

WARRIORS *of the* RED PLANET

Rules for Fantastic Adventures
Set on Other Planets



by Al Krombach & Thomas Denmark

WARRIORS OF THE RED PLANET



A Swords & Planet Roleplaying Game of classic pulp science-fantasy
compatible with the Original Fantasy RPG and similar systems.



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Preface

WARRIORS OF THE RED PLANET is a game of classic pulp, of “Sword & Planet” science-fantasy. If your tastes run towards flashing swords and pistols against a backdrop of alien vistas, soaring airships, and lost civilizations on far-away worlds, or even on our own “Dying Earth” far in the future, then this is the game for you. While not literally based on the Martian, Venusian, or other Sword & Planet works of Burroughs, Moorcock, Kline, Norman, and others, it is intended to evoke these worlds, as well as the “style” presented in them. In the original works of Burroughs, for instance, no race, creature, or device was too fantastic. Heroic men and women struggled against devious warlords and mad Scientists, and against the ravages of time eroding the frayed edges of their civilizations.

The rules presented here are intended to be either a complete game, in and of itself, or to serve as a companion to other fantasy games. They are resources for Referees to pick and choose from, whichever suits their fancy. The rules are based, in their most basic form, on the original fantasy roleplaying game, and all elements are intended to be mostly compatible with that system, its successive editions and versions, and with other “old-school” “retro-clones” like Swords & Wizardry, Labyrinth Lord, and OSRIC. While Swords & Wizardry and its ilk are not required to run WARRIORS OF THE RED PLANET, it is recommended that Referees have a copy on hand to better explore the full breadth of options available to those daring enough (or foolish enough!) to combine the classic Sword & Sorcery elements of that game with the Science-Fantasy elements of this one, which is sure to result in a truly unique experience suited to each individual group’s tastes.

It is my sincere hope that there is some small piece of this book that anyone can use. Whether you ride across the ruin-dotted wastelands of Mars, hack through the steaming, poisonous jungles of Venus, navigate an airborne destroyer through the neon storms of Jupiter, or simply encounter something “other-worldly” in the depths of your dark-fantasy megadungeon, consider this book your toolbox, and your gateway to new adventures!

-Al Krombach

Warriors of the Red Planet

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Inspired by the works of Edgar Rice Burroughs, Gary Gygax, & Dave Arneson

A Swords & Planet Roleplaying Game compatible with the Original Fantasy RPG and similar systems.

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WHAT YOU NEED TO PLAY

Dice (4, 6, 8, 10, 12, and 20-sided), paper (ruled and/or graph), pencil. At least one Player, and at least one Referee.

CHARACTER CREATION

Here you will create a character by rolling ability scores, select a race, select a class, purchase equipment, record special abilities, and start playing!

ABILITY SCORES

Roll 3d6, once for each ability in order, and record them on your character sheet: Strength, Intelligence, Wisdom, Dexterity, Constitution, Charisma, and Social Standing.

Each ability has a Basic Ability Modifier according to the chart below:

Ability Score	Description	Modifier
3	Pathetic	-3 (or -15%)
4-5	Poor	-2 (or -10%)
6-8	Below Average	-1 (-05%)
9-12	Average	—
13-15	Above Average	+1 (or +5%)
16-17	Excellent	+2 (or +10%)
18	Superior	+3 (or +15%)

Experience Bonus

Each character gets a bonus percentage to “experience points,” that usually increases how much experience is gained in an adventure.

- All characters get to add their percentage Wisdom Bonus to their XP Bonus.
- All characters get to add their Prime Attribute Bonus based on their class.

These percentages are added together to get the total experience bonus for the character. The maximum attainable XP Bonus is 20%.

Strength is a measure of physical power and prowess. Add the Basic Ability Modifier to the character’s to-hit and damage rolls (see COMBAT) with melee weapons. It also determines how much he or she can carry (Basic Ability Modifier x 100 lbs) without suffering a speed penalty.

Intelligence is a measure of mental prowess and intellectual capacity. Add the Basic Ability Modifier (x 5%) to a Scientist’s chance to troubleshoot or use Gadgets and technology, and to the effectiveness of his or her own Gadgets. Intelligence is also an important ability for Sorcerers (see APPENDIX: SORCERERS OF THE BLACK GATE).

Wisdom measures a character’s capacity for learning, understanding, and mental defense. Add the Basic Ability Modifier to mental defense. Wisdom is a very important ability for Mentalists. A character with a Wisdom score of 13 or higher receives a bonus of 5% to all experience points awarded.

Dexterity is a measure of speed, agility, and precision. Add the Basic Ability

Modifier to the character's to-hit and damage rolls with ranged weapons (see COMBAT), as well as to a character's Armor Class and individual initiative roll.

Constitution is a measure of endurance, health, and physical durability. Add the Basic Ability Modifier to the character's Hit Dice (HD) roll at each level.

Charisma is a measure of personality, force of will, and physical attractiveness. Add the Basic Ability Modifier to the character's checks for negotiations or deception. Charisma is an important ability for Mentalists. It also affects how many Hirelings a character may employ.

Social Standing is a measure of the character's importance, reputation, and relevance to his or her home nation or culture. A high score can, but doesn't have to, mean the character is of noble birth, or it could simply mean he or she is a poor but well-regarded palace servant. A low score could mean a cowardly noble, or a disgraced prisoner, and so on.

Starting Money Characters begin their careers with 20-120 gold pieces (2d6 x10gp) and may purchase most gear and equipment prior to starting play. (See the EQUIPMENT section)

RACES

Each player may choose a race. Humans are typically the most common race represented in a Sword & Planet campaign, but the occasional player may wish to run something more exotic. If none of the below suit a particular campaign, the Referee is advised to use the Human default statistics, or devise new races to employ.

*If the Referee is running a campaign based exclusively on Edgar Rice Burrough's Mars, refer to APPENDIX: RACES OF MARS.

ANCIENTS

Ancients are typically the last remaining folk of lost, greater civilizations, often the ancestors of humanity or other races. Ancients are typically long-lived, if not altogether immortal, which gives them a deep melancholy and inscrutable personality. Despite their long lives, they are typically more intimidating mentally than physically (+1 to Intelligence, Wisdom, or Charisma [player's choice]; -1 to Strength, Dexterity, or Constitution [player's choice]). They are strong-willed and received a +2 bonus to saves against any sort of mind-control.

Ancients may achieve unlimited levels as Scientists or Mentalists, but are limited to the 6th level of ability as Fighting Men or Scoundrels.

ELEVATED

The Elevated are animals and creatures with intellects that have reached, through means natural or unnatural, the level of humanity. Elevated characters typically have all the normal physical abilities of their base species, and may advance as Fighting Men, Scoundrels, or Mentalists to a maximum of 6th level. An elevated starts with +1 to one ability of the player choice.

EXOTIC

Exotics are typically the native, inhuman, populace of a world or region. Players may choose from the two tables below, roll randomly, or consult with the Referee to determine which suite of modifications are most appropriate.

Exotics are typically able to advance to 10th level as Fighting Men, but only to 6th level as Scoundrels, Mentalists, or Scientists.

ABILITIES (d6)

- 1 Str +1, Int -1
- 2 Dex +1, Str -1
- 3 Con +1, Dex -1
- 4 Int +2, Str & Con -1 each
- 5 Wis +2, Dex & Chr -1 each
- 6 Chr +3, Int & Wis -1 each

COLOR (d8)

- 1 Onyx
- 2 Orange
- 3 Red
- 4 Yellow
- 5 White
- 6 Green
- 7 Blue
- 8 Patterned (roll twice)

PHYSICAL PECULIARITIES (d12)

- 1 Four arms
- 2 Gills (breathes water)
- 3 Nightvision
- 4 Enhanced hearing
- 5 Long-lived
- 6 Thick-skinned (scales, plates, etc. +1 AC)
- 7 Fast (movement increased by one rank)
- 8 Gliding (wings or patagia, enabling limited flight)
- 9 Furry (roll for separate color above)
- 10 Toothed or Clawed (d6 damage when attacking unarmed)
- 11 Taurish (top half human, bottom half snake, horse, etc.)
- 12 Plant or silicate based.

HUMAN

Humans are the standard populace of most inhabited worlds. Though their appearance may vary in terms of stature, coloring, and temperament, for the most part they are physically competent, adaptable, and capable of achieving great feats and achievements.

Each Human may add +1 to an ability score of the player's choosing. Humans may also advance in any class they desire to the uppermost levels of power. (See APPENDIX: MEN OF MARS for an example of how to flesh out a "human" race from another planet.)



UNLIVING

The Unliving often appear human, but are actually unnatural creations, either having been re-animated through some technological or alchemical procedure, or wholly created through some arcane growth process or cloning technique. While most of the Unliving are very durable (+2 to saves vs. poison or disease), many have a distorted (some even say insane) view of the world around them, and some came through the process of their creation with unpredictable results (roll on the table below).

PECULIARITIES OF THE UNLIVING (d20)

1-5 +2 to Int, Wis, and Chr; -2 to Str, Dex, and Con.

6-15 Normal abilities.

16-20 +2 to Str, Dex, and Con; -2 to Int, Wis, and Chr.

Unliving are unlimited in progression as Fighting Men, Scoundrels, and Mentalists, but abhor technology, and those few who pursue being Scientists may only attain 6th level.

CHARACTER CLASSES

There are four primary character classes (five if APPENDIX: SORCERERS OF THE BLACK GATE is used): Fighting Men, Scoundrels, Mentalists, and Scientists.

Note also that each character receives a "Title" at each odd-numbered level, and then an additional one at 10th, or "Name", level. While these titles have no effect on a character's abilities or statistics, they are a flavorful way of delivering the impression of a character's general power level without having to resort to the use of bland numbers. Referees are encouraged to replace any undesired titles, or those that poorly reflect the flavor of their campaign, with those of their own creation!

FIGHTING MEN

FIGHTING MEN PROGRESSION

Level	XP	HD	BTH	Title
1	0	1	+1	Veteran
2	2000	2	+2	-
3	4000	3	+3	Swordsman
4	8000	4	+4	-
5	16000	5	+5	Hero
6	32000	6	+6	-
7	64000	7	+7	Captain
8	132000	8	+8	-
9	264000	9	+9	Commander
10	512000	10*	+10	Warlord

**maximum bonus to-hit*

Fighting Men live and die by the sword; they lust for battle, action, and glory. A Fighting Man can wield any sort of weapon and wear any sort of armor. Strength is an important ability for Fighting Men, and those with a Strength of 13 or better receive a +5% bonus to all experience earned.

Fighting Men roll 1d10 for each Hit Die (up to a maximum of 10 HD).

Fighting Men may utilize the two following special abilities:

Combat Specialty: Fighting Men receive a +1 bonus to-hit and to damage with either melee or ranged combat (chosen upon creating the character).

Unstoppable: A Fighting Man, upon killing an enemy, receives an immediate free attack against any other enemy within reach.



SCOUNDRELS

SCOUNDRELS PROGRESSION

Level	XP	HD	BTH	Title	Skill Target Number
1	0	1	+0	Novice	15
2	1500	2	+1	-	14
3	3000	3	+2	Burglar	13
4	6000	4	+2	-	12
5	12000	5	+3	Rogue	11
6	25000	6	+4	-	10
7	50000	7	+4	Assassin	9
8	100000	8	+5	-	8
9	200000	9	+6	Thief	7
10	400000	10	+7*	Master Thief	6

**maximum bonus to-hit*

Scoundrels are those who have learned to survive the challenges of a harsh world through cunning, wit, and agility. Dexterity is an important ability for Scoundrels, and those with 13 or higher in the score receive a +5% bonus to all experience earned. Scoundrels may use any weapon, though they favor light or easily concealed ones, and may utilize only light armors, such as leather or harness.

Scoundrels roll 1d8 for each Hit Die (with a maximum of 10 HD).

Scoundrels may use the following special abilities:

Backstabbing: A scoundrel who successfully sneaks up on, surprises, or distracts an enemy receives a bonus of +4 to-hit, and does double the normal weapon damage. This bonus to damage increases to x3 at 5th level.

Skill: Scoundrels have a knack for achieving unlikely results when it comes to small tasks that require dexterity or cleverness like:

- Pilfering
- Picking locks
- Sneaking
- Distracting
- Disarming
- Bluffing

The Referee determines if the task is easy, average, or hard (-2). Generally a Scoundrel should be able to automatically succeed at an easy task. Target numbers are given, the Scoundrel rolls d20 and adds their Dex bonus to match or beat the number to succeed.

Always remember that player action trumps random rolls, so the Referee may determine the success/failure of an action based on how the player describes what the character is doing.



MENTALISTS

MENTALISTS PROGRESSION

Level	XP	HD	BTH	Title	Powers per day by level
1	0	1	0	Aspirant	1/
2	2500	2	+1	-	2/
3	5000	3	+1	Initiate	2/1
4	10000	4	+2	-	3/2
5	20000	5	+2	Seer	3/2/1
6	50000	6	+3	-	3/2/2
7	100000	7	+3	Adept	3/2/2/1
8	250000	8	+4	-	3/2/2/2
9	500000	9	+4	Savant	3/2/2/2/1
10	1000000	10	+5*	Mindlord	3/3/2/2/2/1

**maximum bonus to-hit*

Mentalists are individuals with unnaturally prodigious mental abilities. As Mentalists gain experience, they hone their prowess and add more options to their suite of powers. Mentalists may use any weapon, though they typically scorn much besides an ornamental dagger or pistol, and wear only the lightest armors, such as basic harness.

