red Men	Holy Therns	Orks
10	White Apes	Scouts	Kaldane/Rykor	White Apes
11	Sith	First Born	Mi-go	Berserkers
12	Flat	Orks	Artificers	Orluk
	<u>Underworld</u>	<u>Underworld</u>	<u>Underworld</u>	<u>Skies</u>
	<u>Upper Level</u>	<u>Mid Level</u>	<u>Deep Level</u>	
1	Aihais	Dim. Shambler	Aihai Vampire	Malagor
2	Dark Martians	Kaldane/Rykor	Flying Polyyps	Flier
3	Kaldanes	Necro. Ones	Lam	Flier
4	Hormads	Star Vampires	Million Favored	Skyship
5	Leeches of YV	White Apes	Lsr. Other God	Sith
6	Mi-go	Great Race	Vulthoom	Sith
7	Yorhis	Mi-go	Aihai Vampire	Flier
8	Green Men	Necromancers	Flying Polyyps	Sith
9	Assassins	Mesmerists	Million Favored	Skyship
10	Necromancers	Necro. Ones	Mesmerists	Malagor
11	Orks	Star Vampires	Berserkers	Malagor
12	Hormads	Telepaths	Artificers	Artificer on Flier
	<u>Inhabited Cities</u>	<u>Marsh/Forest</u>	<u>Malacandra</u>	
1	Water Seller	Kaldane/Rykor	Eldil	
2	Lord & Retinue	Apt	Hrossa	
3	Escaped Slaves	Banth	Oyarsa	
4	City Watch	Plant Man	Pfifltriggi	
5	Assassins	Plant Man	Seroni	
6	Jugglers	White Apes	Banth	
7	Fortune Teller	Zitidars	Plant Man	
8	Thief	Beast Masters	Zitidars	
9	Merchant	Green Men	Elder Martians	
10	Spy	Scouts	Hrossa	
11	Bravos	Calots	Seroni	
12	Roll Twice and Combine	First Born	Pfifltriggi	

Encounters with a specific character class are of a random race, and encounters with a specific character race (Red, Yellow, White, Green and Black Martians) are of a random class. Usually, men (Barsoomian men, in this case) will be encountered in groups of 2d6 2nd level types, with one character of level 1d6 for every (full) five 2nd level types, and 1 character of level 1d10 for every (full) ten 2nd level types.

However, in the underworld, only the toughest parties survive, so men encountered there will be groups of 1d6, of level 1d3+1 on the Upper Levels, level 2d4 on the Mid Levels, and level 3d4 on the Deep Levels. Any man encountered will have a 5% chance per level of possessing a random item of super-science, if he is of third level or higher.

Finally, Inhabited Cities encounters will usually be with basic, 1-6 hit point, zero level humans of an appropriate type for the city: 80% chance they are of the ruling race, otherwise they are of

visitors either friendly, on special dispensation, from the Jed, or just plain sneaking around. Such encounters will be with level 1d6 men if they are of a warlike profession. However, Inhabited Cities encounters are mostly idea and adventure generators, and the GM should use them as such.



Technology and Treasure

Barsoom has a science much older than Earth's, and in fact is past its prime. Machines and inventions that can only be called fantastic on Earth are quite commonplace on Mars, even though science has declined from the ancient heights. Below are some of the more common wonders of science and technology one may encounter on Barsoom.

Swords: The Martian warrior's longsword is a marvel of metallurgy. It is slim-bladed, like a rapier, light and fast as a darting snake; but its two edges are sharp, and capable of cleaving through thicknesses of flesh and bone and gristle at a stroke - a combination no Earthly blade possesses because no Earthly metal is strong enough and light enough to be both. All Barsoomian blades are +1 to hit and damage for lightness and sharpness. Cost as a standard blade.

Radium Guns: The rifles and pistols of Mars fire exploding bullets of radium. The bullets are tipped with opaque glass, and a bead of radium held in a hollow within; on breaking and exposing the radium to sunlight, the radium explodes with an actinic flash. (Without sunlight, the radium bullets are as ordinary bullets, and do not explode). These guns, however, are quite heavy; the red men usually carry only pistols, the rifles evidently being so cumbersome that only the green men use them much. Cost 20 tanpis.

Radium Lights: Radium bulbs and radium torches are common lighting appliances. Both use a bar of radium that burns with a cold light when exposed to air. The intensity of the light may be regulated by adjusting the amount of air exposure. Cost 1 tanpi.

Fliers: The flier is one of the most important inventions ever made on Mars. Fliers fight the air battles, transport troops, and carry merchants and their goods. A flier is a lighter-than-air craft, buoyed aloft by tanks filled with the Ray of Repulsion - an energy that negates gravity. They are driven through the air with propellers, powered by magnetic motors that draw energy right from the planet's magnetic fields, requiring no other fuel. Small fliers count as brooms of flying, Cost 1,000 tanpis.

