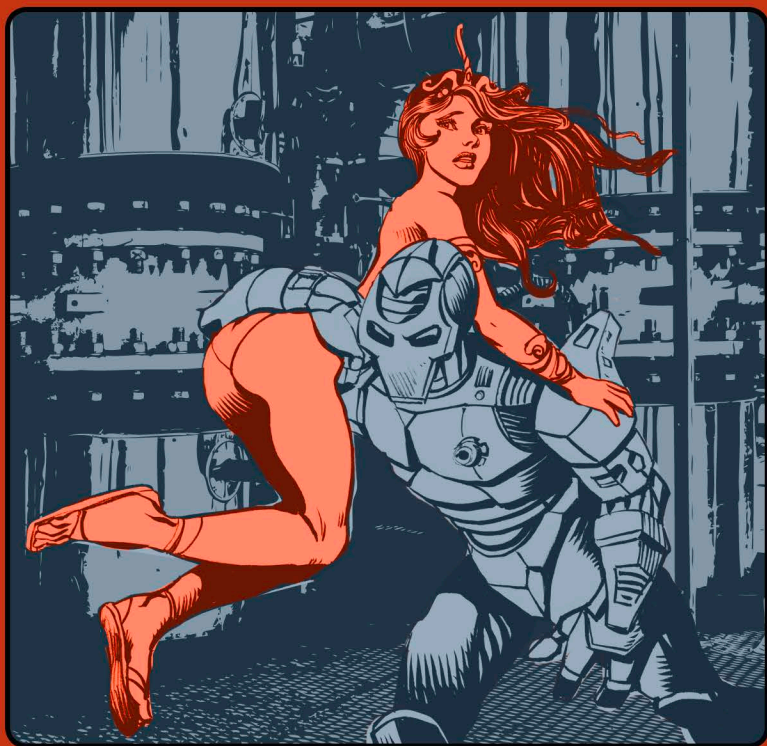


WARRIORS OF THE RED PLANET

Mechanized Men of Mars



Helium is in peril! An army of mechanical men has assembled nearby. They are controlled by a mad genius who seeks to conquer the city, and the rest of the planet. Their base has been found, now can you infiltrate the lair and stop the nefarious madman's plans before it's too late?



WARRIORS OF THE RED PLANET

Mechanized Men of Mars



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Mechanized Men of Mars

Helium is in peril!

An army of mechanized men have assembled near Helium. The brave warriors of Helium have already faced off against them, but lost badly. It is said they are controlled by a mad man, a genius who is half-machine named K'Ral Diss. He seeks to enslave the red men of Barsoom, and then move on to conquer the rest of the planet.

Background for the GM

The vault of K'Ral was built in a previous age, a secret place of power and research for a long forgotten mad scientist. It drew the most unsavory persons to it, and the cult flourished for generations, sending out its minions from time to time to enact some horrible deed upon the lands around. However, a great battle eventually took place between the cult leader and those who opposed his sinister motives. Unable to destroy him, they were strong enough to overcome his power and imprison him somewhere deep within the vault. And sealed it for all time. His servants scattered across the lands.

After a time his servants returned again to the vault, deserted as it was of any manifestation of their leader. Among these deranged folk were many highly advanced scientists and powerful mentalists. All sought with utmost endeavor to discern what happened to K'Ral, so that he could be freed and returned to rule over them once again. All attempts were in vain, although their scans and seeking did reveal to these servants that a chamber existed below the vault. By physical labor and mechanical means they delved downward to reach the chamber. What they discovered dismayed and disheartened them. In the center of the black obsidian, floating by some unknown force, was a huge sealed casket that could not be reached or touched by any means as though some impenetrable force field surrounded it. Noxious vapors and strange green energy radiated from within the area. As time passed, the seekers ritualized their attempts to determine how to free K'Ral. An altar of obsidian was constructed directly

under the floating casket so that it seemed to rest upon the stone. As generations passed, various other things necessary to survival in the chamber were formalized into an array of futile effort and worship for K'Ral, and endless services to awaken and free him were conducted by the faithful. Then, as time continued to pass, even this ritual grew stale and meaningless. The followers of K'Ral began to pilfer anything of value and slipped away to serve other masters and wreak their misdeeds elsewhere.

In the end only a handful of faithful servants remained to repeat the daily ritual of awakening. Some of this handful were slain by creatures, others eventually grew old and died. The last servant, alone, wandered off to the rejuvenation chamber, but without aid he was unable to operate the machinery and passed away. Thus, a hundred years ago, the last servant of K'Ral died and the vault was without inhabitant.

Various wandering creatures eventually used the vault as a lair for a time. Some moved in, some descended into the depths of the place, some were slain or eaten by other creatures as so happens. Already dim in the recollection of men for decades, the vault was forgotten by all but a few learned historians.

Those creatures which dwelt in it from time to time had no knowledge of the places name, purpose, or history. The place remained unexplored until a strange little man, Zeandr, a brilliant and crazed scientist infiltrated the dilapidated vault which had become an itinerant home for a tribe of Warhoon. He discovered how to operate the equipment, reactivated some of the machinery, and controlled the few mechanical men that were still in good enough repair to function. With these metal servants he chased off the Warhoon, then set about restoring the ancient laboratory and factory to manufacture new mechanical men.

Zeandr could not figure out how to open K'Ral's casket, despite many clever attempts. What he did discover though, were many ancient recordings and a scan of K'Ral's mental faculties. Zeandr used these to wipe the brain of a slave (who bore a remarkable resemblance to K'Ral) and replace



them with all of K'Ral's memories, thoughts and attitudes. Zeandr thought for a time that he would be able to control this charismatic man and use him as a puppet. But the reborn K'Ral had other plans, with no knowledge that he was actually a fabricated copy, he proceeded to enforce his will on the mechanized men who were programmed to obey him unquestioningly. Soon he enslaved many other men and used the facilities of the vault to increase the manufacturing of mechanical men into an impressive army.