Mentalists roll 1d6 for each Hit Die (to a maximum of 10 HD).

A Mentalist may use a number of powers per day equal to his or her level before needing to rest and regain strength. Mentalists with a Wisdom of 13 or higher may add 1 to the numbers of power uses per day. This usage may consist of any combination of the powers they know, so long as the total does not exceed their daily limit. Mentalism powers are described starting on page 13.

Generally all Mentalist powers permit a save to prevent its effects. A Mentalist with high Charisma may add his or her Basic Ability Modifier to powers that require a roll to-hit or damage.

Mentalists with a high Wisdom 13+ may have one additional power of a level they are permitted to use per day.

Note: Due to the number of powers available to any individual Mentalist, one Mentalist may be very different from the next, making them as unpredictable as they are powerful. Upon gaining a level, the Mentalist may choose to “unlearn” a known power and select a new one of the same level in its place.



SCIENTISTS

SCIENTISTS PROGRESSION

Level	XP	HD	BTH	Title	Gadgets (by level)
1	0	1	0	Student	1/
2	2500	2	+1	-	2/
3	5000	3	+1	Operator	2/1
4	10000	4	+2	-	2/2
5	20000	5	+2	Professor	2/2/1
6	50000	6	+3	-	2/2/2
7	100000	7	+3	Technician	2/2/2/1
8	200000	8	+4	-	3/2/2/2
9	400000	9	+4	Engineer	3/2/2/2/1
10	800000	10	+5*	Mastermind	3/3/2/2/2/1

**maximum bonus to-hit*

Scientists are masters of forgotten lore, lost technologies, and arcane new devices of their own invention. While the “uneducated masses” fear and revile such things, Scientists revel in them, and delight in pushing the boundaries of knowledge and achievement. Scientists may use any weapons, but typically eschew such mundane hardware in favor of their own creations. They also scorn any armor heavier than the most basic harness. A Scientist with an Intelligence of 13 or higher receives a bonus of +5% to all experience earned.

Scientists roll 1d6 for each Hit Die (to a maximum of 10 HD).

Gadgets: Each Scientist possesses a suite of instruments, devices, and weapons, collectively known as Gadgets. The Scientist adds a new device to this suite each time he or she gains a level. A Scientist with an Intelligence of 13 or higher starts out with one additional Gadget. A Scientist with high Intelligence may apply his or her Basic Ability Modifier to a Gadget that require an attack or damage roll.

Gadgets require power to operate. Unless otherwise noted in the Gadget’s description, each Gadget may be used once per day, and must be recharged before it will function again. Each Scientist possesses a portable power source (pack, battery, solar array, etc) that will recharge any Gadget the Scientist possesses, once every 24 hours. Scientist gadgets at 4th level can hold 2 charges, at 8th level they can hold 3 charges.

Lost or destroyed Gadgets may be replaced at a cost of 100gp (gold pieces) per level of the Gadget, while lost or destroyed power packs may be replaced at a cost of 100gp per level of the Scientist.

A Scientist may use another Scientist’s Gadgets for a cost of two power pack charges, providing they are able to figure out how to use it (50% chance, modified by Intelligence: Basic Ability Modifier x 5%).

Recharge: Some items (see WEIRD SCIENCE) require recharging to function. Scientists are capable of recharging one such item per day, at a materials cost of 100gp per charge.



EQUIPMENT

For the sake of simplicity and compatibility, Warriors of the Red Planet uses the standard currency of gold, silver, copper, and platinum found in most fantastical RPGs. 1 Platinum piece (pp) is worth 10 Gold pieces (gp), 1gp is worth 10 Silver pieces (sp), and 10sp is worth 10 Copper pieces (cp). Your own campaign can have more colorful names for currency that reflects the flavor of your game world.

Basic Gear	Cost
Backpack	5gp
Bedroll	2sp
Belt-pouch, small	1gp
Belt-pouch, large	2gp
Candle	1sp
Chalk	5cp
Compass	20gp
Crowbar	2sp
Flask	3cp
Grappling Hook	1gp
Hammer, small	5sp
Hand-Torch, irradium	15gp
Ink	1gp
Lamp, oil	1sp
Lamp, irradium	10gp
Lighter, flint/steel	1gp
Mirror	5gp
Musical Instrument	5gp
Oil, pint	1sp
Paper, writing	1cp
Pole, 10'	5sp
Provisions, fresh (1 day)	1sp
Provisions, dried (1 day)	1gp
Rope, 50'	1gp
Rope, ultra-light, 50'	10gp
Sack, small	1gp
Sack, large	2gp
Shovel	1gp
Spike	5cp
Scroll-case	1gp
Signet Ring	1gp
Sleeping Fur	2gp
Tent	10gp
Tools, Burglars'	20gp
Torch	1cp
Water Bottle	1gp
Whistle	5sp

Transportation:

Airship, Light Cruiser	2000gp
Flier, One-Man	500gp
Flier, Four-Man	1000gp
Flier, Wheeled Land-Flier	250gp
Oro, Tusked	75g
Orux, Riding	40gp
Orux, Military	100gp
Thoar (beast of burden)	20gp

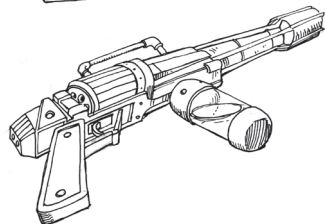
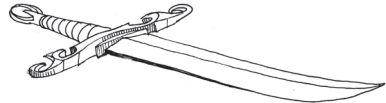
Hand (Melee) Weapons:

Weapon	dmg	cost
Axe	1d8*	5gp
Club	1d6	1sp
Dagger	1d4	2gp
Lance	1d12**	10gp
Pole Arm	1d10	5gp
Spear	1d8*	3gp
Sword, hooked	1d4 ***	20gp
Sword, long	1d8*	15gp
Sword, short	1d6	10gp

* +1 damage if weapon is used two-handed

** Mounted use only

*** *Target hit must save or suffer -2 penalty to AC for one round*



Ranged Weapons

Weapon	dmg	range	rof	cost
Axe, throwing	1d6	10'	1	1gp
Bow, long	1d8	80'	2	65gp
Bow, long, arrows (20)	5gp			
Bow, short	1d6	50'	2	20gp
Bow, short, arrows (20)	5gp			
Crossbow	1d8	70'	1	20gp
Crossbow, bolts (10)	5gp			
Dagger	1d4	10'	2	3gp
Dart	1d3	15'	3	2sp
Javelin	1d6	30'	3/2	5sp
Pistol, irradium*	1d8	30'	1	20gp
Pistol, bullets (10)	5gp			
Rifle, irradium*	1d12	100'	1	75gp
Rifle, bullets (10gp)	5gp			

**The butts of these weapons may be used to strike in melee for 1d4 (pistol) or 1d6 (rifle) points of damage.*

Armor

Type	AC	Cost
Breastplate, steel*	4 [16]	100gp
Harness, basic	7 [13]	5gp
Harness, ornate	6 [14]	30gp
Leather	7 [13]	10gp
Metal War Bikini or Jeweled Harness	9 [11]	100gp
Bracers, arm**	-1 [+1]	10gp
Greaves, arm/leg*	-1 [+1]	15gp
Shield, large*	-2 [+2]	15gp

**These armors are considered to be heavy, and encumber the wearer.*

***No effect on AC if used with shield or greaves (though shield and greaves may be used together).*

LANGUAGES

Most characters begin play knowing the basic, or “common” tongue of humanity. Characters of exotic or ancient races will additionally know their native tongue. Characters with high Intelligence may learn new languages according to their Basic Ability Modifier.

Some worlds have a telepathic language where thoughts can be willingly shared and understood. Others have a language that can be acquired by drinking a strange elixer or receiving an epideral shot. In other cases there may be translation devices. The Referee will let players know about the various languages and tongues unique to the campaign.

MENTALIST POWERS

Mentalists have access to the following powers, grouped by level, plus any additional powers developed or added by the Referee. The Referee may allow players to devise new powers of their own, using the strength level of existing powers as a guideline.

Level 1

- 1 Control Person
- 2 Forced Healing
- 3 Loaded Glance
- 4 Mind Bullets
- 5 Minor Telekinesis
- 6 Minor Telepathy
- 7 Somnolence
- 8 Spiders

Level 2

- 1 Cone of Nausea
- 2 Creeping Doubt
- 3 Levitation
- 4 Mind over Matter
- 5 Mind Reading
- 6 Project Illusion
- 7 Sense Location
- 8 Telepathic Enhancement

Level 3

- 1 Clairaudience
- 2 Clairvoyance
- 3 Living Illusion
- 4 Mind Paralysis
- 5 Suggestion
- 6 Telekinetic Shield

Level 4

- 1 Astral Door
- 2 Confusion
- 3 Control Monster
- 4 Forced Healing, Severe
- 5 Illusory Wall
- 6 Terror

Level 5

- 1 Living Illusion, Enhanced
- 2 Mind Drain
- 3 Mind Killer
- 4 Paralyze Monster
- 5 Telekinesis
- 6 Teleport

Level 6

- 1 Compulsion
- 2 Control People
- 3 Image Projection
- 4 See History
- 5 Stunning Glance
- 6 Telekinetic Barrier

MENTALIST POWER DESCRIPTIONS

Level 1

Control Person

Duration: Until released

Range: 100' (special see below)

This power allows the Mentalist to cause an intelligent being to obey his or her every command. Each use of the power affects only one being, but with multiple uses, the Mentalist may command up to one being per level. If the victim and the Mentalist are ever separated by more than one mile per level, the effect is broken. Self destructive commands allow the victim an immediate saving throw.

Forced Healing

Range: Touch

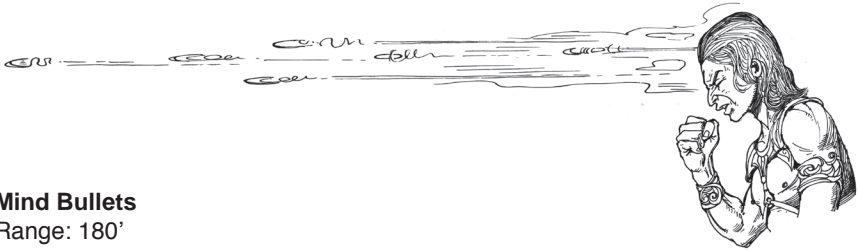
This power allows the Mentalist to take control of a wounded being's bodily systems, forcing bones and flesh to rapidly heal. The power heals 1d6 hit points of damage, plus 1 hit point per level of the Mentalist. Unfortunately, this manner of healing is excruciatingly painful, and the healed individual is helpless for 1d3 rounds after the power is used.

Loaded Glance

Range: 60'

Duration: Special

This power allows the Mentalist, at a glance, to issue one powerful mental command to a person or creature which must be obeyed immediately. This order cannot be overly complex. For instance, "Stand aside!" and "Go home!", as opposed to "Take this package to the Avenue of Thoars and place it in the green fountain." Any order of an immediately harmful nature allows the target a saving throw.



Mind Bullets

Range: 180'

This power allows the Mentalist to focus harmful mental radiations at a number of victims. The power causes 1d6 hit points of damage, plus 1 hit point per level of the Mentalist, and can affect up to one victim per level of the Mentalist.

Minor Telekinesis

Range: 100'

Duration: 1 turn/level

This power allows the Mentalist to mentally lift one or more objects with a total weight of not more than 5 pounds per level. The object may be carried along with a modicum of concentration, or directed to any point within range of the power.

Minor Telepathy

Range: 180'

Duration: 1 turn/level

This power allows the Mentalist to read and convey shallow, "surface", thoughts, with the effect that he or she can communicate with any intelligent being or creature regardless of language. Though the power does not technically allow mind reading per se, general moods, friendliness, duplicity, or hostility can be detected with a reasonable amount of accuracy.

Somnolence

Range: 180'

Duration: 1d4 hours

This power allows the Mentalist to emit a wave of soporific mental energies. This causes 4d4 Hit Dice worth of creatures or beings in the area of effect to drop unconscious for 1d4 hours. Unconscious beings may be awakened early with

1d4 rounds of vigorous slapping or shaking.

Spiders

Range: 120'

Duration: 1d6 rounds

This power allows the Mentalist to cause as many as four victims to hallucinate that they are covered in fearsome biting insects or arachnids, which typically causes them to drop whatever they are holding, shriek in terror, and flail their arms around for the duration.

Level 2

Cone of Nausea

Range: 60'

This power allows the Mentalist to project a mental wave of energy that disorientates and dizzies all creatures within the area of a cone 60' long. Anyone in this area is rendered helpless until a successful save is made (one chance each round after the first).