Concentrated Food: Martian warriors carry their provisions in the form of chewable, concentrated food tablets. This is so compact a package that a man may carry food for many weeks in nothing but his pocket pouch. Of course, the typical Martian still prefers his food fresh and with variety. Cost is as per standard rations, but any amount may be carried.

Healing Salve: Barsoomian warriors can count on a wondrous healing salve to heal their wounds overnight. Thus, a warrior can expect to survive almost anything that doesn't kill him instantly or

on the spot. Costs 5 tanpi per dose.

Canals: The great canals of Barsoom distribute water from the Sea of Korus, in the Valley Dor at the South Pole, across the planet. These canals sustain the farms that feed the red men's cities.

Atmosphere Plants: The red men maintain mechanical atmosphere plants which continuously replenish the vanishing Martian atmosphere. If these plants were to stop operating, Mars would quickly lose its air, and all life on the planet would perish. This is the one endeavor where all the cities are capable of acting as one.

Weird Science: The inventors of Mars have had thousands of years to think of the strangest things, and the technology to create what Earthlings can barely even conceive. There have been machines for thought control, machines that allow personal flight, paints that confer invisibility, and so on. Working alone and in secret, there is no telling what these inventors may create next.

The Nine Rays: Barsoomian science recognizes nine "rays" in the solar spectrum; of these, the Eighth and Ninth Rays are of particular interest. The Eight Ray is the Ray of Repulsion, and has the power of repelling gravity; it is this force that is used to buoy fliers. The Ninth Ray is vital in the production of air, for the atmosphere of Barsoom is artificially maintained by great atmosphere factories. Both are extracted from sunlight by complex prisms.

Martian Super-Science

Devices of Martian super-science are many and varied, and the secrets of constructing most of them are lost to the ages. To keep things simple, we'll assume they function as D&D magic items, but the forms they take are numerous. Also, the FX on certain items should be changed. E.g. an efreeti bottle would not be a bottle, and would not contain an efreet, but might be some sort of psionic focus that caused the user's subconscious mind to take physical form and serve in a similar manner, including self-destructive impulses that would mirror the efreet's vengeful nature.

Indescribable Martian Artifacts (1d12 is rolled for each column):

	<u>Shape</u>	<u>Material</u>	<u>Color</u>	<u>Other</u>
1	Tesseract*	Protoplasm**	8th/9th Ray***	Intelligent****
2	Ribbon	Liquid	Green	Malleable
3	Irregular	Multiple	Multiple	Odor
4	Circular	Transparent	Yellow	Rough
5	Cuboidal	Fabric	Orange	Slick
6	Spherical	Metallic	Silver	Flexible
7	Rectangular	Several	Several	Smooth
8	Cylindrical	Plastic	Black	Rigid
9	Irregular	Ceramic	Blue	Sticky
10	Tubular	Translucent	Red	Striated
11	Tetrahedral	Organic	White	Filaments
12	Flat	Unknown	Gold	Magnetic

Result of Several indicates roll two times on this table.

Result of Multiple indicates roll three times on this table.

Result of Several indicates roll two times on this table.

Result of Multiple indicates roll three times on this table.

*This item's four-dimensional nature may give it strange additional powers or drawbacks at the determination of the game master.

**This item is alive and must be fed (GM decides what and how often) or it will die, however, there is a 1 in 6 chance each year that it will reproduce by fission, making a copy of itself.

*** Color is indescribable to humanity, but, in addition to the item's other powers, it functions with the power of one of these two rays (random).

****The item contains a psionic-intelligence. Additional powers are determined as per an Intelligent sword.

The above table gives physical characteristics and the general appearance, that information which may be obtained by picking up and looking. If characters choose to investigate further, the referee may provide further information. Items may break, disassemble, give off or absorb light, heat or other vibrations.

Discovering the function of any item of ancient Martian super-science is a function of investigation.

Hurried Investigation: Hurried adventurers (maybe they are foolish, or maybe a whole tribe of white apes is minutes behind them, and they need something *now*) can take 1d6 rounds for a *Hurried Investigation* and roll 1d20 against intelligence at a -2 penalty (1 always succeeds, 20 always fails). On a successful roll, the function is discovered. On a failed roll, roll 1d6: 1-2= the item is undamaged, but must use the *Research Procedure* (see below) to discover the item's use, and no further *Hurried Investigation* is possible. 3-4= the item is destroyed and useless. 5= the item is undamaged, and the function is discovered, however, this happens because one randomly determined party member takes the full effect of anything the item might do in a negative sense (such as being ground zero for a fireball, being paralyzed by the equivalent of a wand of paralyzation, having his head cut off by the equivalent of a vorpal sword) and if the item can effect more than one party member, it does. After this, the device can be used normally. 6= the item explodes for 1-6 d6 concussive damage; all party members may save for half, and the device is destroyed and useless.