Introduction

You have been summoned by the Jedak of Helium for a royal audience. Your exploits are well known, and there is a matter of some urgency and concern that you might best be able to deal with.

A scout group of Helium soldiers, while on patrol, spotted an assembly that appeared to be marching soldiers. The scouts were engaged before they could get away, by a number of airships. A skirmish ensued, and only one scout managed to escape to return with this report.

A small, elite force could infiltrate the hidden base and disrupt the activities there, or at least return with intel that will help us to deal most effectively with this matter.

You will be given a small, stealthy flier, and under cover of night can fly to a predetermined location where you will have access to the base. From there it is up to you to go in and handle the mission.

Set-Up

You can use the tables below to randomize the adventure, this is particularly useful if you run the adventure multiple times.

K'Ral's motive

Roll 1d6

1. Warlord: Wants to conquer Helium
2. Recognition: Wants to marry a princess of Helium and be recognized as royalty
3. Desire: Wants an artifact believed to have been made by the Therns that will give him power
4. Is dying and looking for a cure
5. Perverse idealism: believes that Mars needs to be purified by machines
6. Zealot: wants to convert everyone to his religion

Plot Twist

Roll 1d6

1. Has a secret agent in the royal house of Helium
2. Is the lost twin of one of the PC's
3. Falls in love with one of the PC's
4. Helium has a secret agent in K'Ral's organization
5. Zeandr uses a device to switch minds with one of the PC's temporarily.
6. Was once a highly regarded official of Helium, now a traitor.



Overview of The Lost Vault of K'Ral

This adventure can go in multiple directions depending on the actions of the players. It is not a railroad, but the referee can string events together in this general order so as to maintain some semblance of direction:

Investigate where the mechanized men are from

- Get caught and imprisoned or infiltrate the vault
- Escape their jail cell or become a mechanized man
- Uncover secrets of the mechanized men and K'Ral's plan
- Get a thing K'Ral really wants (this can be any number of things depending on what the player's find)
- Escape, K'Ral hunts them down
- Final battle with or on K'Ral's flagship

Chapter 1, Incursion

Events that could happen:

- Find & Confront mechanized men scouts.
- Learn of the secret location of the Vault.
- Hear of the name "K'rall"
- Learn fragments of ancient lore about K'rall.
- Acquire an airship and prepare to travel to the Vault.

A scout group of mechanized men has infiltrated Helium. You must find them and try to bring one back alive for scrutiny.

When the mechanized men are defeated, all but one melt into goo. Player's can glean from the one remaining where their secret lair might be located.

Jedak of Helium sends your group to investigate, you are given a ship

Chapter 2, Raid on the Vault

Events that could happen:

- PC's ship is shot down
- PC's captured and imprisoned.
- Discover their fate is to be transformed into a mechanized man.
- Escape the slave cells.
- Free other slaves.

1. Launch Pad

The lair is built into the side of a mountain, only a small ledge is visible. This ledge is the launch pad for K'Ral's aerial units. The launch pad leads directly to the hangar bay

2. Hangar

Dozens of armed ships are assembled and being prepared for war.

12 single flyers

6 four man flyers

2 small cruisers

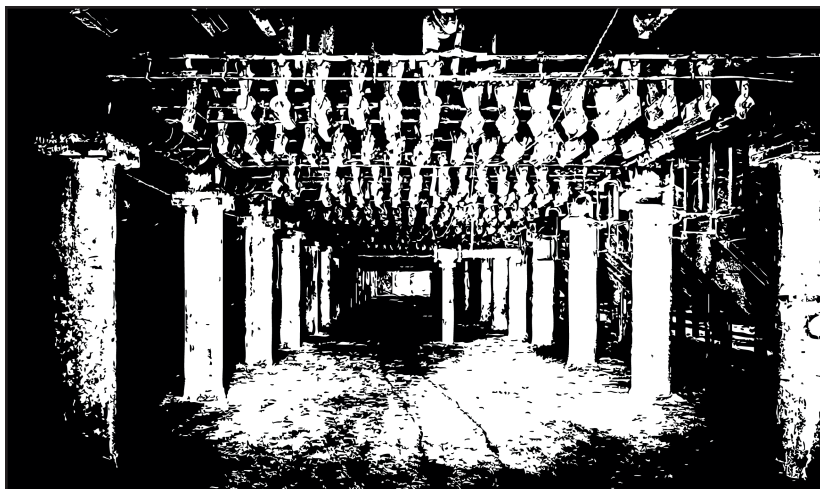
1 Transport

1 dreadnought. This is K'Ral's personal flagship.

3. Prep Room

Here, captives that are bound for the slave cells are processed. They are cleaned, shaved, and neutered. They are given a feeding plug in their gut.

Those who do get fully processed can access food outlets throughout the lair to heal 1d6 hp almost instantly. Also, their brain plug will give them rudimentary access to communications chatter and receive general information.



Doors open by access level.

While queuing to be processed the player's learn that one way out of getting neutered is to volunteer to fight in the arena. Gladiators get certain privileges. This will also give them an opportunity to meet K'Ral.

4. Slave Cells

There are dozens of cells that each fit 4-6 individuals. There is a certain hierarchy to the arrangement. Common slaves get the crummiest section. Gladiators get the privileged cells (only 2 to a cell) that are better furnished. About half the cells are occupied. Most of the slaves are dejected, traumatized, and listless. They hold very little information. But if PC's ask around enough they'll get some vague details about a laboratory and a factory where it is all slave's fate to become transformed into a mechanized man and be a soldier in K'Ral's army.