Creeping Doubt

Range: 120'

Duration: 1 round/level

This power allows the Mentalist to imbue enemies within 120' of himself with the unshakeable feeling that they are going to lose any sort of combat or other conflict. These enemies are at -2 to attacks and saves for the duration, and will try to flee if the opportunity presents itself.

Levitation

Duration: 1 turn/level

This power allows the Mentalist to levitate himself above a surface, ascending or descending vertically (horizontal movement is not possible) at a rate of up to 20' per round. The Mentalist can carry with him a maximum weight not exceeding 30 pounds per level.

Mind over Matter

Range: Personal

Duration: 1 round/level

This power enables the Mentalist to fortify his or her physical body with mental energies, allowing the performance of feats not normally possible for a human, such as leaping high in the air or over wide pits, holding breath under water for prolonged periods, lifting terrific weights, and so on. Only one such feat may be performed at a time however, and this power requires the utmost concentration. (No lifting great weights while holding one's breath underwater for a long time and fighting, for instance.)

Mind Reading

Range: 60'

Duration: 1 turn

This power allows the Mentalist to read the thoughts of any target within range. Beings aware of the probing are allowed a saving throw (at -2) each round to resist the effect.

Project Illusion

Range: 180'

Duration: Concentration

This power allows the Mentalist to project completely lifelike illusions, visible to all intelligent creatures, for as long as he concentrates. Any physical interaction (such as appearing to take damage from it or attempting to grasp it) with the illusion allows an immediate saving throw. Those who fail, believe in the illusion utterly (even unto death) and those who succeed no longer see the illusion at all.

Sense Location

Duration: 1 hour/level

This power allows the Mentalist to sense the general direction of an individual, creature, or object, and the sense grows stronger the nearer he gets. The Mentalist must have a good description of a person or a unique item closely associated with the target (an article of clothing or a drawing, for instance), though general things like "water" may also be sought out.

Telepathic Enhancement

Range: 60'

Duration: 1 turn plus 1 round/level

This power allows the Mentalist to telepathically align all allies within a 60' radius. This allows them to function better in difficult situations such as combat, and grants a bonus of +1 to all attacks, damage, saves, and initiative rolls for the duration.

Level 3

Clairaudience/Clairvoyance

Range 120'

Duration: 1 hour

This power allows the Mentalist to both see and hear through physical barriers up to ten feet thick. Some radiation-resistant metals, such as lead, block the effect.

Living Illusion

Range: 100'

Duration: 1 turn plus 1 round/level

This power allows the Mentalist to create 1d4 Hit Dice plus 1 Hit Die per level worth of illusory creatures as servants or defenders. Though illusory, these beings are effectively real for as long as the power lasts, doing real damage and having real effects on their surroundings. At the end of the duration, all the illusory beings, whether alive or dead, evaporate out of existence.

Mass Levitation

Range: 60'

Duration: 1 turn plus 1 round/level

This power functions exactly as the normal Levitation power, save that, in addition to himself, the Mentalist can also lift an additional being per level.

Mind Paralysis

Range: 180'

Duration: 6 turns or until released

This power enables the Mentalist to seize control of up to four beings, forcing them to stand as still as statues for the duration of the effect. Each creature is

allowed a saving throw, but if only one creature is targeted, that save is made at -4.

Suggestion

Range: 240'

Duration: Permanent

This power allows the Mentalist to implant a powerful mental suggestion into the target being, which it will believe, utterly, until death (saving throw applies). Only a Mentalist of equal to or higher level may counter such a Suggestion, by using a Suggestion of his own.

Telekinetic Shield

Duration: 1 hour

This power allows the Mentalist to project a field that deflects all ranged attacks (arrows, bullets, energy beams, etc.), and conveys a bonus of 4 to his armor class against all melee attacks.

Level 4

Astral Door

This power allows the Mentalist to open a door in the fabric of reality and step through it, arriving at a point up to 360' away instantaneously. Alternately, the Mentalist may choose to send an object or creature through the door.

Confusion

Range: 90'

Duration: 1 hour

This power allows the Mentalist to scramble the wits of any enemies with 90', causing them to wander off gibbering (50%), stand comatose (25%), or even attack others of their own kind (25%). A successful saving throw negates the effect after one round.

Control Monster

This power functions exactly as Control Person, but allows the Mentalist to affect monstrous creatures of up to 2 Hit Dice per level, provided they are at least semi-intelligent. Unlike Control Person, only one such creature may be controlled at a time, and there is no limit to how far the Mentalist and victim may be separated.

Forced Healing, Severe

This power functions exactly as the first level power, Forced Healing, save that the amount of damage healed is 3d6 points plus 1 point per level, and recovery time is 1d6 rounds.

Illusory Wall

Range: 240'

Duration: 2d6 turns

This power allows the Mentalist to create an illusory wall made of stone, water, air, or fire. The wall may be a maximum of 100' long and 15' high, and may face any which way, possibly forming bridges, ceilings, etc. Creatures attempting to pass through the wall must successfully save with a -4 penalty. Any individuals may consciously elect to believe in the wall if they so desire.

Terror

Range: 120'

Duration: 1 hour

This power allows the Mentalist to fill the minds of any enemies within 120' with screaming fear and terror, causing them to flee madly away from him for up to one hour (save negates). Even once the duration has expired, affected beings must make a save to come within 100' of the Mentalist ever again, and may experience nightmares for years afterward.

Level 5

Brain Drain

Range: 240'

Duration: Permanent

This power is usable only against other Mentalists or creatures that use Mental powers. The Mentalist brings all of his or her mental prowess crushing down on the mind and personality of the victim, who is reduced to a vegetative state unless a saving throw (at a -4 penalty) is made.



Living Illusion, Enhanced

This power functions exactly as the third level Living Illusion power, save that 1d6 Hit Dice plus 2 Hit Dice per level worth of creatures are created.

Mind Killer

Range: 240'

This power is usable only against sentient, non-Mentalist beings. The Mentalist exerts all his will on the target's mind, reducing its brain to a bloody paste. The target is entitled to a saving throw to avoid death, but sustains 2d8 points of damage even if the save is made.

Paralyze Monster

This power functions the same as the Mind Paralysis power, but can affect monsters of up to 2 Hit Dice per level of the Mentalist.

Telekinesis

Range: 120'

Duration: Special

This power allows the Mentalist to move objects or creatures around with the power of his or her mind. This power can affect up to 25 pounds per level for up to one hour, or up to 100 pounds per level for one turn.

Teleport

Range: 10 miles/level

This power allows the Mentalist to open a door in the fabric of reality and step through it, appearing at a location up to 10 miles away per level instantaneously. If the target location is out of visual range, the Mentalist must be familiar with the location or risk the possibility of teleporting into solid rock, high above the earth, etc. (5% chance). The Mentalist may bring one additional human-sized creature along with him at 9th level, and two at 10th.

Level 6

Compulsion

Range: 120'

Duration: Until quest completed

This power allows the Mentalist to set a powerful geas upon the target creature, forcing it to perform a certain task or quest. Denying the compulsion is physically harmful, and the target will suffer greatly and eventually die if it resists. Once the task is completed, the compulsion ends.

Control People

Range 120'

Duration: 2d6 turns

This power allows the Mentalist to dominate 2d6 creatures plus 1 per level for 2d6 turns, dictating their every action. Demanding they do something beyond their natural inclinations (commit suicide, attack each other, etc.) allows them an immediate saving throw to break free of the control.

Image Projection

Range: 1 mile/level

Duration: 1 turn

This power allows the Mentalist to project an image of him or herself. The Mentalist can speak, hear and see everything as if he or she were really there, and can even use powers. A successful attack against the image destroys it and causes 2d6 points of damage to the Mentalist.

See History

Range: Touch

This power allows the Mentalist to see the whole history of a touched item, corpse, etc. as if it were passing before his very eyes. Though the vision is complete, it is very rapid, and misinterpretation is not impossible.

Stunning Glance

Range: 120'

Duration: 2d6 rounds

This power allows the Mentalist, at a glance, to immediately stun the target (no save) provided its total Hit Dice or levels are equal to, or less than, the Mentalist's level.

Telekinetic Barrier

Duration: 1 turn plus 1 round/level

This power allows the Mentalist to enjoy the benefits of the Telekinetic Shield power, and also damages anyone coming within 10' for 3d6 points of damage.

SCIENTIST GADGETS

Scientists have access to the following Gadgets, grouped by level, plus any additional Gadgets developed or added by the Referee. The Referee may allow the players to devise new Gadgets of their own, using the strength level of existing Gadgets as a guideline.

Level 1

- 1 Flame Thrower
- 2 Interpreter Lens
- 3 Irradium Torch
- 4 Personal Shield Generator
- 5 Raygun
- 6 Remote Starter
- 7 Stunning Field
- 8 Tri-Chorder

Level 2

- 1 Invisibility Generator, Personal
- 2 Gum Thrower
- 3 Levitation Belt
- 4 Light Reversing Field
- 5 Power Gloves
- 6 Robotic Servant
- 7 Tissue Regenerator
- 8 Weakening Beam

Level 3

- 1 Disease Antimogrifier
- 2 Invisibility Generator, 10' Field
- 3 Lightning Thrower
- 4 Jetpack
- 5 Nightray Lenses
- 6 Smart Cap
- 7 Survival Capsule
- 8 Tension Field Projector

Level 4

- 1 Animated Repulsion Device
- 2 Ice Ray
- 3 Metamorphosis Cube
- 4 Poison Antimogrifier
- 5 Portable Eye
- 6 Vacuum Barrier

Level 5

- 1 Concussor Egg
- 2 Displacement Field
- 3 Electric Charge Generator
- 4 Portable Door
- 5 Steam Machine
- 6 Stone Liquefier

Level 6

- 1 Atomic Ray
- 2 Disintegrator
- 3 Gravitational Revorticer
- 4 Invulnerability Field
- 5 Lifebox Reanimator
- 6 Obsidian Globe

SCIENTIST GADGET DESCRIPTIONS

Level 1

Flame Thrower

Range: 20'

Duration: Instantaneous

This small wrist-mounted nozzle releases an invisible, ionically-charged chemical that ignites the air in a 20' diameter sphere in front of the Scientist. Anything in the area sustains 1d4 hit points of damage plus 1 hit point per level of the Scientist.

Interpreter Lens

Range: 10'

Duration: 1 hour

This crystalline eyepiece allows the Scientist to read almost any written language or hieroglyphic.

Irradium Torch

Range: 40'

Duration: 1 hour/level

This metal wand is tipped with a green crystal orb that gives off a fairly bright greenish illumination in a 40' radius.

Personal Shield

Range: Personal

Duration: 1 turn/level

This belt-mounted generator envelops the Scientist in an amber field that both obscures his or her features and deflects attacks. The field grants an AC bonus of 6 against ranged attacks and a bonus of 4 against melee attacks.

Raygun

Range: 300'

This Gadget resembles an elaborate irradium pistol, but involves a complex system of rays and lasers that allows the weapon to strike its target unerringly, causing 1d10 points of damage. The Scientist is constantly refining the efficiency of this handy weapon, and can use it one time per day for every two levels gained (twice at 3rd, thrice at 5th, etc.).

Remote Starter

Range: 1 mile

Duration: Special

This Gadget comes in two parts: a button-studded bracelet and a small, flat box. If the box is affixed to the control panel of an airship of cruiser-size or smaller, the Scientist may use the bracelet to remotely start the airship from a distance of up to one mile. Further, so long as it is not tethered or completely obstructed, the Scientist may summon the airship to his or her location, where it will eventually stop and hover.

Stunning Field

Range: 120'

Duration 1 turn/level

This handheld dish-and-antennae array emits a broad, wavy purplish beam. Up to 2d8 Hit Dice of creatures in its path are stunned, falling to the ground to twitch and convulse helplessly for the duration. Any attack against a stunned creature gives it an immediate saving throw to end the effect early.

Tri-Chorder

Range: 240'

Duration: 1 turn

This versatile hand-held Gadget allows a Scientist to gather a wide array of data simply by pointing it at anything within range. For instance, it can determine whether a well has been poisoned, whether there is a living creature hiding in the closet, whether that stack of coins is gold or lead, how soon that irradium bomb is going to explode, and so on.

Level 2

Gum Thrower

Range: 120'

Duration: 1d4 hours

This glove-mounted device releases a surprisingly small glob of pale pink gum-like substance that quickly explodes to fill a 20' diameter sphere with sticky pink strands. The strands are highly adhesive, and nearly impossible to get through without hacking through or burning them.



Invisibility Generator, Personal

Range: Personal

Duration: Special

This curious Gadget renders the Scientist completely invisible to the naked eye. The invisibility lasts for one hour per level of the Scientist, until the Scientist takes some offensive action such as making an attack, or is hit by an attack.

Levitation Belt

Range: Personal

Duration: 1 turn/level

This Gadget, most often in the form of a belt affixed with copper wires and odd leather bladders, allows the Scientist to levitate up or down vertically, at a rate of up to 20' per round. Horizontal movement is not possible, but the Scientist may push along a solid surface without losing altitude.

Light-Reversal Field

Range: 20'

Duration: 2 turns

This Gadget eliminates all light within a 20' radius, covering the entire area in impenetrable darkness.