Research Procedure: This is safer, but costlier and more time consuming. The party must have a laboratory (costs 1d6 x 1,000 tanpi, takes 2d6 weeks to construct) and further spend 1d6 x 100 tanpi and 1d6 weeks experimenting on any item. Then roll as per *Hurried Investigation*, above, but with no penalty to the Intelligence check. The normal 1d6 roll is made if the Intelligence check is failed, but the players cannot be harmed by the result, and, as long as the item is not destroyed in the process, they can keep spending 1d6 x 100 tanpi and 1d6 weeks in the laboratory until they get it right or the item is destroyed.

No items of Martian super-science are class-based, and they can all be used by anyone (this is compensated for by the ease with which they can be destroyed and the cost and time as well as the damage they can do the party in attempting to figure them out).

The Barsoomian World and Wilderness Adventures

Barsoom is a dying planet. Its oceans have either evaporated or disappeared underground, or been frozen into the vast ice caps at either pole. Its atmosphere is thinning. Most of its land is now desert, and open water can be found only at a few rare spots; in hidden valleys, underground, and in the canals that crisscross the surface and make civilization possible. It no longer rains or snows on Barsoom, save at the poles. The air, being very thin, does not hold heat; the daytimes are hot, but as soon as the sun sets, it becomes bitterly cold.

Barsoom has two moons; Cluros, the farther moon, which moves slowly through the heavens, and Thuria, the nearer moon, whose orbit is much faster. A Barsoomian day lasts a little over 24 hours, and a Barsoomian year lasts 687 days.

Barsoom remains inhabitable only for two reasons; the canals, which distribute water from the South Polar icecap and the Sea of Korus, and the atmosphere plants established by the red men, which constantly replenishes the planet's air.

The cities of Barsoom mostly hug the great canals, or huddle in secluded valleys where there is water. The ancient seacoasts, now cliffs towering over the dead sea bottoms, are dotted with the abandoned cities of the maritime kingdoms. The dead sea bottoms themselves are vast deserts, carpeted by the fibrous red moss that is the commonest plant on Barsoom.

Barsoom's life is unique, colorful, and quite often monstrous. Barsoomian vegetation is mainly pigmented in shades of red. Barsoomian grass is bright red. Many trees have purple or blackish trunks, and scarlet leaves. Barsoomian creatures tend to have a multiplicity of limbs - six, eight, ten, or more - and if carnivores, a most impressive overabundance of teeth. Truly weird creatures stalk the Barsoomian wilds; great four-armed carnivorous apes, blood-sucking plant-men, headless and brainless humanoids, and giant predatory hornets the size of oxen, to mention only the more pleasant examples.

Culture and Customs

All the peoples of Barsoom have common elements in their culture. First and foremost, they are all a warrior folk of the old school; chivalry, courage, and prowess are their highest values. As Tan Hadron of Hastor says in [A Fighting Man of Mars](#): "I am a true son of Barsoom; I joy in battle; war is my birthright and the goal of my ambition ... " Truly Earthmen are right in naming the Red Planet after the god of war.

Society and Socializing

The standard Barsoomian greeting is "Kaor!"

Friends greet each other by laying the right hand on each other's right shoulder; laying both hands on both shoulders is an indication of very close friendship, or honored welcome.

Courtly refinement in manners is expected of any well-born red man. Boors are not tolerated - sooner or later they will offend a better swordsman, and be disposed of in a duel.

The utmost chivalry is expected to be shown to women at all times. Breaking this rule is a mortal sin against the Martian Code, one of the three such sins.

When courting a woman, a man lays his sword at her feet to pledge his allegiance or state his admiration; a proposal is made by asking her if he may "call you my Princess." A woman accepts a proposal by calling the man "my chieftain."

A woman may never marry the slayer of her mate.

Social gatherings such as receptions and feasts are a common feature of social life; dancing by couples is a courtly tradition maintained in nearly all Martian cities, and is part of the education of any well-born Martian. Performers such as singers, musicians, dancers, etc. are also a feature of these occasions.

The high event of a city's calendar are its Great Games; these feature a variety of sports, but concentrate mostly on combat - swordfights, wrestling matches, etc. ; Slaves and convicts are the usual gladiators featured, but sometimes free men and even nobles will fight, specially when challenged over some dispute.

Lesser Games are held on a more frequent, regular basis.

Dagger throwing is a common sport among warriors, and is a venue for wagering. Large sums of money can change hands in such contests.

Races in the Helium and Jakkar circuses are becoming popular, using very fast, low level version of fliers known as pods.

Warrior Customs

When attacked, a man is allowed to answer with an equal or lesser weapon only; for example, if attacked with a longsword, one may respond with longsword, shortsword, or dagger - but not spear, pistol, or rifle. It is a grave breach of honor, and a show of cowardice - two of the mortal sins against the Martian Code - not to follow this rule.