Slaves

Roll 2d6

2. Floril: She has large amber-colored eyes, an easy smile and a tall, fit build. She is tough and very stubborn. She is a princess of Ptharth. (AC: 10, HD: 1, hp: 3, Atk: fist, Dmg: 1, Save: F1, Move: 90', SA: none)

3. Krukr: She has rugged features, long frizzy medium brown hair and a muscular build. She quotes bad poetry. She is somewhat vain. She is agile but not very fast. (AC: 10, HD: 1, hp: 3, Atk: fist, Dmg: 1, Save: F1, Move: 90', SA: none)
4. B'lai: She has numerous tattoos, a very tall, solid build, almond-shaped green eyes and tanned skin. Her favorite sin is wrath. (AC: 10, HD: 1, hp: 3, Atk: fist, Dmg: 1, Save: F1, Move: 90', SA: none)
- 5-6: Listless, almost vegetative slave who does not remember his name.
- 7-8: Listless, almost vegetative slave who does not remember her name.
9. Manix: He has several piercings, a very short, broad build and fair skin. His favorite sin is sloth. He is annoyed by strict codes of honor, people in distress, and gratuitous violence. (AC: 10, HD: 1, hp: 3, Atk: fist, Dmg: 1, Save: F1, Move: 90', SA: none)
10. Enak: He has mismatched eyes: one brown, one blue, ebony skin and a short, willowy build. He dislikes members of the opposite sex and is stoic. He likes irony and wild animals of any sort. (AC: 10, HD: 1, hp: 3, Atk: fist, Dmg: 1, Save: F1, Move: 90', SA: none)
11. Tillra: He has pale skin for a red man. He is charismatic and very strong, but a bit slothful. (AC: 10, HD: 1, hp: 3, Atk: fist, Dmg: 1, Save: F1, Move: 90', SA: none)
12. Relak: He has a very short, compact build, blue-green eyes, a kind smile and brown skin. He is older, graceful and very wise. (AC: 10, HD: 1, hp: 3, Atk: fist, Dmg: 1, Save: F1, Move: 90', SA: none)

5. Laboratory

This room is filled with strange gadgets and many vials of unknown liquids and powders. It smells sickly sweet. This is the primary workplace of K'Ral's chief scientist, an insane but brilliant man named Zeandr. A thorough search could reveal a couple of useful items. On a roll of 1 on d6 after each full turn of searching uncovers 1 item on the table below:

1. Healing salve, 1-3 doses. Instantly recover 2-5 (1d4+1)



hp.

2. Irritant spray, 1-3 charges, 5' range. Target must Save or be temporarily blinded for 1-3 rounds. -4 to all Atk rolls.
3. Battery. Provides 1-3 charges for a weird science gadget.
4. Ugly metal helmet that prevents mind reading. It is also ungainly and awkward to wear so that the wearer has -1 to Atk while wearing it.
5. Security card that will open some of the locked doors in the Vault (1-3 on d6, record which ones it does/does not work on).
6. Power gloves that add +1 Str while worn.

6. Factory

Dominating this room is an assembly line that runs through several vats of noxious multi-colored liquids. Slaves struggle as they are placed into constraints on the assembly line and processed into mechanized men. At the end of the assembly line the newly formed creations march to the barracks where they are assigned a pod.

1d6+1 Enforcers stand by ready to address any issue that might disturb the smooth production of the factory. If a slave gets loose, multiple armed mechanized men will attempt to grapple them and lock them back onto the assembly line.

If the PC's are constrained onto the assembly line it will be very difficult for them to break free. Strength check 18.

7. Barracks

Rows and rows of coffin-like containers with tubes running into them line the walls of this long, tall chamber. The tubes are filled with black ooze that feeds the mechanized armies as they rest, or await orders.

At any moment up to 20 mechanized men are ready to be deployed immediately. Another 200 or so can be awakened within a 2 hour period.

8. Throne Room

Tapestries of battles, family banners, statues of rulers and cages. Walls and floor appear to be made of obsidian.

At the end is a huge altar, in the center sits K'Ral's throne. An oblong midnight black rectangular box floats over the center of the altar. Noxious green fumes emit from it.

The middle of this chamber is bloodstained and has wicked devices, it is an arena where challengers fight to the death for the entertainment of K'Ral. When active challengers must Save or take 1d6 damage from the trap.

Traps:

1. Electrified floor sections
2. Snares
3. Flame jets
4. Acid pits
5. Scythe pendulums
6. Hidden spikes

8A. The Altar

4 Elite guards stand by at the ready. They will question anyone who attempts to access the area and detain any suspicious persons which they will apprehend and march to the slave cells for processing. The accoustics in the area can make it difficult to precisely pin point where a sound is coming from.

9. Secret Passageway

Alcoves with eye holes to see into the Throne Room are here with controls for sound makers and visual effects which are here to make the battles in the arena more exciting.

10. Rejuvenation chamber

K'Ral's personal quarters. Immaculately furnished, but cold and sterile

Contains equipment to repair biomechanics equipment, and restore flesh to a healthy state. Can heal 1d6 hit points per turn when properly operated.

There is a window overlooking the Arboretum.

Various arcane machinery fills the room. View screens dominate the south wall from which several locations around Barsoom can be seen. Players may figure out that the screens are the views from Enforcers and Elite Guards which transmit what they are seeing to K'Ral's monitors.

11. Arboretum

This large open area is filled with strange plants of unusual colors: magenta, fuchsia, spotted, striped, spiked & twisted.

If a character eats a fruit roll 1d6:

1. Heal 1d6
2. Sick for 2-12 turns, -1 to Attacks
3. Take 1 damage
4. +1 STR for 2-12 turns
5. Sleep for 2-12 turns
6. Alert, +1 Initiative 2-12 turns

12. Engineering Bay

This large workshop is filled with strange equipment and weapons in various states of repair.

Astute scientist might notice there is a 9th ray power generator with a key device that when removed would shut the power down in the lair. This would anger K'Ral who would hunt the

PC's down to retrieve it.

Searching the area can uncover 1-3 strange science devices. Each has 1-3 charges after which the device will be permanently inoperable (see Warriors of the Red Planet for descriptions).