Power Gloves

Range: Personal

Duration: 2 turns

These bulky gloves give the Scientist an effective Strength of 18, making it easier to lift great weights and perform certain experiments, such as how fast a door may be smashed in, or a Great Albino Ape's head, for that matter.

Robotic Servant

Range: 1 mile

Duration: Special

This special Gadget is typically an anthropomorphic (although other body types are not unknown) servant that serves as porter, assistant, and guardian for its Scientist master. The Robotic Servant has AC 2 [18] and HD 4, strikes with 2 fists for 1d4 points of damage each, and has Move 9. While normal servant duties do not drain its energy reserves overmuch, combat is extremely draining, and after one turn per day, the robot can no longer fight. While dutiful, Robotic Servants are not very intelligent, and complex instructions will often lead to humorous, or even disastrous, misadventures. A Robotic Servant will not willingly be separated from its master by greater than one mile, and will cease to function until its

master is in range once again. A destroyed robot takes four weeks and 400gp to rebuild.

Tissue Regenerator

Range: Touch

Duration: 2d4 rounds

This Gadget, when placed over an injury, causes the tissue beneath it to regenerate at the rate of 2 hit points per round for 2d4 rounds.

Weakening Beam

Range: 240'

Duration: 24 hours

This Gadget emits a sickly greenish ray that unerringly strikes its living target and saps all muscular strength from it, giving it an effective Strength score of 3 (-3 to hit and damage) for the duration.

Level 3

Disease Antimogrifier

Range: Touch

This Gadget analyzes the disease afflicting a living creature and spits out a multicolored lozenge. If imbibed within one hour, the lozenge cures the afflicted creature of the disease.

Invisibility Generator, 10' Field

Duration: 1 turn/level

This Gadget functions nearly the same as the Personal Invisibility Generator, save that all creatures within a 10' radius are rendered invisible as well.

Creatures who subsequently leave the radius or commit or suffer attacks quickly reappear.

Jetpack

Range: Personal

Duration: 1 hour/level

This device, appearing as a backpack with metal tubes attached, allows the Scientist to fly at a rate of 60' per round.

Lightning Thrower

Range: 240'

This spear-like Gadget, affixed with bizarre wires and knobs, allows the Scientist to discharge a bolt of lightning, causing 6d6 points of damage to anything in its path.

Nightray Lenses

Range: 120'

Duration: 1 hour/level

This Gadget allows the Scientist to see clearly in any conditions, including smoke or absolute darkness, for the duration. Even invisible creatures are effectively visible.

Smart Cap

Range: Personal

Duration: 1 turn/level

This elegant glass-and-wire skull-cap gives the Scientist astounding mental

acuity, enabling him or her to successfully navigate mazes, solve complex puzzles, remember vague details thought forgotten, and other such feats. Additionally, while active, the Smart Cap gives the Scientist a +4 bonus to saves versus mental attacks.

Survival Capsule

Duration: Special

This device resembles a humble belt-pouch, but is capable of marvelous functions. It may be inflated into either a temperature-resistant tent or a raft large enough to sleep or carry up to six human-sized individuals. When the proper foil levers are arranged, the capsule again collapses into its handy portable pouch configuration.

Tension Field Generator

Range: 120'

Duration: 1 turn plus 1 round/level

This Gadget emits a 40'-wide wave of energy that disrupts the actions of creatures within it. Anyone affected by the field can take only one action every other round.

Level 4

Animated Repulsion

Range: 60'

Duration: 1 turn/level

This Gadget emits a field that bars all unliving creatures, such as robots or the undead, from approaching within 60' of the Scientist.

Ice Ray

Range: 240'

Duration: Special

This Gadget emits a beam of scintillating blue energy that causes an explosion of freezing cold, inflicting 6d6 points of damage to anything within 20' of the targeted point. In addition to suffering damage, anything failing a saving throw is frozen in place for 1d6 rounds.

Metamorphosis Cube

Range: Personal

Duration: 1 hour/level

This diamond cube performs an atomic rearrangement of the Scientist's molecular pattern, allowing him or her to assume the form of any creature (not to exceed the total Hit Dice of the Scientist) he or she mentally envisions at the moment of activation. The Scientist may even use some of the new form's special abilities (burrowing, radiation resistance, etc.) at the Referee's discretion.

Poison Antimogrifier

Similar in form and function to the Disease Antimogrifier, this Gadget analyzes the poison afflicting a living creature, and spits out an antidote which immediately neutralizes it.

Portable Eye

Range: 1 mile

Duration: 1 turn/level

This Gadget resembles a small robotic eye that floats in midair. It moves at a rate of up to 180' per round. The Scientist can see anything it can see so long as it remains within range.

Vacuum Barrier

Range: 120'

Duration: 6 rounds plus 1 round/level

This Gadget creates a barrier, 10' deep and up to 100' long, of complete vacuum. Anything, with the exception of some robots, vehicles, and solid implements, which passes through the barrier suffers from horrible tearing and decompression, taking 6d4 points of damage and getting thrown out of the barrier in a random direction.

Level 5

Concussor Egg

Duration: Special

This small, black, metallic egg generates a crackling field of reddish energy. If placed on the ground or thrown, the egg detonates at a time of the Scientist's choosing, either that round or at any time up to one hour per level of the Scientist later, causing 8d8 points of damage to anything within 30'.

Displacement Field

Range: Personal

Duration: 6 turns

This Gadget, typically appearing as two intricate arm bracers, generates a field that makes the Scientist randomly wink in and out of existence. The first attack against the Scientist each round automatically misses, and he or she gains a bonus of 6 to AC against any subsequent attacks.

Electric Charge Generator

Range: 240'

Duration: 1d6 rounds

This Gadget throws out an immense green and purple ball of lightning that lasts 1d6 rounds, and causes 2d6 points of damage to anything coming within 30' of its landing point during that time.

Portable Door

Range: 20'

Duration: 1 turn plus 1 round/level

This collapsible frame operates on many of the same principles as the Displacement Field, but allows the Scientist to create a door-sized opening through any solid material, up to 20' deep, for the duration.

Steam Machine

Duration: 2 hours/level

This amazing, backpack-sized Gadget allows the Scientist to double the speed of any vehicle it is attached to.

Stone Liquefier

Range: 240'

Duration: 1 hour/level

This glowing orb allows the Scientist to direct a beam of energy at up to 180 cubic feet of solid stone and instantly transform it into a heavy, muddy, liquid. After the duration, the liquid slowly hardens back to stone again, assuming whatever shape the mud landed in and encasing anything covered by it.

Level 6

Atomic Ray

Range: 240'

One of the most devastating tools of the Scientist's arsenal, this pistol-like Gadget emits a dazzling red ray that unerringly strikes its target. The target is immediately struck dead (if a save is failed) or takes 6d6 points of radiation damage (if the save is successful).

Disintegrator

Range: 240'

Duration: Permanent

This deceptively humble-looking Gadget emits a brilliant sapphire beam that disintegrates up to 20 cubic feet of matter of any sort. Living matter gets an immediate saving throw to avoid the beam altogether.

Gravitational Revorticer

Range: 120'

Duration: 1 round

This Gadget reverses energy in a 20' radius of the target point, causing anything in the area to "fall" upwards for one round. At the end of the round, everything falls back down, taking damage accordingly.

Invulnerability Field

Range: Personal

Duration: 1 round/level

This Gadget encases the Scientist in an opaque energy field that makes him or her completely invulnerable to attacks, explosions, mind effects, etc. This Gadget runs out of power quickly, and no air can permeate the field, which could eventually result in the asphyxiation of the Scientist (though this same effect can also keep out harmful gases or even water).

Lifebox Reanimator

This controversial, coffin-shaped Gadget is encased with coils of copper wire and strange electrified orbs. A corpse placed within it (not dead for longer than one day per level of the Scientist), may be brought back to life. Unfortunately, the reanimation is extremely stressful. A character undergoing the process automatically loses one level, and has a 5% chance of being reanimated as a mindless zombie.

Obsidian Globe

Range: 120'

Duration: Special

This Gadget encases the target in a globe of dark purple energy that immediately begins to harden into solid obsidian. Fast-acting beings are entitled to a saving

throw to escape the orb before the hardening completes, but all others are encased, preserved for all time in perfect hibernation in the black, glassy stone. The same Gadget can be used to reverse the process at any point in the future.

SAMPLE CHARACTER GENERATION

Carl rolls the following abilities (rolling 4d6, adding up the best three dice in each case) and records them in order on a piece of paper:

Strength 16
Intelligence 13
Wisdom 8
Dexterity 14
Constitution 10
Charisma 11

With Strength as his greatest ability, and inspired by Burrough's Martian tales of John Carter, Carl elects to become a Fighting Man, and chooses his race as Human. As a Fighting Man, Carl may select a combat bonus to either melee or ranged attacks, and, with visions of flashing swords running through his imagination, selects melee. He then rolls a d10 for Hit Points, getting a "7", and records his Hit Point total on his character sheet.

Carl then rolls 2d6, getting a result of "9", and multiplies this result by 10 for his wealth, which grants him 90gp to purchase equipment with. Scanning over the lists of basic gear, weapons, and armor, he selects a longsword (15gp), an irradium pistol (20gp), ten bullets (5gp), a basic weapons harness (5gp), as well as 50' of rope, a grappling hook, and an irradium torch for illumination (17 more gp). He then subtracts his expenditures from his money, records his equipment on his paper, and figures out his Armor Class.

Carl decides on the name Parth Parthus as evocative of the tone of the campaign, and hands his character sheet off to the Referee to review:

Parth Parthus

Fighting Man, 1st Level (Veteran)

Str 16 (+2)
Int 13 (+1)
Wis 8 (-1)
Dex 14 (+1)
Con 10 (0)
Cha 11 (0)

AC 6 [14] (Harness, Dex)

HP 7

+1 to-hit and damage with melee weapons

Unstoppable (free attack with kill)

Equipment

Longsword (d8 damage, +1 two-handed)

Irradium pistol (d8 damage, 30' range)

10 bullets

Basic Harness (AC 7 [13])

50' rope

Grappling hook

Irradium torch

The Referee confirms the math on Carl's sheet, reviews the other players' sheets, and the game is ready to begin!

PLAYING THE GAME

Though your characters will embark on all manner of exciting adventures and thrilling exploits, the setting for these will often fall into one of three main categories: Wilderness, Underworld, or Urban.

ADVENTURING IN THE WILDERNESS

Sword & Planet adventure stories almost always include a dangerous trek through the wilderness. It is likely your adventures will involve such travel as well. It is important to remember that the wilderness is more than just the space between your home base and your target; often the journey can be just as compelling and engaging as the actual "adventure site" you're headed for. The wilderness of a Sword & Planet world is part of the magic of the genre. Take your time and enjoy the sights: majestic ruined cities, towering landmarks, vast seas, weird forests, alien vistas, and crystal canyons.

It is okay to stop and investigate these places; the Referee will likely appreciate your interest in the setting he or she has so carefully crafted. But be careful: in the wilderness, you must be prepared, or face the consequences. If you are injured, trapped, robbed, or lost, you can not simply drop into the local general store for more food and water, or directions. Before you begin any wilderness journey or exploration, make sure you have the following:

Transportation – Long distances are more easily covered if you have a mount, or better yet, some form of mechanical transportation. Walk only if no other option is available, or if your personal finances prohibit better means. Know how far you are traveling, and make sure you have adequate fuel, feed, or water for your transportation, and it never hurts to have a little extra. If you're planning on carrying lots of equipment (or carrying back lots of treasure), make sure you have enough transportation to handle this.

Provisions – Know ahead of time where you are going, how long it will take, and what the climate and terrain are like. Make sure you purchase enough food for your entire party (and possibly more; you might pick up stray travelers or prisoners or find that events make the journey take longer than anticipated) to cover your entire trip. If you are passing through an arid region, you will need to have ample water as well.

Equipment – Many unique challenges can hinder your journey based on climate,

terrain, or weather. Make sure you have tents, blankets, cold or hot weather clothing, climbing equipment, boating equipment, and anything else you think could get you out of a tight spot based on what kind of region you'll be traveling through. Rope and something to start a fire with are always a good idea.

Hirelings – You are an adventurer, not a laborer. If you want guards to stand watch while you sleep, hire them. Planning on bringing back lots of treasure? Hire some porters to haul it all out of the ruined city and load it into your airship. Not sure where you're going? Hire a guide.

Obviously, mounting a lengthy wilderness expedition can be a daunting and complicated process. Be prepared, spare no expense, and you will be rewarded by getting to your destination, and hopefully getting back home again, alive. Determine whom among your fellow adventurers is best at what, and divide responsibilities accordingly: managing the hirelings, coordinating the transportation, quartermastering the provisions, shopping and keeping track of party funds, and so on.

ADVENTURING IN THE UNDERWORLD



While the basic advice for adventuring in the wilderness remains true, there are countless challenges unique to the Underworld that go beyond simple transportation, provisions, and cheap hirelings.