A Martian fighting man is expected to cultivate bravura. He never turns down a challenge, and always fights fair. He observes the codes of chivalry to women and noncombatants. He believes in his own fighting skill, and will not hesitate to fight even against bad odds when duty or honor requires it.

Quarter is never asked or given; to ask for it is cowardice, to give it is a sign of weakness.

Laying the sword at another's feet signifies a pledge of loyalty and service to that person, to the death, and is accorded only to someone who has great claim on one's allegiance or gratitude, or one greatly admired. Offered to a man, the gesture is a pledge of fealty as a warrior; offered to a woman, it may also mean the beginning of courtship. In any case, the meaning of this gesture is so

grave that it is considered shameful not to accept.

Acceptance is signified by picking up the sword, kissing it, and returning it hilt first, or buckling it onto the giver's harness.

Rejection is signified by letting the sword lie, or, to reject with insult, to return the sword point first. The latter is cause for a challenge to a death-duel.

Honors may be given to deserving warriors in the form of metal armbands clasped to the left bicep by their superior, sometimes by the jed or jeddak himself. Exchanging such armbands is also a gesture of friendship.

Duels may be fought to the death or to first blood only. The terms are usually given with the challenge.

Leaders are expected to fight in the front lines with their men. It is shameful to order your warriors to do what you yourself will not. Incompetent, specially drunken, officers are often disposed of by throwing them overboard from their fliers.

The commander of a flier is expected to take the last dive at the bow of his craft and perish with it if it is shot down.

A panthan is a mercenary warrior without a country. When not employed, he strips his harness of all insignia and wears only the plain leather. Most panthans are criminals or fugitives from their home country, and loath to divulge their origin for fear of the price on their head.

Religion

All Barsoomians practice ancestor worship. This religion is a simple and private affair, requiring no great temples or elaborate ceremonies. It is practiced by praying to one's ancestors and communing with them for advice.

Martians swear by their ancestors; some common oaths are:

"By the blood of my first ancestor!"

"By the (egg) shell of my first ancestor!"

"In the name of my first ancestor!"

"By my sacred ancestors!"

Issus is the Goddess of Life and Death, and rules the Martian Paradise which lies in the Valley Dor. Prior to the events in GODS OF MARS, the custom was for those who had tired of life, or reached the age of 1,000 years, to make the Last Pilgrimage down the River Iss to the Valley Dor, where one could expect to be reunited with one's ancestors and loved ones gone before.

Returning from the Valley Dor, or turning back from the pilgrimage, is sacrilege and punishable by death.

The keeping of knowledge and the administration of justice also have religious overtones. In Helium, the great library is called the Temple of Knowledge, and the courthouse the Temple of Reward.

Language and Names

All the peoples of Barsoom speak the same language. The ancientness of civilization, the longevity of the people, and their powers of telepathy have combined to make as one and keep unchanged the Martian language.

Names are usually simple; most people have one or two names, each one consisting of one or two syllables, very rarely three or more. Female names often end in "-a" - Tavia, Thuvia, Llana, Tara.

Among most peoples of Barsoom, names often incorporate elements of the father's and mother's name. For example, the son of John Carter and Dejah Thoris is named Carthoris.

Among the green men, a man may take the surname of someone he has killed in a duel. A man with only one name, an o-mad, is reckoned of little worth; only when he takes another's name does his reputation begin to rise. For example, John Carter has the name Dotar Sojat among the Tharks because the first Tharks he killed were named Dotar and Sojat.

First Born names often use "x" and "z", uncommon elsewhere:

Xaxak, Zithad, Xodar, etc.

Orovars usually have three names, each of one syllable; they sound a bit Chinese: Pan Dan Chee, Ho Ran Kim

Legend: (Or) - Orovar, (G) - Green Man, (Th) - Thern, (FB) - First Born, (V) --Villain

Male Names

Astok (V), Bar Comas (G), Carthoris, Dak Kova (G), Djor Kantos, Dotar Sojat (G), Gan Hor, Gur Tus, Had Urtur, Haj Alt, Haj Osis, Hal Vas, Hin Abtol (V) Ho Ran Kim (Or), Hortan Gur (G), Jad Han, Jal Had, Jat Or, Jav, Kab Kadja (G), Kadar, Kal Tavan, Kam Han Tor (Or), Kantos Kan, Kar Komak, Kulan Tith, Lan Sohn Wen (Or), Lorquas Ptomel (G), Matai Shang (Th, V), Mors Kajak, Nastor (FB), Nolat (FB), Nur An, Nutus (V), Pan Dan Chee (Or), Parthak, Phor San, Phor Tak, Ptang (FB), Ptor Fak, Salensus Oil (V), Saran Tal, Sator Throg (Th, V), Soran, Sorav Tal Hajus (G), Tan Gama (G), Tan Hadron, Tardos Mors, Than Kosis (V), Thor Ban (G), Thuvan Dihn,

Torith (FB), Torkar Bar, Tul Axtar (V), Turan, Turjan, Xaxak (FB), Xodar (FB), Yersted (FB), Zat Arras (V), Zithad (FB)

Female Names

Gozava (G), Llana, Ozara, Phaidor, Phao, Sanoma Tora, Sarkoja (G), Sola (G), Tavia, Thuvia, Valla Dia, Van-tija (FB), Zanda
Insults are often in the form of comparing one to an animal; the usual epithets are:

"Calot!" - after the Martian dog

"Ulsio!" - after the Martian rat, a very repulsive creature

"Calot, son of a calot, and grandson of a calot." - someone who is absolutely no good.