1. Disease Antimogrifier
2. Personal Shield
3. Gum Thrower
4. Portable Eye
5. Concussor Egg
6. Animated Repulsion

Chapter 3, Escape from K'Ral's Lair

Events that could happen:

- Escape from the lair on a ship
- Engage enemy ships in a deadly aerial battle.
- Face off against against K'Ral's flagship.

K'Ral's Flagship

The flagship has two levels, an interior deck and a top deck.

Astute observers may notice that the ship is ancient in style hundreds of years old, yet it looks new.

Interior

This is a well appointed battle-ready ship with multiple manned turrets. The mechanized men who operate the turrets are built into the ship, they cannot leave the turret stations.

Each side is lined with supporting columns, 5 on each side. Window ports allow visibility all around the ship.

Wheel House

This is where the ship is controlled. It is a circular space densely packed with controls, machinery, and sensors. Only someone experienced with piloting large ships would be able to understand the controls, even then this one is particularly difficult.

Top Deck

The top deck has three basic levels to it. The mid section is lower, the aft (back) and fore (front) of the ship are elevated and accessible by 30' wide stairs.

The wings can be accessed from the mid section, but the wings have no railing and when the ship is moving it is very difficult to maintain footing. Roll vs. Dex or fall off.

Encounters

Mechanized Man, Standard Troop

AC: 14

HD: 4

Atk: robotic arm

Dmg: 1d6+1

Save: F4

Move: 90'

Mechanized men appear as mindless robotic men who are part flesh and part wires, tubes, and machinery. They move with a disturbing mechanical gait in perfect lock step to one another.

They do not speak, instead communicate telepathically to one another, and then only in simple commands such as attack, move, defend, stop. They obey K'Ral unquestioningly who can communicate with any of them from any distance.

Mechanized men are assembled in a factory, manufactured from slaves. These slaves can be of any stock of men, except green men.

When killed they melt into a puddle of sticky black goo, wires, tubes, and melted flesh. These foul remains reek intensely, all within a 5' radius must Save vs. Poison or be nauseated for 1d6 turns (-1 to all attacks while nauseated).



Mechanized Man, Enforcer

AC: 16

HD: 5

Atk: stun baton

Dmg: 1

Save: F5

Move: 100'

Enforcers appear similar to other Mechanized men but wear an armored black uniform, and faceless black masked helmets. They do speak in simple commands: halt, do not resist, surrender or be terminated. Like all mechanized men they obey K'Ral unquestioningly who can communicate with any of them from any distance. They can understand and act on more complex commands than regular mechanized men troops.

They carry a stun baton that does 1 point of damage and the victim must Save vs. Energy or be stunned for 1d6+1 turns, unable to act or move.

When killed they do not melt, instead their mechanical processes freeze and they become like statues. A faint pulsing humming sound can be heard that gets faster over time. In 2d6 turns they explode into shards causing 1d6+1 points of damage to anyone within 10' of them.

Mechanized Man, Elite Guard

AC: 18

HD: 6

Atk: laser sword

Dmg: 2d6

Save: F6

Move: 120'

Elite guards of K'Ral, these appear as foreboding dark cloaked faceless men, their eyes are deep sockets with solid black glassy eyes. They can see equally well in all lighting situations.

They each carry a sword that has a switch to energize the blade with wicked purple energy. This laser sword has a disturbing humming noise and can cut through most anything.

Elite guards are found only in the throne room or as K'Ral's personal guards.

When killed they release a dusty green cloud of noxious fumes, all within 10' must Save vs. Poison or die.

K'Ral Diss, Master of the Mechanical Men

8th level human scientist

AC: 19

HP: 32

Atk: robotic tentacles

Dmg: 2d6

Save: S8

Move: 120'

(Str: 9, Int: 18, Wis: 12, Dex: 10, Con: 11, Chr: 18)

K'Ral was once a normal man, deeply interested in science. Then he discovered how to augment human strength and abilities with machinery integrated directly into organic beings. This ground breaking technology won him a lot of fame, but mostly detractors who were disturbed by this, and it also gained him deeply loyal followers who practically worshipped him.

K'Ral built a secret vault where he could perfect his technology and build an army of mechanical servants who could one day help him to attain his goal.

K'Ral has built several tentacles attached to his torso to help him perform various tasks. These tentacles have pincers at the end and can be used as dangerous weapons. This gives K'Ral the ability to perform 4 melee attacks per turn to opponents within 10' of him. In addition he carries a radium pistol.

As his army increased so did his ego. He came to believe that their loyalty to him was because he was like a god, like unto Issus. As his armies marauded the nearby cities he became feared across the lands. Those who opposed him gathered together forces to defeat his mechanical men, and destroy him. They were unable to kill him however, the biomechanics technology he developed was too resilient. So instead they got their greatest scientists to encase him in a tomb of pure metal

and devised a force field with practically limitless energy to secure K'Ral's body in stasis for eons.

K'Ral Diss, Slave Copy

8th level human scientist

AC: 19

HP: 32

Atk: robotic tentacles

Dmg: 2d6

Save: S8

Move: 120'

(Str: 9, Int: 17, Wis: 11, Dex: 10, Con: 11, Chr: 17)

The brilliant but demented scientist, Zeandr, implanted the memories and mental abilities of K'Ral into a slave. This slave turned into K'Ral so effectively that he actually believes he is K'Ral. He is nearly identical to the original in most ways.

Zeandr, Chief Scientist

6th level human scientist

AC: 14

HP: 16

Atk: syringe

Dmg: 1-3

Save: S6

Move: 90'

(Str: 8, Int: 17, Wis: 11, Dex: 9, Con: 9, Chr: 8)

Zeandr was just an apprentice when he learned about K'Ral and the secrets of combining organics and machinery. Zeandr is fanatically obsessed with K'Ral.