The Underworld can be any number of enclosed or subterranean environments. Due to the harsh nature of many Sword & Planet settings, the natives of these worlds are often motivated by survival to construct subterranean complexes and strongholds. The weird nature of the worlds themselves can often result in extensive natural subterranean environments, from vast cavern complexes to underground seas, from hollow moons to the warm center of our own world.

Expect to find lightless dungeons (often called “pits” in Sword & Planet literature), lost cities, secret strongholds, hidden valleys, vast caves, and horrific laboratories. On Mars, every person who lives to old age eventually takes a subterranean journey: a pilgrimage down a seemingly endless underground river with countless tributaries that purportedly leads to the paradise of their afterlife.

Preparedness will not guarantee your survival; far from it. But not being prepared will likely guarantee you do not survive!

Transportation - Even in the Underworld, vast distances will sometimes need to be covered. If possible, know where you are going ahead of time. Try to find ancient maps or veterans of the location who can let you know what

challenging terrains you might face. If you do not know, and cannot find out, it is best to prepare for as many eventualities as possible: rafts or even submarine craft for subterranean bodies of water; mounts, preferably ones that are small and dexterous enough to navigate caverns and tunnels, or can climb. Some Underworld locales may even be vast enough to necessitate the acquisition of some sort of flying conveyance!

Provisions - As with the wilderness, it is vital to carry as much, if not more, food and water as you will need. There is rarely any reason to expect to be able to forage for food in the Underworld. Water can sometimes be plentiful, but may just as often be undrinkable or even poisonous. If you cannot carry much water with you, try to bring something to assist you with purifying the water sources you find along your way.

Equipment - The Underworld presents a whole new suite of physical challenges. You will quickly discover that it is a much more three-dimensional environment with all the challenges that implies. You may need to climb cavern walls, descend spiraling chutes, cross depthless chasms, or navigate flooded passages. Bring climbing equipment such as ropes, hammers, and spikes. Bring plenty of light sources, your way will often be dark, and a means to light them with. Bring plenty of sacks to carry out any loot you find. Make sure you stock up on healing poultices, unguents, and so on – you will not be able to simply visit a physician if some rabid Martian bat bites a chunk out of your leg!

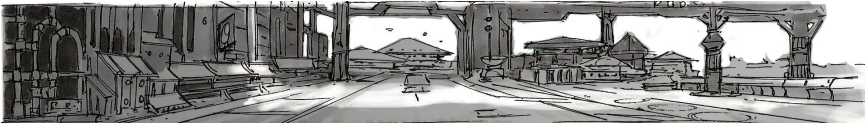
Hirelings - Again, the Underworld has its own group of specialists for hire. Cheap labor will likely not survive long here; you need tougher, and therefore more expensive, employees. Veterans are best, if available. Bring a healer if possible, try to identify any specialty skills your own group of adventurers is lacking, and fill that void with the appropriate hiring.

Mapping - Getting lost is very easy in the lightless depths, especially if you are in a hurry to flee whatever it was that ate all your hirelings in that last cave. Your map may even reveal new passages or hidden spaces. It will certainly save you time if you have to leave and come back later. If you absolutely cannot map, try marking your way with chalk or even string, but be advised that a smart adversary may try to manipulate, erase, or harmfully alter your markings!

Thinking - If someone has taken the time to construct a lair or stronghold in the Underworld, they likely have secrets to protect and hide. Take your time when exploring, and be alert for all sorts of hidden things: secret doors, concealed passages, sliding panels, and worst of all, traps. Smart explorers will test the path before they walk across it. There is a constant threat of traps of all kinds. Only by being wary, taking your time, and thinking of every test you can, can you dramatically increase your chances of survival. Prod the floor and ceiling with something long, throw powder or smoke into the air to reveal beams of light, even push a prisoner along ahead of you at spear point (which, of course, no honorable adventurer would do, right?).

Above all else, take nothing for granted!

URBAN ADVENTURES



Sword & Planet fiction and settings are full of amazing, haunting, and dazzling cities - from teeming imperial fleshpots to somber, ghost-filled ruins on the edges of long-dry seas. Cities are likely to be where your characters live, where their patrons or rulers live, and where they'll get the best adventure hooks or missions. Cities can be places of wonder, with glass domes, houses that rise up on hydraulic columns at night to deter thieves, and towers that climb more than a mile high with countless airships anchored to them.

In many worlds and settings, the most frequently encountered type of populated city will be the city-state. In such a harsh, unforgiving world, men can live in peace only in numbers great enough to fight off horrors, behind walls high enough to hold the horrors at bay. Small towns and villages are highly unlikely. Extensive agriculture is necessary to support such large urban centers, but the farms and homesteads are fortified, well defended, and can be quickly evacuated when threats loom. Canals are a typical means of moving water to crops, and crops to cities.

As with the wilderness and the underworld, cities have their own unique challenges that must be taken into consideration.

Law and order - In the wilderness and underworld, "Might is Right". Adventures make their own laws based on their own whims and their ability to back up those whims. In a big city, however, they are often small fish in a very big pond, at least until later in their careers. Civilizations that survive the harsh challenges of Sword & Planet literature typically only do so by the fiercest imposition of law. There is no room for whim or chaos when the slightest error could put the entire population at risk. Loss of resources, destruction of property, and even distracting guards from their vigilance on the walls are offenses of the highest order. Characters are advised to remember that the Sword & Planet economy does not typically allow for the care and feeding of long-term prisoners. An offence that might result in six months in prison here on our own world, such as instigating a brawl or petty theft, often results in a quick, unprejudiced execution on a planet like Mars or Venus. Problem solved; more food, air, and fuel for everyone else.

Nobility: The citizens of the city-states often take the sanctity of their nobility very seriously. A noble's word is law. That is not to say you cannot, ever, question the word of a noble. Perhaps one will listen, if your argument is reasoned, and respectful. But say the wrong word, in the wrong way, and you can expect to be arrested or beaten for your trouble, if not challenged to a duel of honor by the noble. And make no mistake, the typical noble is no soft fop. These are harsh worlds, and the nobility typically receive martial training of the highest order, as well as extensive military experience. Do not doubt that the noble sneering at you has cut down many upstarts in his time; be sure you are truly experienced before challenging one. Learning to navigate the complexities of the nobility is difficult, but can be rewarding - talent and courage are often recognized and rewarded where it is due.

Transportation - Your best means of getting around in the city is often on foot, but you may also discover all kinds of public transportation, such as carriages or even subterranean tubes. It is a good idea to procure a map if at all possible, so you do not waste time running in circles trying to find the right merchant or museum.

Equipment - This one is easy. Money is the best thing you can carry in the big city. Not too much though: thievery, while rare, is not unheard of. Money will get you whatever you need; goods, information, and even companionship if you can match the price. Unlike the wilderness and underworld, if you find you need something special in the middle of a mission and you don't have it, you can likely stop what you are doing and go and buy what you need. If you are injured, you can likely stop and hire a physician. Just try to find one who doesn't ask too many questions.

Room and board - Any lengthy stay in a city will require you to arrange for adequate lodging. Depending on the nature of your stay, you should consider discretion, cost, and location. If you are in town to impress a potential client, you may want to find somewhere opulent. A noble patron may wish you to stay in his or her own palace or villa.

Slavery - In many Sword & Planet settings, slavery is an unfortunate reality of city life. Never forget that, no matter how morally opposed you may personally be to the practice, to attempt to free or otherwise tamper with a slave is an attack on another citizen's lawful property – a crime that can result in your immediate, impartial execution! In many cases, however despicable the practice itself might be, slavery is a mercy – resources are scarce, and prisoners of wars who are not enslaved must, typically, be executed instead. In most lawful cities, slaves are well treated, cared for, and sometimes even treasured. It is greatly frowned on to mistreat or abuse a slave, and wars have been waged against cultures who engaged in such behavior. Nonetheless, even the most valued slave is still deprived of their greatest wish: freedom. If you truly desire to help one, respectfully inquire of the slave's owner the possibility of purchase, so you can free the slave yourself! Just be careful: You may be freeing someone from an inimical city who was perfectly happy to keep his or her head down while captive, but once freed may feel duty-bound to go forth and spy or sabotage on behalf of his or her native home.

REFEREE SECTION

TIME

Time in WARRIORS OF THE RED PLANET is measured in normal terms of hours, days, weeks, and so on. During adventures, time is measured in special increments of turns and rounds. Turns are typically 10 minutes long, and a round is typically one minute long. Combat is most often measured in terms of rounds, and exploration most often in terms of turns.

MOVEMENT

Unencumbered characters typically move at a rate of 120' per turn when exploring an area, which takes into account searching, mapping, and moving

cautiously. Characters can move 10 times that distance in close quarters by running with no regard for danger, obstacles, and stealth. Characters (again, unencumbered) may run up to 1 mile in 1 turn if outdoors and in favorable terrain (road, meadow, etc.).

During combat, an unencumbered character can move (and move only) up to 120' in one round, or move up to 30' and perform some other action, such as fighting.

Moderately encumbered characters, or those who are wearing bulky armor or carrying in excess of 100lbs or so of equipment and treasure (modified for exceptional Strength) suffer a penalized movement rate of 90'; encumbered characters, or those wearing heavy armor and carrying in excess of 100lbs. or so of equipment and treasure, suffer a penalized movement rate of just 60'. Heavily encumbered characters may move only 30', and may not run at all.

REST

Characters must rest at least one turn for every six turns (one hour) of exploration, or suffer a -1 penalty to all attacks, damage, and saving throws due to exhaustion.

LIGHT

Unless stated otherwise, all indoor areas explored by the characters will be considered dark, with no range of visibility. Carrying torches, lamps, and other devices will provide illumination as follows:

Item	Range Lit	Duration
Candle	20'	2 hours
Lamp, oil	40'	8 hours
Lamp, irradium	50'	24 hours (total, may turn on/off)
Lighter	10'	1 turn
Torch	30'	1 hour
Torch, irradium	90'(cone)	24 hours (total, may turn on/off)

TRAPS

Many locations are filled with dangerous pitfalls, traps, snares, and other hazards. Characters actively searching for such dangers may detect them with a roll of "1" on a d6. Once detected, the characters must avoid or describe to the Referee the steps they attempt to take to deactivate or neutralize the hazard.

FALLING

Characters take 1d6 points of damage for each 10 feet they fall. They can make a saving throw versus falls to sustain only half damage.

DOORS

Most doors encountered will be closed. Some of these may be stuck due to age, lack of a power supply, or deliberate sabotage, or may even be locked. Doors that are stuck closed may be open on a roll of 1 on a d6. Characters with 13-15 Strength may force doors on a 1-2 on a d6, 16-17 Strength on a 1-3 on a d6, and

characters with an 18 or greater Strength may force doors on a 1-4 on a d6.

Obviously some doors, usually because of stronger materials or special construction, will never be forced despite the Strength of the characters, and special means must be undertaken to open them (explosives, restoring the power supply, finding the key, etc.).

Some doors will be hidden or concealed, and are commonly termed “secret doors”. Characters who are actively searching for secret doors may locate them on a roll of “1” on a d6.

Characters may attempt to hear what is happening on the other side of a door; again, this is successful with a roll of “1” on a d6.

HIRELINGS AND SPECIALISTS

Characters often find it helpful to employ assistants (Hirelings) to help them on their adventures, or specialists to assist them with particular matters in between adventures. The number of Hirelings a character may employ at any one time is based on the following chart:

Charisma Score	Number of Hirelings
3	0
4-5	2
6-8	3
9-12	5
13-15	7
16-17	9
18+	11

Retainers may be exceptional NPCs with class levels, or may be “0 level” normal humans. Exceptional NPCs are usually generated just like player characters, whereas “0 level” retainers (such as porters, torchbearers, and soldiers) are assumed to have average ability scores, 1d6 hit points, and save as 1st level Fighting Men.

If the Referee advises a player that individuals are available for hire, the player must negotiate a salary with each potential Hireling, and offer any equipment appropriate for the job. Once terms are met, the Referee either judges acceptance of employment, or may roll on the following table, modified by the hiring character’s Basic Ability Modifier (Charisma):

Roll 2d6	Reaction
2 or less	Refusal, no re-negotiation
3-5	Refusal
6-8	Further negotiation required
9-11	Offer accepted
12+	Accepted, high loyalty

Hirelings with classes gain experience along with their employer. Typically this is

20% of the player's share, divided equally among all leveled hirelings. "0 level" hirelings do not ordinarily earn or accumulate experience.