"Coward!" - is of course the worst insult you can give a Martian warrior

Clothing, Weapons, Armor

All Martians wear nothing but a harness of consisting of leather straps and a loin cloth or codpiece by day. At night, this is supplemented with robes or cloaks.

The harness is usually highly ornamented with gems and metal ornaments. It is possible to estimate one's wealth and social rank simply by looking at one's harness. Those with noble or military rank, or belong to the service of a specific house, may also have the insignias of their office and their affiliation affixed to their harness. Harness insignia also indicates one's country of origin.

Men and women have different harnesses.

The man's harness consists of broad leather belts crossing his torso, secured by buckles and clasps, and has additional straps for utilitarian, ornamental, and protective purposes. It qualifies as a kind of light armor, and the torso straps are quite broad, since a woman wearing a man's harness may be mistaken for a man.

Hooks and rings on the man's harness permit the attachment of weapons and gear, and when necessary ropes for hauling up the body - useful for rescues, boarding fliers, lashing down in a storm, etc. etc. The straps of the harness, when combined, can make up a rope 10-12 feet long.

The fully armed warrior's harness usually has depending from it: a longsword, a shortsword, a dagger, a radium pistol, a pocket pouch for personal possessions and supplies.

Women's harness consists of narrower and fewer straps. It hides very little of the body, and has rings for the suspension of a dagger at one hip and a pocket pouch at the other. Women sometimes wear their harness with a silken scarf. Martians rarely wear any sort of headdress.

The only exceptions are a band or fillet on the brow, sometimes decorated with feathers, or in the cases of chiefs and royalty, a diadem set with gemstones. Helmets are very rare, and not in use among the current civilizations. Some Martian peoples wear feathers in their hair or harness, as a sign of rank.

Travel and Transportation

The thoat is the most common riding animal on Mars. There are three breeds; the great thoat ridden by the green men, which stands 10 feet high at the shoulder, the smaller saddle thoat of the red men, and the beef thoat, kept by the red men for meat.

Thoats are ridden without bit or bridle; instead, control is effected through telepathy. They are savage, unruly beasts, and if your control should slip your mount is likely to throw you off and kill you. However, they are very swift, and when trained make doughty battle companions. Their keen senses and noisy, nervous dispositions make them good watchdogs as well as transport. The cry of the thoat is a piercing squeal.

The zitidar is the heavy draft animal of Mars. It is huge, standing about 20 feet high at the shoulder, and like the thoat seems to be somewhere between mammal and reptile. They are often yoked to huge chariots, which roll on fat inflated tires.

Zitidars are driven with the use of heavy, hooked goads. They have great strength and endurance, but are very slow.

Fliers are the fastest means of transportation on Mars. They range in size from one-man scout fliers to the great battleships of the grand Heliumite navy, some able to carry ten thousand men.

Large Battles in Barsoom

These are a staple of Barsoomian adventure. There are many sets of rules for this “war gaming” side of the game available for the players and Referee to choose from. One very simple rule of thumb is provided below, in case your group wants to avoid too much detail.



Mass Combat (From Swords & Wizardry, copyright Mythmere Games).

Units of Troops: For mass combats, the soldiers are lumped together into units of five or ten (depending on the scale of the combat). All troops in the unit should have the same type of armor. For the unit, add up the hit points of all the soldiers in the unit and treat the unit as if it is a single creature. Stronger creatures, such as white apes or tripods, do not need to be grouped into units (although they are treated as a separate unit for combat purposes), and player characters should not be grouped together either.

Initiative and Combat Rounds: Combat rounds are five minutes long if troops are grouped into five-man units, and ten minutes long if they are grouped into ten-man units. At the beginning of the battle, roll for initiative. Whichever side wins the initiative can choose to move first or last, and can also choose whether to attack first or last. For example, at the beginning of the Battle of the

Hidrojen Heights, where Jack Carson, Warlord of Hidrojen's forces are opposing an invading Green Martian army, if Jack wins the initiative he might choose to move first and attack first, to move first but attack last, to move and attack last, or to move last but attack first.

Order of Battle (Mass Combat):

1. Missile attacks and psionics (including super-science devices that function like psionics, and the rare spell that may come into play) are resolved before anything else happens. If missile troops have a rate-of-fire of 2, only the first shot is resolved at this point; the second shot is resolved at the end of the round. Both sides resolve their missile attacks and psionics, in the order chosen by the side with the initiative.