Zeandr dresses heavily for a martian. He always carries a staff and a selection of syringes filled with serums of different sorts. If threatened he will attack with one. On a successful hit the victim must save vs. poison or suffer the following effect:

Roll 1d6

1. Poison, save or die.
2. Mind control, save vs. Mentalism or must do as Zeandr commands for 2d12 turns.
3. Convulsions, fall to the ground convulsing, unable to do anything else for 1d6+1 turns, take 1 point of damage each

turn

4. Paralyzed, frozen in place unable to do anything else for 2d6 turns.
5. Deformation, face partially melts, permanently lose 1 Charisma point.
6. Blindness: 1d6+1 turns -4 to all attacks and no Dex bonus.



Helium Streets Encounters Day (1d20)

- 1 Acklys
- 2-3 Ape, Great Albino
- 4 Arcris
- 5 Armae
- 6 Banthe
- 7-8 Black Pirates
- 9 Buule
- 10 Chalkor Cree
- 11-12 Eye Biter
- 13-15 Green Savages
- 16 Hrecha
- 17 Krollur Beast
- 18 Lukkra
- 19 Mukup
- 20 Ogris

Helium Streets Encounters Night (1d20)

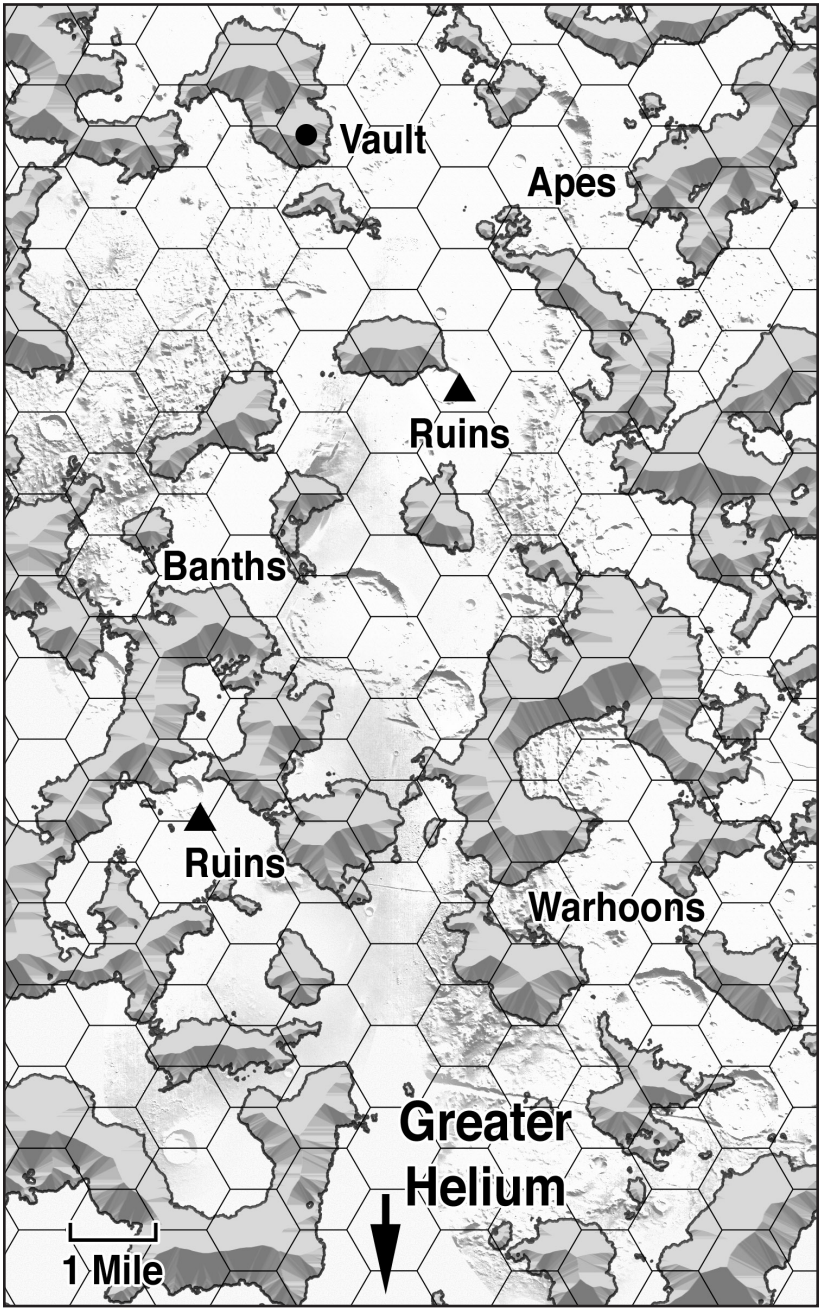
- 1 Acklys
- 2-3 Ape, Great Albino
- 4 Arcris
- 5 Armae
- 6 Banthe
- 7-8 Black Pirates
- 9 Buule
- 10 Chalkor Cree
- 11-12 Eye Biter
- 13-15 Green Savages
- 16 Hrecha
- 17 Krollur Beast
- 18 Lukkra
- 19 Mukup
- 20 Ogris

Wilderness Encounters (1d20)