Specialists are generally hired to perform a specific, non-adventuring task, such as deciphering an ancient text or repairing a broken sensor array. Some common specialists and their rates are as follows:

Hireling or Specialist

Airshipman	10gp/month upkeep	2gp/month
Airship Captain	50gp/month upkeep	250gp/month wages
Airship Pilot	100gp/month	500gp/month wages
Airship Repairman/ Mechanic	50gp/month	250gp/month wages
Animal Handler	100gp/month upkeep	20gp/month wages
Assassin	1000gp/mission (more for prestigious/dangerous targets)	
Blacksmith	20gp/month upkeep	10gp/month wages
Chemist	1000gp/month upkeep	500gp/month wages
Engineer	500gp/month upkeep	250gp/month wages
Guard	1gp/month upkeep	2gp/month wage
Historian	500gp/month upkeep	50gp/month wages
Packbearer	1sp/day upkeep	2sp/day wages
Quartermaster	100gp/month upkeep	100gp/month wages
Servant	1gp/month upkeep	1gp/month wages
Slave	1gp/month upkeep	
Spy	500gp/mission	

COMBAT

Combat occurs when enemies face off with harmful intent, be it characters vs. villains, characters vs. monsters, or character vs. characters! Combat can include groups fighting against groups, and groups fighting individuals. Combat includes fighting with weapons, teeth, claws, fists, devices, Gadgets, and even mental powers or spells! The standard combat sequence for WARRIORS OF THE RED PLANET is as follows:

1. Surprise is determined, and any surprise round resolved.
2. Initiative is rolled.
3. The side that wins initiative acts first, in the following order:
 - a) Ranged weapons, spells, and devices are resolved.
 - b) Any movement occurs
 - c) Melee attacks are resolved.
4. The side that lost initiative acts, in the above order.
5. Any morale issues are resolved.
6. Return to step two - Repeat until a side is destroyed, flees, or surrenders.

INITIATIVE

Each party rolls 1d6, usually the Referee rolling for the “enemies” and a chosen player rolling for the “heroes”. The side with the highest result goes first. If the roll is a tie, the Referee judges whether a reroll is necessary or if both sides will act simultaneously in the standard order.

ATTACKING

An attack is resolved by rolling a d20 “to hit”, adding any applicable modifiers, such as that from Strength or a Fighting Man’s Combat Specialty, and then checking if the total is equal-to or higher than the target’s Armor Class (if ascending AC is used) or equal-to or higher than the number needed to hit according to the standard combat resolution charts (if descending AC is used).

Armor Class is determined by taking a base number of 10, and then either adding (ascending AC) or subtracting (descending AC) the proper bonus for any armor worn, the Basic Ability Modifier for Dexterity, and any other applicable modifiers. For instance, Parth Parthus wears Basic Harness (7[13]) and has a Dexterity of 14 (-1/+1), so his Armor Class is 6 (Descending) or 14 (Ascending).

If a successful hit is determined, then the damage listed for the weapon used is rolled, and any applicable bonuses are added.

DAMAGE AND HEALING

Each time a creature is successfully attacked, the damage incurred is subtracted from its total hit points. Once a creature’s hit points reach “0” it is considered dead (or sometimes incapacitated or unconscious, at the Referee’s discretion). If a player’s character reaches “0” or fewer hit points, 1d6 is rolled – the result is how many rounds the character has to receive some sort of medical aid before expiring!

A character who spends one round tending a dying character may bind the character’s wounds, leaving him or her stable, though unconscious for a number of hours equal to the stricken character’s d6 roll.

Damage may be “healed” after any combat with 1 turn of rest and first aid. The amount healed is 1d4 hit points – this amount cannot exceed the amount of damage incurred in the combat immediately preceding the rest, and will not heal damage incurred in earlier combats.

A character able to get eight hours of rest “in the rough” heals 1d3 points of damage after the rest. Characters able to get 24 hours of rest in a comfortable location (home, an inn, etc) will recover 1d3 points plus 1 hit point per character level. A full week of full rest heals all hit point damage.

MORALE

If one party or creature is being overwhelmingly dominated, a morale check may be necessary to determine whether that party or creature will stay and fight or attempt to flee. Typically morale is determined to have broken with a percentile roll of 50% or less, modified by whatever the Referee feels appropriate (for instance, a cowardly spy or a mistreated hireling may suffer a 25% penalty to the morale check). Note that unintelligent creatures, or obsessed zealots as the case may be, will usually fight until death, no morale check needed.

SAVING THROWS

Sometimes, both during combat and out, a saving throw is required to determine whether a character sustains some ill effect or not. In such a case, a d20 is rolled, and the applicable saving throw table is consulted (Explosions, Mentalism, Energy, Poison, Falls, or General). Saving throws are permitted as a last chance against attacks or damage that could cause death other than direct melee or physical ranged attacks. A successful saving throw means rolling the save target number according to the saving throw chart or higher on a d20.

Explosions is used for any concussive force.

Mentalism, generally all Mentalist abilities permit a save to prevent its effects.

Energy is used for any effect whose source is energy like electricity, fire, cold, or other forms. Often strange science.

Poison Includes diseases and other health hazards.

Falls A successful save typically indicates half of the normal d6/10' falling damage.

General is used for hazards that fall outside of the specific categories. See the combat charts for more about saving throws.

EXPERIENCE

Adventurers typically advance in levels by the accumulation of “experience points”, or “xp”. Experience points are typically awarded for achieving goals, accumulating treasure, and killing monsters and enemies.

Achieving Goals – Characters should gain approximately 100xp/level for achieving minor goals, such as finding the artifact they were sent to acquire, saving a maiden in distress, etc. For major goals, such as toppling a tyrant or leading an enemy army to doom, the reward should be greater, 500-1000xp/level.

Accumulating Treasure – Acquisition of wealth is often the goal of many adventuring parties. Characters should gain 1xp for every 1gp they accumulate in an adventurous or cunning fashion.

Killing Monsters – A monster, if killed, should be worth 100xp per HD of the monster. Half the amount (rather than the full award for actually killing the foes) should be awarded for successfully driving off, capturing, or otherwise thwarting a monster.

EXAMPLE OF PLAY

Three adventurers, Kan Dromis the Warrior, Glutrik the Tracker, and Hindos Hin the Scientist, fly low, in a four-man flier, over a ruined street in a long-abandoned Martian city. Unbeknownst to the players, a Great Albino Ape has been tracking them, leaping from rooftop to rooftop. The Referee instructs one of the players to roll a d6 (to determine surprise) and does so himself:

REFEREE: (Rolls a 4)

Kan Dromis' player: I got a 1, what's up?

REFEREE: (Chuckles) As your ship drifts silently between the decrepit, but still grandiose, buildings, you see a white blur descending rapidly toward the deck of your ship from above. Glutrik, roll percentile dice for me.

Glutrik: Mmm ... 36.

REFEREE: Very good. Kan Dromis and Hindos Hin stand in shock, mouths gaping, as the white blur thuds onto the deck, rocking the little flier violently. Roll a d6, Glutrik (as he rolls one himself, this time for initiative, and gets a 4 again).

Glutrik: 5.

REFEREE: OK, Glutrik, you see before you a massive white, ape-like creature with four powerful arms. It snarls and charges, reaching for you with four meaty hands. You can do something now.

Glutrik: Agh! I'm pulling my irradium rifle off my shoulder and taking a hip shot. (He rolls a d20 and adds his modifiers.) Lets see, that's a 17 altogether.

REFEREE: Nice! The bullet slams into the ape's barrel chest and explodes. Roll your damage.

Glutrik: Um ... 10!

REFEREE: The creature roars in pain, but doesn't slow down a bit. (He rolls 4d20 for the ape's four attacks, three of which hit Glutrik's AC, and then rolls 3d6 for damage). It pummels you for 12 points! Roll initiative guys. (He rolls again himself and gets a 2.)

Kan Dromis: We got a 4.

REFEREE: All right, you guys get over your shock and act now. What are you doing?

Kan Dromis: I'm pulling my sword.

Glutrik: I'm taking another hip shot!

Hindos Hin: I'm headed for the opposite side of the deck from this nightmare, and prepping my Tension Field Generator.

REFEREE: Got it. Glutrik and Kan Dromis, go ahead and roll to-hit.

Glutrik: Great, a 2!

REFEREE: I don't suppose you have enough modifiers to get that to a 14 do you?

Glutrik: Yeah, I wish!

Kan Dromis: 16 for me.

REFEREE: That's a hit, roll some damage ...

Combat proceeds from there. Whether Hindos Hin's Tension Field Generator will slow the beast down enough to give his friends a fighting chance remains to be seen

COMBAT CHARTS

Ascending AC

When ascending AC is used, a character gets a flat bonus to-hit based on class and level, and this along with any other applicable bonuses is added to the character's roll to hit on a d20.

If the result is equal to or higher than the opponent's Armor Class, the attack succeeds and damage is rolled!

"0-level" humans have no bonus to-hit.

Monster's Bonus to Hit is given on the table here:

Monsters

HD Bonus to Hit

<1	+0
1	+1
2	+2
3	+3
4	+4
5	+5
6	+6
7	+7
8	+8
9	+9
10	+10
11	+11
12	+12
13	+13
14	+14
15+	+15*

**Maximum combat bonus for monsters.*

A roll of 20 is always a hit. A roll of 1 is always a miss. (This applies to both Ascending and Descending AC systems)

Descending AC

When descending AC is used, roll to-hit with a d20, add any applicable bonuses, and check the target number by level or HD and Armor Class. If the total is equal to or higher than the target number, a hit is indicated.

AC	+9	+8	+7	+6	+5	+4	+3	+2	+1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
to hit*	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28

*number needed to hit includes all bonuses and adjustments.

Target Number 0 (alternate method)

Target number to hit can also be calculated using a formula called TN0 which is the minimum roll needed on a 20-sided die to hit Armor Class 0. Your TN0 score is 20 minus your Bonus to Hit. Lower TN0 and lower AC is better. They can go into the negatives.

To figure out the target number to hit use attacker's TN0 minus the defender's AC equals what you need to roll on a 20-sided dice to hit the defender.

For example, if the defender has AC 0 and attacker's TN0 is 10 then the formula is $10 - 0 = 10$.

Another example, attacker's TN0 is 15 and the defender's AC is -2. $15 - (-2) = 17$. Attacker needs to roll a 17 or better to hit.

TARGET NUMBER 0

Level	Fighting Man	Scoundrel	Mentalist	Scientist	Monster
0	20				<1HD 20
1	19	20	20	20	19
2	18	19	19	19	18
3	17	19	19	19	17
4	16	18	18	18	16
5	15	17	18	18	15
6	14	17	17	17	14
7	13	16	17	17	13
8	12	15	16	16	12
9	11	14	16	16	11
10	10	13	15	15	10

SAVING THROW TABLES

Monsters: Unless otherwise noted, a monster typically saves as a Fighting Man of a level equivalent to its Hit Dice

Fighting Men Saving Throws

Level	Explosions	Mentalism	Energy	Poison	Falls	General
0	14	16	16	14	13	15
1-2	13	15	15	13	12	14
3-4	11	13	13	11	10	12
5-6	9	11	11	9	8	10
7-8	7	9	9	7	6	8
9	5	7	7	5	5	6
10	5	5	5	5	5	5

Scoundrels Saving Throws

Level	Explosions	Mentalism	Energy	Poison	Falls	General
1-2	13	16	16	13	12	15
3-4	11	14	14	11	10	13
5-6	9	12	12	9	8	11
7-8	7	10	10	7	6	9
9	5	8	8	5	5	7
10	5	6	6	5	5	5

Mentalists, and Sorcerors Saving Throws

Level	Explosions	Mentalism	Energy	Poison	Falls	General
1-2	15	12	16	13	16	15
3-4	13	10	14	11	14	13
5-6	11	8	12	9	12	11
7-8	9	6	10	7	10	9
9	7	5	8	5	8	7
10	5	5	6	5	6	5

Scientists Saving Throws

Level	Explosions	Mentalism	Energy	Poison	Falls	General
1-2	15	14	13	14	16	15
3-4	13	12	11	12	14	13
5-6	11	10	9	10	12	11
7-8	9	8	7	8	10	9
9	7	6	5	6	8	7
10	5	5	5	5	6	5



CAMPAIGN AND ADVENTURE DESIGN

A big part of the fun of running a Sword & Planet campaign is all the creative design work you get to do. Creation is a fundamentally rewarding experience, and this genre gives you a lot of room to explore your inspirations and wildest ideas. Hardly anything is too crazy or too fantastic. Want a dried-out basin filled with mile-high quartz crystal, infested with giant, flying centipedes? Put it in there; it's definitely not to off-the-wall for a Sword & Planet world.

TONE

One thing to always keep in mind when designing a campaign, is the sense of lost glory so pervasive in Sword & Planet fiction. Seas have dried up, leaving trails of deserted cities on each ancient shoreline as the waters receded further and further. Once-proud, technologically advanced empires now lay obscured beneath choking, unnatural foliage, their great engines and scientific marvels perhaps still sleeping under a layer of verdigris waiting for some unscrupulous Scientist to stir them to life again.

The remnants of civilization huddles in fortified, massive edifices to protect themselves against the deprivations of the hordes and horrors of the wastelands. Law is essential, lest scarce resources be squandered, jeopardizing everyone's survival. Every man, and often every woman, receives martial training at an early age; there is no room for the protected, only the protectors.

In a sense, the typical Sword & Planet setting can be considered "post-apocalyptic". The golden ages are gone, never to return, whether they met their end in one awful cataclysm or a long, steady, implacable decline.

What you, as Referee, can offer your players is a chance to restore a small bit of that glory, if only temporarily. As they gain experience and wealth, often in the most gritty and mercenary of pursuits, you can put greater and greater challenges in their path. At the height of their power, they should become a source of light that may hold back the oncoming, eternal night for just a little while longer.