2. Movement is resolved in the order chosen by the side with initiative. If soldiers are charging and make their impact for the first time, the results of the charge are determined immediately during the movement phase (defenders with long weapons will get a first attack, and then the charging soldiers get an attack).

3. Melee combat is resolved (see below) in the order determined by the side with initiative.

4. Broken units may attempt to rally (see below).

5. Any final missile fire from archers with a rate-of fire of 2 is resolved, in the order determined by the side with initiative.

6. Initiative is rolled for the next round, and the new round begins.

Missile and Melee Combat: When a unit makes its attack, it makes a single attack roll against the armor class of the opposing unit; in melee combat, the attack can only be made against a unit directly in front of the attacking unit. A unit of five soldiers with 1 HD each makes its attack roll as a 1 HD creature, not as a 5 HD creature. The first hit inflicted against a unit inflicts no damage. After a unit has been hit once, later hits are resolved as follows: damage is inflicted by rolling once (for whatever type of weapon the unit is using), and multiplying the result by the number of people in the attacking unit. If a unit is attacking a single target (such as a giant or a lone player character), the damage is reduced by half. Keep in mind that monsters retain their abilities; a monster that can't be damaged by non-psionic weapons won't be hurt at all by ordinary swords from a unit of Red Martian infantry. There is one special rule here: if a monster, character, or unit cannot be hit because of a good armor class or terrain modifiers (explained later), there is still a chance that a unit can inflict some damage. If the unit rolls a natural 20 to hit, it will inflict damage, but only one-quarter of the damage it would normally inflict. Hit points inflicted on a unit don't actually kill anyone until the unit makes a morale check (see below). When a unit is down to half its original hit points, and any time it is hit after losing half its hit points, the unit must make a morale check. The morale check is made on a d6:

1: Four out of five of the soldiers in the unit are dead. The unit is removed from the board and the 1 or 2 survivors are fleeing.

2: The unit has no casualties, but is forced back one half of its move (the attackers can also move up their troops by the same amount if they choose to do so). The unit is "broken."

3: The unit remains in place, but is "broken."

4-6: Morale check succeeds, and the unit remains in the combat normally.

If a unit loses all its hit points, all the soldiers in the unit are considered dead.

Broken Units: If a unit is "broken," it means that the unit is thrown into confusion or fright, or that they are simply so battered that they cannot function until they rally themselves. A broken unit

cannot attack, but after the melee phase of combat they may attempt to rally. A broken unit can move backward out of combat, but cannot advance toward the enemy. A well-trained or experienced unit of regular troops (not mercenaries) has a 75% chance to rally. Well-trained mercenaries have a 50% chance to rally. Levees, poorly trained mercenaries, and militia have a 25% chance to rally. If the unit rallies, it is no longer considered to be "broken" and can attack normally again when the time comes.

Modifiers: Large-scale combat depends greatly upon the terrain, and gaining superior terrain is an important part of such combats.

1. Fighting down a slope or from higher ground is a major factor; perhaps the most important factor. Don't forget, though: even if a unit cannot be hit, when the attacker rolls a natural 20 it still inflicts one-quarter of its normal damage. A unit fighting from the higher ground has a choice to make each round; it can gain a +4 on its attack roll or it can force all attackers to take a -4 on attack rolls against the unit during that round.

2. Units fighting inside a forest are immune to missile fire unless they are lined up at the edge, using trees as cover, in which case all enemy attacks are made at -4 (including melee attacks—holding the edge of a tree line is an advantage even in close combat).

3. Defending from behind a wall causes enemy attacks to be made at -4. One point about this, though: a wall at the edge of a tree line doesn't get both modifiers from the wall and the trees; only one -4 will be applied to enemy attacks. Thus, if a unit is on top of a castle wall, defending against radium rifles firing from below, the attack against them will be made at -8 (-4 for the higher ground, and -4 for the wall).

4. If a unit is flanking another unit (attacking from the side) it gains +4 to hit.

5. If the unit is attacking another unit from the rear, it attacks at -4 and also inflicts double normal damage.

Movement Rule: A unit cannot turn and move in the same round unless it is a mounted cavalry unit.

These rules should be enough to handle most situations, although there aren't details for naval combat, siege weaponry, or many of the other circumstances that might be encountered in a large-scale battle.

Glossary of Mars

Aanthor: A dead city of ancient Mars.

Aisle of Hope: An aisle leading to the court-room in Helium.

Ancestors: The primary religion of the red men is ancestor worship. Thus oaths like "By my sacred ancestors," "In the name of my first ancestor!," "By the blood of my first ancestor!," "By the (egg)shell of my first ancestor!," and so on.

Atmosphere Plants: Great mechanical factories which replenish the atmosphere of Mars. They are operated and guarded by near-immortal men specially chosen for the task. (see A PRINCESS OF MARS)

Avenue of Ancestors: A street in Helium.