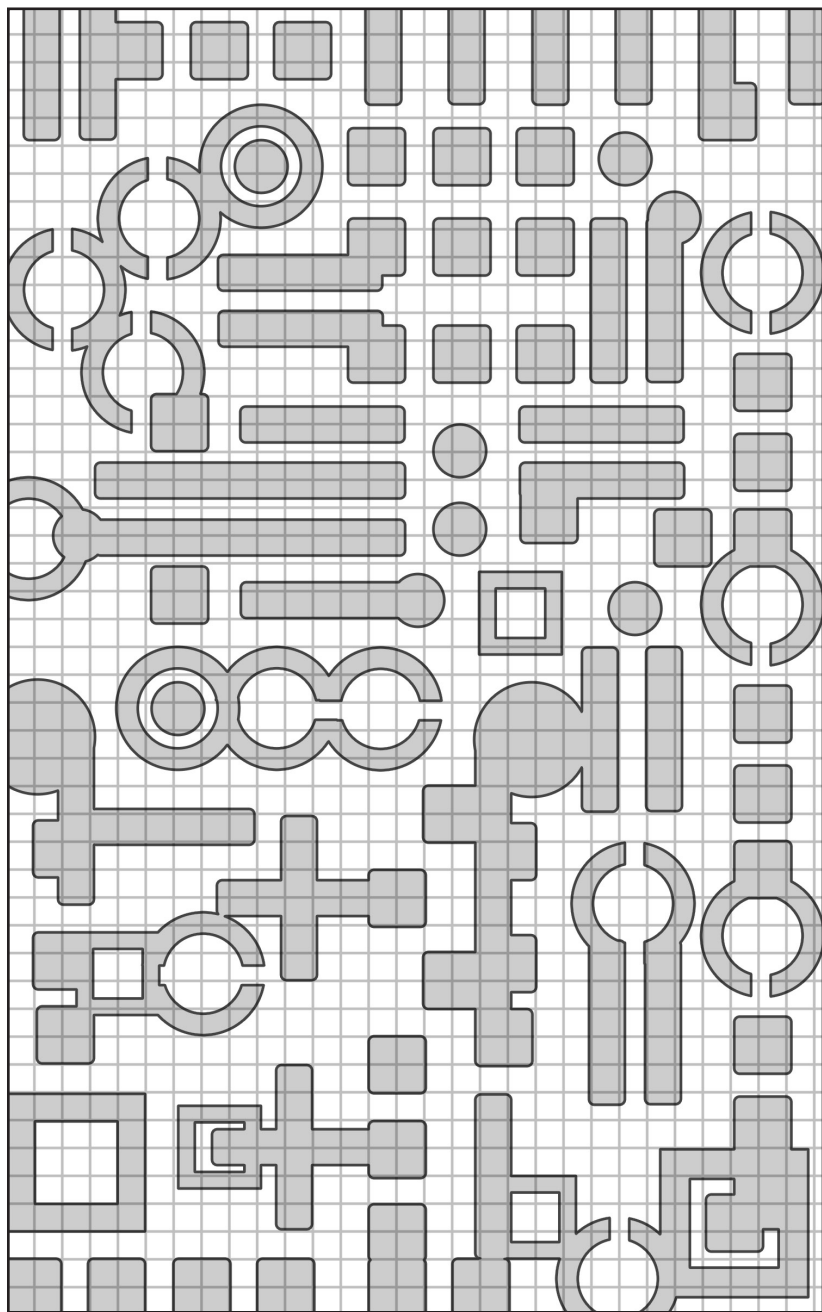
- 1 Acklys
- 2-3 Ape, Great Albino
- 4 Arcris
- 5 Armae
- 6 Banthe
- 7-8 Black Pirates
- 9 Buule
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- 19 Mukup
- 20 Ogris