SCOPE

Unlike traditional fantasy RPG campaigns, which typically start in a small locale and build out from there, Sword & Planet campaigns typically deal with entire worlds. This does not mean it is necessary to spend months detailing every nook and cranny of Jupiter's fourth moon, however. Your best bet is to brainstorm a campaign "cheat sheet" outlining the highlights of your campaign, and then flesh these out as needed. Some of these elements could include:

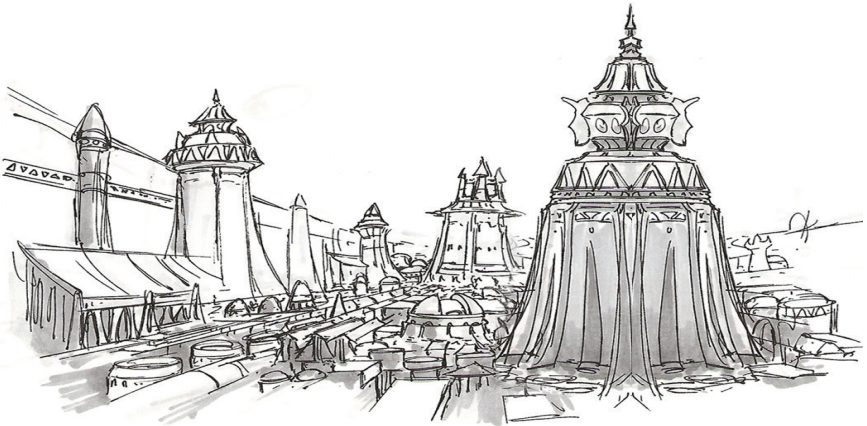
Cities: Even if your player characters have crash-landed from another world into the middle of a wasteland, it is likely that it won't be long before they come across their first city. A quick list of the major cities in the area, along with some brief descriptive text for each, will help you referee them on the fly without risking them becoming "generic". Something like this: Hajrus – known as the "City of Crystal Spires"- ruled by the Jed Run Rathros, street duels common, airships painted bright red, soldiers wear banthe-fur cloaks, population enjoys strong wine, epic poetry, and public torture of war prisoners. Keep it short and sweet, so you don't get locked into anything permanent, and don't waste time on things the players

will never experience or encounter.

NPCs – Each city should have some important non-player characters. List a few you think the players might encounter, or who might seek out the player characters for hire, and don't waste time on the others. Again, just a quick descriptor is all you need. Something like this: Run Rathros (F6) – Jed of Hajrus, tall and thin, morose, scraggly goatee, cruel, wants to conquer Milrith (neighboring city); Lana Run (S2) – Princess, daughter of Run Rathros, very beautiful, hates father, wants to flee Hajrus; Exculporr (M5) – Chief advisor of Run Rathros, obese, conniving, facial tic, looking for scapegoats to take the blame for his treasonous commerce with Milrith on. And so on. Half a dozen is usually fine.

The surrounding lands – A city doesn't typically exist on a flat, white plain (unless it's the Scorching Sodium Plain of Valdron). Be sure to know a few of the major geographical features around your city. This is also helpful when it's time for an NPC to tell the characters how to get to the Cave City of Url: "Travel through the Coral Mazes to the Canal of Ancients, sail south along it until you come to the Fungus Wastes, and then seek the rock spire known as the Obsidian Hand. Beneath it lies the Cave City of Url."

Altogether, this should fit on a single page of 8-12 point script, and always be at hand. As needed, flesh out further details at your leisure or while the players are making their mid-game pizza run.



MAPPING

It is also a good idea to sketch out a rough map of your world. Mark out the major cities and geographical features, and even some political boundaries, so you know roughly where players might encounter patrols. Again - I can't stress this enough - keep it very rough, and vague, in pencil. Nothing is permanent until your players actually get there.

Give your players a blank sheet of hex paper, let them know where home base is, and let them take it from there. I know it goes against conventional gaming wisdom, but detailed maps of your campaign world should really be your players' job. The minute you mark that great adventure location on a map, you have

wasted all your time when the players wander off in a different direction. Just hold off on the location, bide your time, and plop it down in front of them, wherever they might have been headed.

Plotting out adventure locations on graph paper ahead of time is fine, but you can just as easily go online and find literally thousands of available maps and random map generators if you don't have a lot of time, and focus your creative energies on filling those maps instead.

EPISODIC PLAY

While it is certainly an option to run extensive dungeons or “adventure paths” with **WARRIORS OF THE RED PLANET**, if you have read a lot of **Sword & Planet** fiction, you will have noticed that most stories are very episodic in nature. Keep your adventures short and sweet, and you will capture that “pulp” feel. A good **Sword & Planet** adventure should take at most a session or two, before the characters are plunged right into the next one. Keep the pace fast and loose, and keep a close eye on your players' attention level. If they are engaged and interested, you are doing it right. If they are yawning or flipping through back issues of *Dragon*, it is time to have a swarm of white apes chase them out of that boring ruined city and into the next adventure.

THE SWORD & PLANET WILDERNESS

The landscape of your world is just as much of a character as your NPCs. Give each region personality. Give your players a reason to sightsee, and a reason to be scared. Assign each region a “look”, an iconic monster or two, a patrol from another nation, some local savages, a couple of landmarks, and anything else you think might distinguish the area, so they don't begin to bleed into one another. Don't forget things like weather, sounds, and smells. Something like this: The Dread Wastes of Liu – Ochre badlands dotted with bubbling pits of purple tar; prowling Oporls (a predator), herds of Miflids (a grazer); mounted patrols from Milrith, air patrols from Hajrus; Krolls (a tribe of Green Men) scavenge here, 400' high crystal formation called the “Ruby Pyramid”, large lake of purple tar called “the Sighing Sea”, scorching heat at day, black snow at night, constant bubbling/sighing sound and sickly sweet smell from tar pits.

Taking a little time to flesh out a region will make it resonate with your players. But don't make it too detailed – it takes too much time, and doesn't allow your players to fill in the blanks with their imaginations.

Keep in mind the challenges the players will face as they travel. Reward preparedness, and don't be afraid to punish haphazardness. If your players take the time to buy provisions, be sure to keep track of it. Work it into the adventure if you can (spoilage, insects, etc.) to add to the tension level. If your players are engaged enough in your game to do all this shopping, and you don't give them an opportunity to use any of it, they are going to quickly lose interest in this potentially rewarding aspect of the game. Take a look at your players' equipment purchases before an expedition, jot down a few interesting things on your notepad, and work that stuff into the adventure. Give them a lake to cross with the raft they bought, a cliff to climb with that rope, and a cold night to use all those blankets.

Encourage them to map as they go, and let the hirelings get up to no good once

in awhile. Change the weather every so often, and have a herd of something big cross their path. Things like these will ensure your players enjoy (and fear) their journeys as much as their destinations.

THE UNDERWORLD

WARRIORS OF THE RED PLANET has six saving throws – Be sure to include a challenge for each of them when designing your underworld. Take a look at the equipment and special abilities on the players' character sheets – and be sure to include challenges involving these as well. If you are using the optional skill check system, include a challenge for each of the seven abilities. After you're done with that, you have practically written the entire adventure, and you have yet to select a single monster!

The Underworld of the Sword & Planet genre is a times vast and awe-inspiring, and claustrophobic and constraining at others. Keep your Underworld environments three-dimensional and use an assortment of large and small spaces to avoid a sense of repetition. As always with Sword & Planet adventure, the scenery, the "weirdness" of it all, is just as important as the adventure itself. The Sword & Planet Underworld is filled with vast caverns, lost seas, dark rivers, winding passages, flooded tubes, dangerous hives, and secret laboratories.

Take time into consideration as well. Give the players a reason to keep moving along, such as rescuing a princess before she is sacrificed to the goddess of the First Born, or wrecking the insane scientist's apparatus before it can cripple the atmosphere factory.

MONSTERS

Each monster description includes a brief line of game statistics: AC (The monster's Armor Class, first descending and then ascending); HD (the number of d8's rolled to determine the monster's hit points, and also its combat ability); Atk (the monster's primary means of attack); Dmg (the amount of damage the monster causes with its attack); Save (which chart to consult to determine the monster's saving throws, for instance, "F1" means to consult the 1st level Fighting Man's saving throws chart); Move (the monster's rate of movement).

Acklys

AC: 6 [14]

HD: 1+1

Atk: 3 claws

Dmg: 1d4 each

Save: F2

Move: 120'

The Acklys is an onyx-skinned humanoid with three arms and one crazed, red-rimmed eye. The tooth-filled mouth of the acklys cannot reproduce anything approximating human speech, so these carnivores communicate in a series of ghastly howls and groans. Acklys prefer their meat raw, and packs of them will trail those lost in the wastes for hours, just waiting for a moment of weakness when they can pounce.



Ape, Great Albino

AC: 4 [16]

HD: 6+6

Atk: 4 fists or club

Dmg: 1d6 each, or 2d10

Save: F6

Move: 150'

These hideous, enormous apes resemble Earthly gorillas, but they are snow-white, stand nearly fifteen feet tall, and have four powerful arms. They are hairless except for a shock of stiff hair at the top of their heads which only increases their savage appearance, and are cunning predators, capable of scaling nearly any surface with ease. Many are devastatingly proficient with a club. These selfish beasts will try to kill silently if possible, but will not hesitate to howl for friends if seriously overmatched. Some larger specimens have 8+8 HD.



Apht

AC: 6 [14]

HD: 10

Atk: bite or 2 claws

Dmg: 2d8, or 1d8 each

Save: F10

Move: 120'

The Apht is a terrible scourge of the frozen north. Running on six powerful legs, it can stand upright on four of them to tear with two massive claws before closing to bite with its tusked maw. Its multi-faceted eyes can see in pitch darkness, and can even see invisible creatures. Its rich fur, ranging from white to yellow, sometimes with black stripes, is highly prized and valuable. Their lairs are often stinking charnel pits, as they enjoy letting their prey rot a bit before feasting.

Aprivorth

AC: 5 [15]

HD: 1

Atk: weapon or touch

Dmg: as weapon or 1d6

Save: F1

Move: 90'

Aprivorths are gelatinous humanoids with no discernable facial features. They bear primitive weaponry, speak in weird bubbling voices, and appear to eat by digesting organic material, such as people, through touch. Members of a semi-nomadic tribal society, they wander from place to place every couple of years. For every 10 Aprivorths encountered, there is one Aprivorth of 3HD, and for every 50 Aprivorths, one of 5HD.

Anthipode

AC: 2 [18]

HD: 3

Atk: 1d6 needles

Dmg: 1d4 per needle

Save: F3

Move: 120'

When not cloaked in its illusions, the Anthipode is an unsettling humanoid creature with writhing tentacles for arms and a smooth, featureless face with a single hole in the center of unknown purpose. Typically though, the Anthipode wraps itself in illusions, appearing to be a beautiful courtesan, savvy merchant, or whatever else would further its latest con game or provide its next fresh meal. When unmasked (typically by a physical assault), the Anthipode defends itself by shooting needle-sharp projectiles from its tentacles.



Arcris

AC: 7 [13]

HD: 2

Atk: snout-stab

Dmg: 1d6

Save: F2

Move: 240' (fly) or 60' (crawl)

A flying predator with a single delta-shaped wing, the Arcris has a long, needle-like blade for a snout, and usually hunts in groups of 3-12. While the most common species is ochre, there is black variation that is nearly invisible after dark.



Argoroi

AC: 8 [12]

HD: 4

Atk: pseudopod

Dmg: 2d4

Save: F4

Move: 90'

Argoroi are non-sapient, transparent, amoeba-like creatures created by the Scientists of a lost city to serve as guardians. Long ago, they turned on and destroyed their masters, and have since multiplied and greatly expanded their hunting territories. Their bodies are highly acidic, exuding a paralytic poison, immobilizing for 1d6 turns victims who fail their saves.

Armae

AC: 7 [13]
HD: 1d3 hit points
Atk: bite
Dmg: 1d4+poison
Save: F1
Move: 150'

Armae are orange, beetle-like beasts that typically live in the shadows beneath rocks or within ruined buildings or wrecked ships.

They are scavengers, but are not above running down live prey when they have the advantage of numbers. Their scything maws are mildly poisonous; victims bitten suffer a -2 penalty to attacks unless a save is made. Their swarms usually number 10-40.



Arodel

AC: 7 [13]
HD: 2
Atk: pike
Dmg: 1d10
Save: F2
Move: 90'

A race of crablike humanoids, Arodel normally live in tribal groups in the most desolate wastelands, though there are rumored to be a few actual cities inhabited by the beings. They sometimes trade with civilized lands, though they often have somewhat unique interpretations of standard business deals that occasionally result in the consumption of those they trade with. Arodels favor the use of a motley array of pikes and other polearms.



Bai

AC: 6 [14]
HD: 1d6
Atk: bow or spear
Dmg: 1d6 or 1d8
Save: F1
Move: 120' (fly) or 90' (walk)

The Bai are batlike, shriveled yellow men living in primitive villages hanging from cliffs or the high tops of ruined towers. They favor bows and spears, and also have nets they like to drop on top of their prey (save or be helplessly entangled until cut free).