Barsoom: Martian name for their planet, Mars. Earth is known as Jasoom.

Carter, John: Earthman, from Virginia, a former officer of the Confederate army, husband of Dejah Thoris, and Prince of Helium, Warlord of Mars.

Carthoris of Helium: Son of John Carter and Dejah Thoris.

Cluros: The farther moon. "Cold Cluros," called for the cool quality of its light and its distance. Thought to have been the home of the First Born.

Dator: Chief or prince among the First Born.



Dejah Thoris: Princess of Helium, daughter of Mors Kajak, Jed and Crown Prince of Helium.

Dor, Valley: Valley of Heaven, located near the south pole. Followers of the cult of Issus (almost everyone, prior to the events of GODS OF MARS), end their lives when they tire of it, or on reaching the age of 1,000, by making a pilgrimage to the valley by way of the River Iss. By Martian law, anyone who defies Issus by returning from Dor is under sentence of death.

Dotar Sojat: John Carter's Martian name, from the surnames of the first two warrior chieftains he killed. Often used in conjunction with red dye when he wants to disguise himself as a red man.

Dusar: A Martian kingdom, famous for its honey.

Dwar: Military Rank: =Captain. Commands a Utan of 100 men. Ship - Destroyer.

Ersite: A kind of stone. Very strong and heavy.

Father of Therns: High Priest of religious cult.

Games, The: Term for gladiatorial combat, the most popular spectator sport on Barsoom. Almost all civilizations on the planet have their version of it. They are an occasion for fanatic wagering, and though the combatants are usually slaves, free warriors and nobles sometimes join in - for glory, or in answer to a challenge.

Gate of Jeddaks: A gate in Helium.

Gathol: One of the longest-inhabited cities of Barsoom, inhabited unbroken since Throxheus existed. Very rich, with great diamond mines.

Haad: Martian mile.

Hastor: A city of the Heliumite Empire; lies 5,000 haads due south of Helium.

Hekkador: Title of Father of Therns.

Helium: Twin cities, Lesser and Greater Helium; capital of the Heliumite Empire, ruled by Tardos Mors, Jeddak of Helium and grandfather of Dejah Thoris. The home of John Carter on Mars.

Holy Therns: A race of white-skinned, bald men from the Valley Dor, in the southern polar region of Mars. The high priests of the cult of Issus, and the only ones allowed into her temple.

Horz: Deserted city on what used to be the shores of Throxheus; Barsoomian Greenwich. Home of the Orovars, a race of white men thought to be extinct. (see LLANA OF GATHOL).

Illall: A city of Okar.

Iss: The River of Death. Boats line the banks of the Iss, to convey pilgrims downstream to the Valley Dor. (See A PRINCESS OF MARS.)

Issus: Goddess of Life Eternal and of Death, whose abode is upon the banks of the Lost Sea of Korus, which lies at the center of the Valley Dor. Supposedly she rules the Elysian Fields of the Valley Dor, where all the dead are gathered. Her priests were the Holy Therns. John Carter broke the back of her cult when he exposed Issus as a sham - and gained the undying hate of the Therns and the First Born in the process. (See THE GODS OF MARS.)

Jahar: A powerful city and empire in the southwest of Barsoom. A scientist of Jahar once developed a disintegrating ray for its navy. Jahar's fleet was defeated by the navy of Helium and the disintegrating ray and its inventor destroyed by Tan Hadron of Hastor. (see FIGHTING MAN OF MARS).

Jed: Title: King, or Chieftain.

Jeddak: Title: Emperor.

Jeddara: Title: Queen or Empress

Jedwar: Military Rank: =General, army commander ranking just beneath a Jed

Jetan: The Barsoomian version of chess, a very popular game known all over the planet. The objective is to take the Princess piece, thus the common expression "We have the Princess," which is the same as English "it's in the bag."

Kadabra: Capital of Okar.

Kaol: A Martian kingdom in the tropics of the eastern hemisphere. It lies in the middle of a great forest, and trees planted within the city itself obscure it from the air.

Karad: Martian degree.

Komal: The Lotharian god; a huge banth. (See THUVIA, MAID OF MARS)

Korad: A dead city of ancient Mars. (See A PRINCESS OF MARS.)

Korus: The Lost Sea of Dor.

Lothar: The forgotten city, inhabited by Orovars. (See THUVIA, MAID OF MARS)



Mantalia: A tree that grows in isolated groves on the dead sea bottoms. Its milky sap is highly nutritious, and serves as both food and drink. Mantalia "milk" is a mainstay of the green Martian

diet, and the gods' gift to the traveler lost in the desert.

Marentina: A principality of Okar, in the Martian Arctic.

Mors Kajak: Jed of Lesser Helium, son of Tardos Mors the Jeddak of Helium, and father of Dejah Thoris.