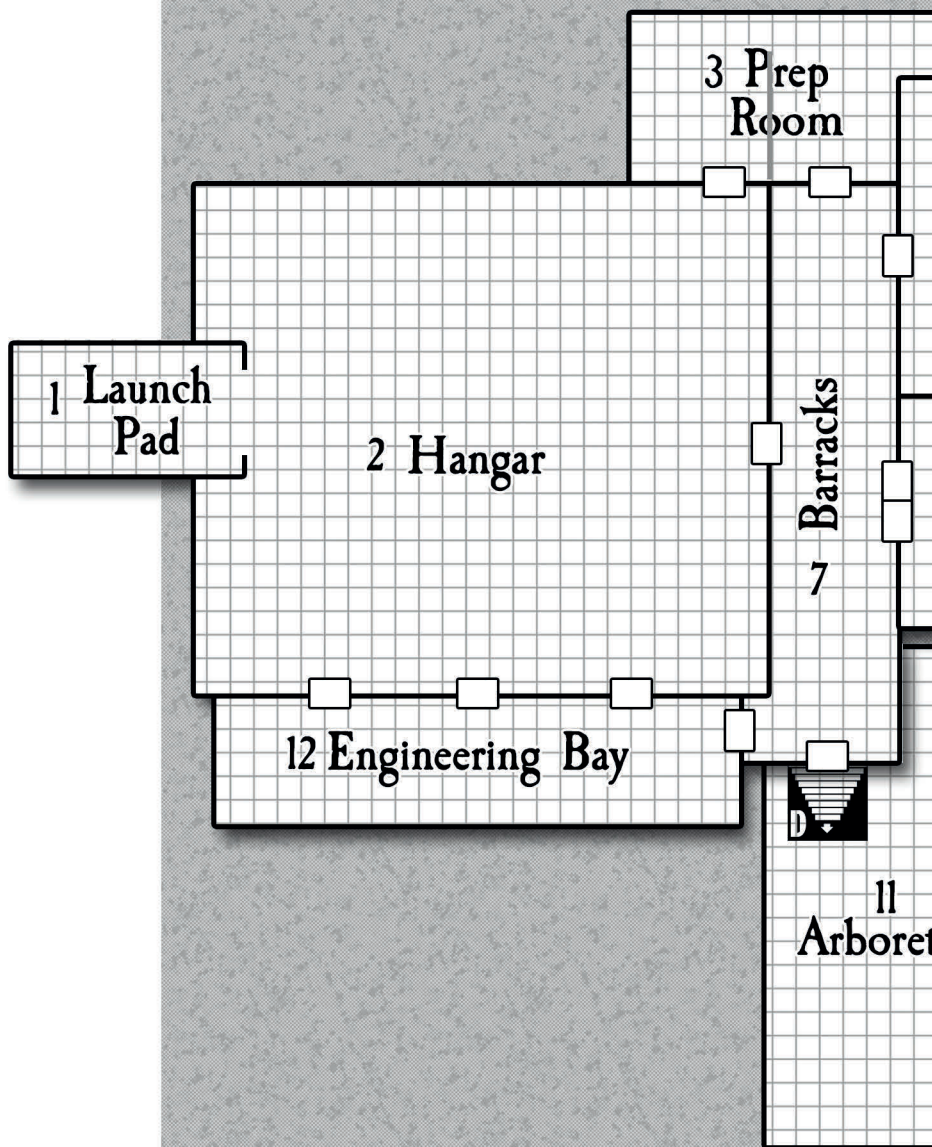
Wilderness Map and Surrounding Area

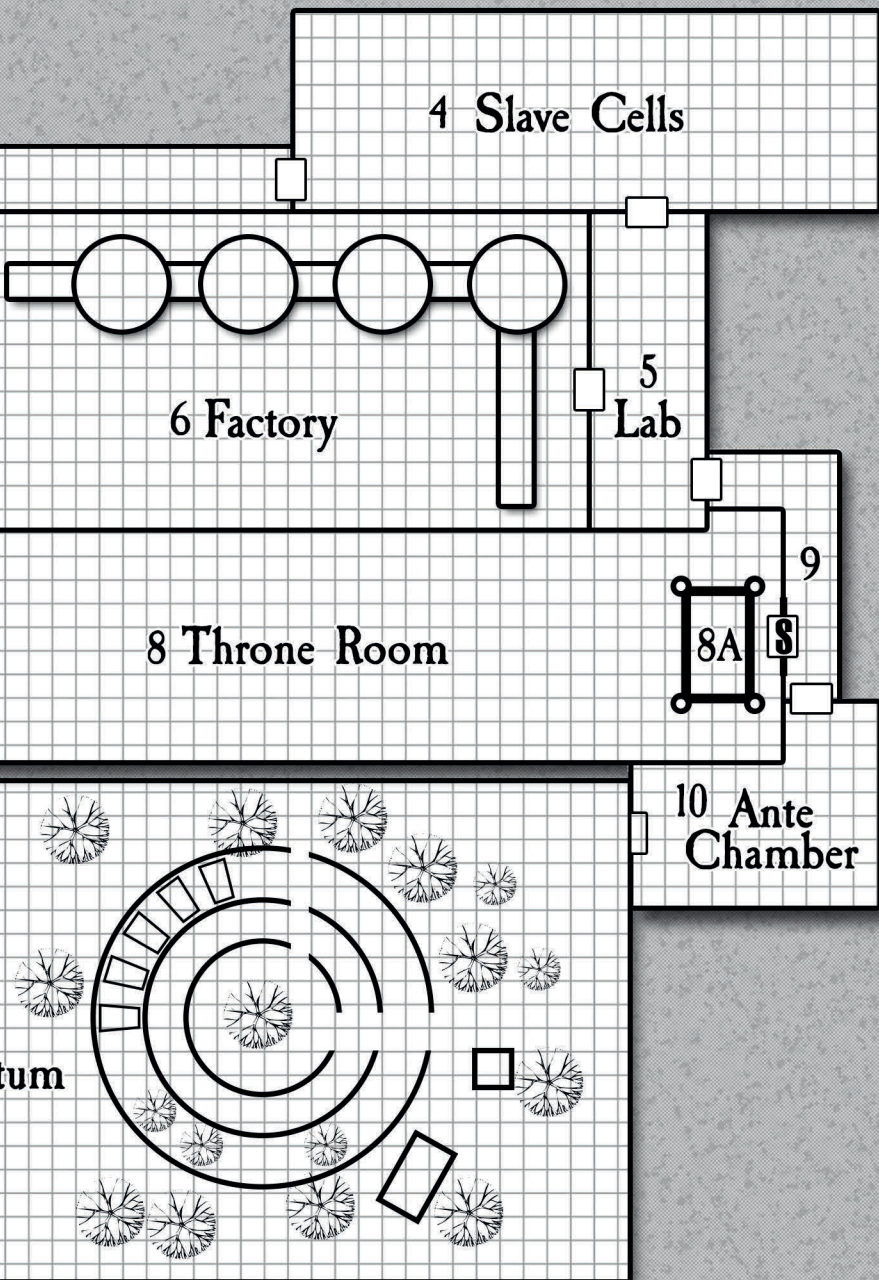


Streets of Helium

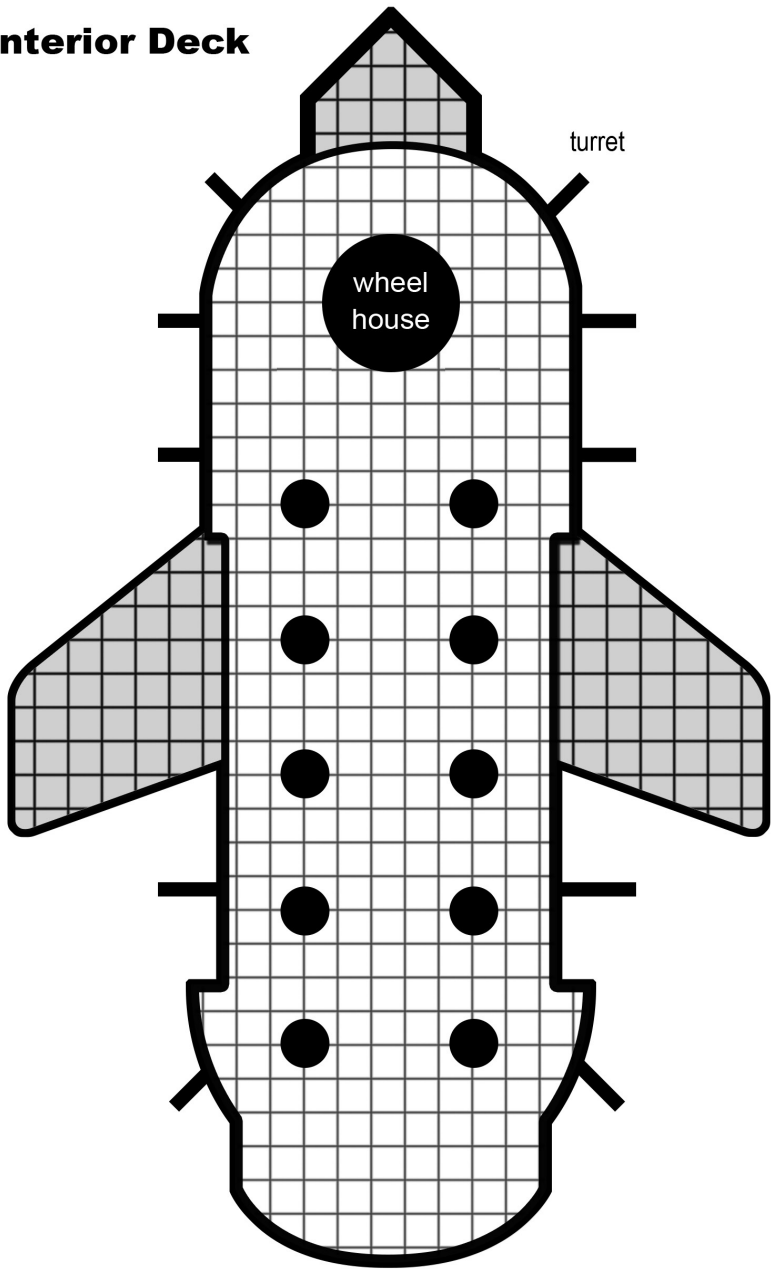


Secret Lair of K'Ral Diss and the Mechanized Men

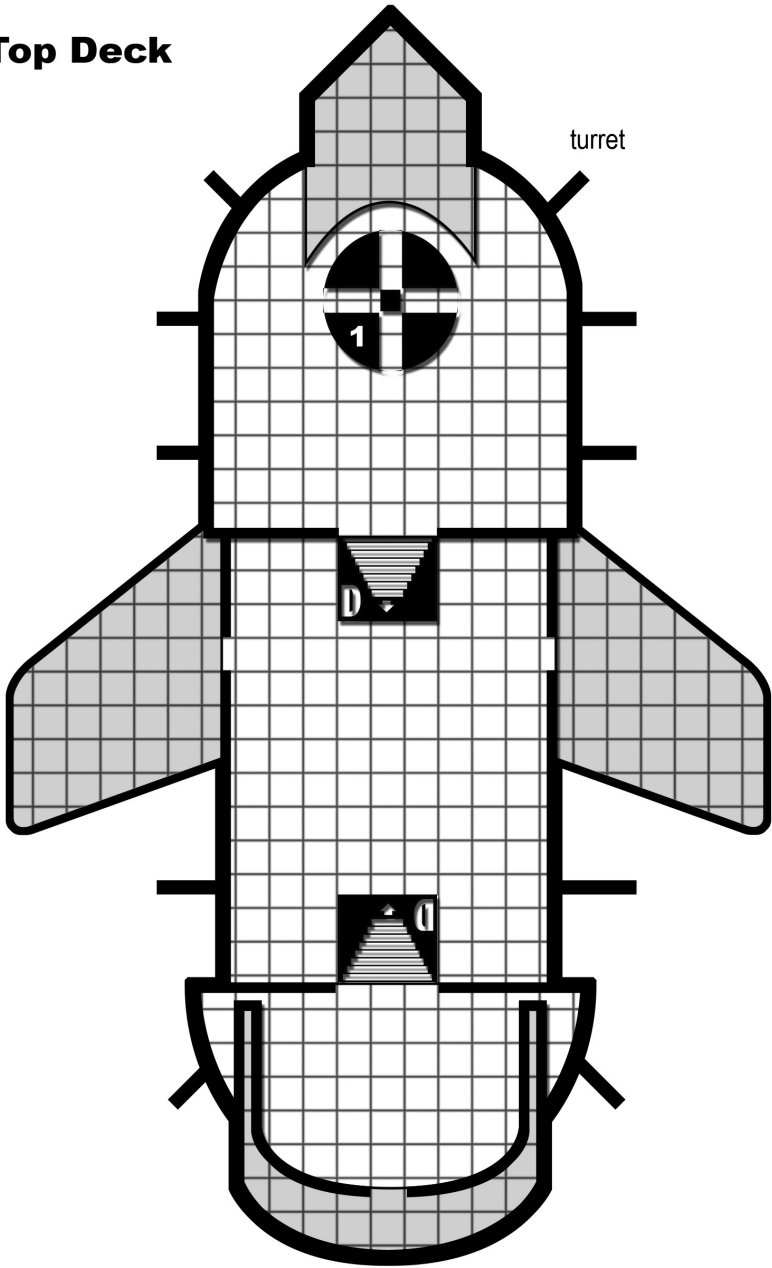




Interior Deck



Top Deck



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The Lost Vault of K'Ral is an adventure for Warriors of the Red Planet, a roleplaying game in the tradition of classic style RPG's, also known as original edition, OSR, or retro-clones. Warriors of the Red Planet captures the "Sword and Planet" genre of science fantasy romance, inspired by the works of Burroughs, Vance, Moorcock, Kline, Norman and other novels, movies, and comic books where an earthman goes to another planet and discovers he has unique abilities. There are strange creatures, weird science, power hungry warlords and of course beautiful space princesses.

This adventure takes place on Barsoom, the alien world described in the genre defining book A Princess of Mars by Edgar Rice Burroughs. But, it has been written in a way that it can easily fit into any science-fantasy world that combines lasers and swords.

This adventure is compatible with the Original Fantasy Roleplaying game and related systems.

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