Od: Martian foot. = 11.9 inches

Odwar: Military rank: =Colonel. Commands a Umak of 10 Dars, or 10,000 men. Ship = Battleship.

Okar: Land of the yellow men, in the Martian Arctic.

Omad: Green men term: a man with only one name, one who has not yet proved his worth by killing in a duel and taking his kill's surname.

Omean: The buried sea, which lies underneath the bed of Korus.

Orluk: A black and yellow striped Arctic monster.

Orovar: A race of white-skinned, yellow-haired men thought extinct; once the dominant race of Mars, when Mars still had oceans. Remnants have been found in the thought-to-be deserted city of Horz (see LLANA OF GATHOL.)

Otz Mountains: Mountains surrounding the Valley Dor and the Lost Sea of Korus.

Padwar: Military Rank: =Lieutenant. Ship = Patrol Corvette.

Pedestal of Truth: Within the courtroom of Helium.

Pimalia: Gorgeous flowering plant.

Pits: The dungeons that exist beneath every city on Barsoom. Used for storage, and as prisons.

Ptarth: A Martian kingdom near the equator.

Ray of Repulsion: Energy form which negates gravity, causing objects to float. The buoyancy tanks of Barsoomian fliers are filled with this "ray."

Ray of Regrowth: Energy wave discovered by Orovar scientist Mino Xidl. Thanks to this ray, the Orovars retain their fine blonde hair, while their cousins the Therns all went bald. (Okay, okay, so this isn't exactly from Burroughs himself ...).

Sak: Verb: to jump.

Shador: Island in Omean used as a prison.

Sillian: Slimy reptiles inhabiting the Sea of Korus.

Skeel: A Martian hardwood, the hardest of all woods, very valuable.

Sompus: A kind of fruit tree; its fruit is called **somp**.

Sofad: A Martian inch.

Sorak: A little pet animal among the red Martian women, about the size of a cat.

Sorapus: A Martian hardwood.

Tal: A Martian second.

Tardos Mors: Grandfather of Dejah Thoris and Jeddak of Helium.

Tars Tarkas: A chieftain of the green men, befriended by John Carter and with his aid became Jeddak of the Tharks.

Teedwar: Military Rank: =Major. Commands a Dar of 1,000 men. Ship = Cruiser.

Temple of Knowledge: The great library of Helium

Temple of Reward: The court of justice in Helium.

Tenth Cycle: A rank among the Holy Therns.

Than: Generic term for warrior, but also means sailor.

Thark: City and name of a green Martian horde. When John Carter first came to Barsoom, he was captured by Thark chieftain Tars Tarkas.

Therns: A race of white-skinned, bald men from the Valley Dor, in the south polar region. Wear great blonde wigs to hide their baldness. Keepers of the cult of Issus, they live off the wretches who survive the Last Pilgrimage to actually reach the Valley Dor; they eat human flesh, seeing themselves as the only true humans and all other races as equal only to beasts. The Holy Therns, their highest caste, alone among them are allowed into the Temple of Issus.

Throxus: Largest of Barsoom's oceans, when there were still oceans on the planet.

Thurds: A green horde inimical to Torquas.

Thuria: The nearer moon. "Mad Thuria," who races swiftly over the heavens.

Torquas: A deserted city, and the green horde that lairs in it.

Tree of Life: In Firstborn legend, the origin of all life on Barsoom. The fruits of the tree were pods

that contained a plant man, a sixteen-legged worm, and the original Firstborn.

Ulsio: The Barsoomian equivalent of the rat. Many-legged and hairless, their skin resembling that of a newborn mouse in repulsiveness. Their eyes are small and close set, almost hidden in deep, fleshy apertures. Their most ferocious and repulsive features, however, are their jaws, the entire bony structure of which protrudes several inches beyond the flesh, revealing five sharp, spadelike teeth in each jaw, the whole suggesting the appearance of a rotting face from which the flesh has sloughed away. Ordinarily about dog-size, but may grow larger. A disgusting scavenger and predator of the pits, or dungeons, which lie beneath every Martian city; calling someone an ulsio is of course a deadly insult.

Umak: A regiment of 10,000 men - that is, 100 Utans. Commanded by an Odwar.

Usa: A common fruit tree, and its fruit. The abundant, nourishing, but tasteless fruit is a staple for poor folk and for soldiers.

Utan: A company of 100 men (military). Commanded by a Dwar.

Warhoon: A community of green men; enemy of Thark.

Xat: A Martian time unit. 200 tals = 1 xat.

Year: The Barsoomian year lasts 687 days.

Zitidars: Mastodonian draught animals.

Zodanga: Martian city of red men at war with Helium. Notorious for its assassins.

Zode: A Martian time unit, equal to about two and a half Earthly hours. 50 xats = 1 zode, or 10,000 xats = 1 zode. The Martian day is divided into 10 zodes, and begins at sunrise. Noon is at around the 3rd zode, sunset at about the 5th zode, midnight at about the 8th zode.



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