Banthe

AC: 4 [16]

HD: 7+7

Atk: bite and 2 claws

Dmg: 2d8, and 1d6 each

Save: F7

Move: 180'

The Banthe is the apex predator of many wastelands, appearing as a hairless, eight-legged mass of claws and fangs with a wiry black mane.

Groups of hunting Banthe herd potential prey with their fearsome roars (under 4HP must save or flee for 1 turn). When fighting, two successful

claws attacks allow them to rake their prey with their remaining six claws automatically for an additional 6d4 points of damage. A Banthe hide is among the most coveted ornaments a warrior can possess.



Barhorn

AC: 0 [20]

HD: 4

Atk: 2 kicks

Dmg: 1d4 each

Save: F4

Move: 240'

A Barhorn is a scarlet-and-black-striped, six-legged, horse-like creature with two spiraling, sharp horns. Amazingly fast, it possesses a nearly impenetrable hide, and though it doesn't use its horns in battle, it can deliver two powerful kicks when roused. The horns are an extra-sensory organ for the Barhorn, allowing it to track better than an Earthly bloodhound. Their savage tempers make it unlikely for them to be found domesticated for riding upon, but every now and then one may.

Beklid

AC: 3 [17]

HD: 2

Atk: 2 sword-claws

Dmg: 1d4 each

Save: F2

Move: 120'

The Beklid are a race of insectoid creatures that resemble black praying mantises, unintelligent on an individual level, but apparently directed by some sort of hive-mind in groups. Once a band of them is set about a task, such as stripping an orchard clean of fruit, they will not stop unless killed or given a different task by whatever drives them. They are fearsome in combat, possessing two bladelike arms they wield with veteran expertise.

Blonc

AC: 5 [15]

HD: 8

Atk: 2 tentacles

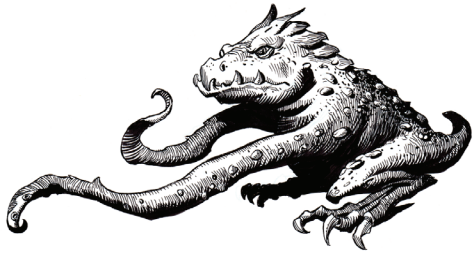
Dmg: 1d6 + poison each

Save: F8

Move: 90

The Blonc is a round, bloated, gray and black, toadlike creature with two tentacles tipped with poisoned stingers. The poison is a sort of

flesh-eating bacteria, and will inflict an additional 3d6 points of damage unless a save is made. Blonc-hide is tough, waterproof, and highly valuable.



Borkrish

AC: 9 [11]

HD: 1d4 hit points

Atk: stinger

Dmg: 1d4 + poison

Save: F0

Move: 120' (fly) or 30' (crawl)

Borkrish are mustard-colored, batlike creatures with antennae-eyes and scorpion-like tails. They travel in swarms, and seek to overwhelm prey under dozens of their fierce stings. Any time a Borkrish is killed, it emits a keening death-cry that has 50% chance to summon another 1d4 Borkrish to the scene in one round.

Bquarr

AC: 8 [12]

HD: 3

Atk: 3 tentacles

Dmg: 1d4 each

Save: F1

Move: 60'

This creature is a white mass of barbs, ridges, eyes, and tentacles that prefers cold or snowy climes. Its ugliness is said to have been a curse for offending some ancient god. The creatures are stupid, but can be dangerous in numbers or if they catch prey unawares.

Bradnyth

AC: 4 [16]

HD: 1

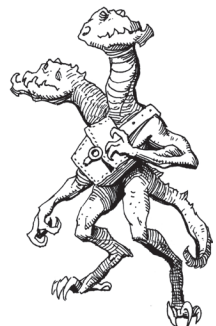
Atk: 2 bites

Dmg: 1d6 each

Save: F1

Move: 90'

Bradnyth are bright red, three-foot-tall, reptilian humanoids with two biting heads. Their hind legs are far larger than their forearms, which they use only to clutch bags to their chests containing the various odds and ends they prize. These



largely stupid beings often indulge in despicable religious rites and orgies. It is rumored that to steal a Bradnyth's possessions is to invite a vendetta from the entire unwholesome race.

Bubrille

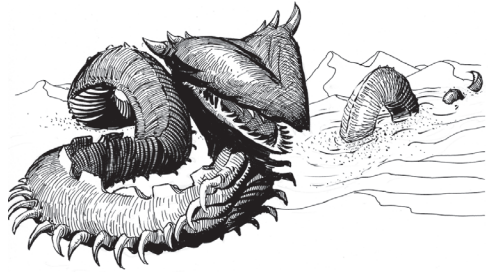
AC: 3 [17]
HD: 5+5
Atk: 2 fists
Dmg: 1d10 each
Save: F5
Move: 90'

A stocky brown and green humanoid with fists like bludgeons, the Bubrille has glowing green eyes and speaks in geometric equations. It is capricious and fey, its motives are unclear, though it is known that Bubrille have a fondness for cheese, and may be deterred from their destructive paths with such an offering.

Buule

AC: 3 [17]
HD: 8
Atk: bludgeon
Dmg: 1d8
Save: F8
Move: 90'

Twenty-foot-long, gray, and wormlike, with the Buule has a spade-like head and hundreds of cilia-like arms running the length of its body. It normally haunts deserts and dusty wastelands, but there is known to be an aquatic species as well. This monstrosity attacks by flailing about with its bludgeoning head, and swallows its prey whole if a natural 20 is rolled to-hit, causing 3d6 points of grinding damage per round until the victim is dead or somehow removed.



Caekrik

AC: 7 [13]
HD: 1 hit point each
Atk: bite
Dmg: 1 hit point
Save: F0
Move: 150' (fly)

Caekrik are flying insectoid creatures that appear to be made of glass in hues of green, blue, red, or purple. They travel in swarms of 40-100 and that can strip a man of flesh in moments.

Caldane

AC: 8 [12]

HD: 2+2

Atk: 2 pincers

Dmg: 1d2 each

Save: M3

Move: 60'

Unmounted, Caldanes resemble fleshy, goggle-eyed heads that run about on scrabbling crablegs and waving claws. Typically, however, they are mounted on a Caldane Steed (see below), and their statistics will not come into play unless the steed is killed or the Caldane intentionally leaves the creature. Caldanes consider themselves to be the apex of evolution, are fixated on the preeminence of logic, and can fix their gaze upon an intelligent being, controlling it if a save (at +2) is failed.



Caldane Steed

AC: 7 [13]

HD: 3

Atk: 2 fists or 1 weapon

Dmg: 1d3 each or as weapon

Save: F2

Move: 120'

Caldane Steeds look like muscular, headless humans, and are controlled through direct spinal contact with a Caldane rider.



Caldane King

AC: 6 [14]

HD: 5+5

Atk: 2 pincers

Dmg: 1d6 each

Save: M6

Move: 120'

Each Caldane "Hive" is lorded over by one or more Caldane Kings, massive Caldanes that lay eggs not unlike queen bees. They have prodigious mental abilities, able to exert domination over any intelligent beings (-1 save) within their field of vision, as well as possessing powers equal to a 3rd level Mentalist.

Ceadrid

AC: 5 [15]

HD: 2

Atk: slash

Dmg: 1d4

Save: S2

Move: 150' (swim)

Ceadrid are aquatic, eel-like creatures with razor-sharp fins used to slash at prey. They filter the blood out of the water with specialized gills. Ceadrid eyes are crystalline, and can fetch 1d6x10gp each.

Chalkor Chree

AC: 5 [15]

HD: 6

Atk: 2 claws

Dmg: 1d8 each

Save: F6

Move: 180' (fly) or 60' (walk)

The fearsome Chalkor Chree

is a flying predator that often

stalks the streets of deserted cities or isolated mountain passes. It looks like an enormous vulture with a forked tail and a head with an almost human visage. Its eyes are reportedly horrific, as looking into them is supposed to be like looking into the eyes of death itself. The Chalkor Chree can emit a bloodcurdling shriek once per turn, paralyzing anyone within 60' that does not successfully save.



Crake

AC: 6 [14]

HD: 3

Atk: bite

Dmg: 1d6

Save: F3

Move: 120'

A little puff of reddish fur with beady black eyes and a big snapping mouth, the Crake has a somewhat fearsome appearance and aggressive bark, but is actually a fairly companionable beast and may even tag along with individuals who feed it.^o

Cryodrone

AC: 3 [17]

HD: 4

Atk: 2 fists

Dmg: 1d6 each

Save: F4

Move: 60'

Cryodrones appear to be well-muscled men and women of various races who were frozen in some sort of super-cooled liquid and enhanced through weird science. Their eyes are mechanical, and each can emit a spray of acid in a 20' arc once per turn that does 2d6 points of damage (save for half). Some of these unliving creatures have been sent on malign missions, while others have simply gone rogue and seek to wreak havoc upon the living.

Cryomancer

AC: 4 [16]

HD: 4

Atk: 2 fists

Dmg: 1d6 each

Save: M4

Move: 90'

Cryomancers are cryodrones who happened to have been Mentalists at the time of their transformation. They have the abilities of a 3rd level Mentalist, such as

Somnolence, Spiders, and Cone of Nausea.

Cyclopider

AC: 6 [14]

HD: 7

Atk: bite

Dmg: 2d4 + poison

Save: F7

Move: 120'

Giant, glowing spider-like creatures, Cyclospiders possess fanged maws and a single, giant, bloodshot human eye.

They are cunning predators, lurking in almost any shadowy environment, and often weave sticky webs to ensnare their favorite prey.



Cydean

AC: 6 [14]

HD: 1+1

Atk: sword or crossbow

Dmg: 1d8 or 1d8

Save: F2

Move: 90'

Cydeans are a race of subterranean humanoids much like stocky, albino humans with white hair and a bestial countenance. They were possibly once normal folk, driven underground by some cataclysm or war, now much diminished by the eons away from the sun. Fierce fighters, and often cannibalistic, they sometimes indulge in odd alien artforms and intricate rituals, the meanings of which have been long since lost. Each group of twelve or more cydeans is led by a warleader with 4 Hit Dice, and each group of more than fifty is led by a Mentalist of not less than 5th level.

Dablor

AC: 7 [13]

HD: 2+5

Atk: bite

Dmg: 1d8

Save: F2

Move: 180'

The Dablor is a hairless, pink scavenger that travels in packs across the wastelands of the Red Planet in search of carrion or easy prey. This six legged creature is roughly badger-shaped, and commonly ranges from six to eight feet long, its maw filled with jagged teeth, its eyes are black on black. When meat or prey is scented, the Dablor lets out a hooting call that echoes across the wastelands, summoning its fellows to the meal.

Darkeyes

AC: 9 [11]

HD: 3+1

Atk: dagger

Dmg: 1d4

Save: M3

Move: 120'

Darkeyes most often appear as alabaster-skinned, beautiful females with long dark hair and depthless, impossibly black, eyes. Darkeyes covet power and influence, though their ultimate motives are inscrutable and highly alien in nature. As human-appearing as they are, they are in fact nothing like most known races, being more reptilian in nature, devoid of all emotion. With a glance, Darkeyes can enslave (see the Mentalist power Control Person) or even kill a man with his own nightmares (save or die).



Deathwalker

AC: 3 [17]

HD: 6+6

Atk: falchion

Dmg: 2d4

Save: F6

Move: 60'

Deathwalkers are hulking, unliving humanoids who were constructed from living soldiers in some vile ritual or scientific process centuries ago. All were thought to have been deactivated and buried, but every so often a storehouse of them is discovered and set to destroy and pillage in the name of some would-be tyrant. Deathwalker flesh automatically repairs itself at a rate of 2 hit points per round unless it is destroyed with fire, acid, or electricity, and their falchions are wondrously balanced (+1 to-hit).

Degrinth Cur

AC: 5 [15]

HD: 2+2

Atk: bite

Dmg: 1d8

Save: F2

Move: 150'

Hairless doglike creatures, Degrinth Curs possess disturbingly human-like faces. They hunt in packs, and giggle unnervingly as they run down and consume their victims. Loud noises pain them, and they flee if there is any sustained painful noise in the area.



Dlange

AC: 3 [17]

HD: 1+5

Atk: bite

Dmg: 1d3

Save: S1

Move: 120' (fly)

Dlange are flat, pancake-like creatures that lurk on the ceilings of caves or ruined buildings waiting for passersby to fall upon. After a successful bite, they automatically consume 1d4 hit points worth of blood every round, until they have either consumed 10 points or been destroyed.

Dormbn

HD: 8 [12]

HD: 1d6 hit points

Atk: club

Dmg: 1d6

Save: F0

Move: 120'

Muttering constantly to themselves, Dormbn are hollow-eyed gray humanoids that walk with a shuffling gait. They typically live in groups of 20-80 individuals in the abandoned cities of the wastes. They seem cowardly and non-hostile, and will cautiously welcome strangers to their campfires, but their ultimate intention is to kill and cannibalize whoever they can catch with their guard down.

Drakk

AC: 6 [14]

HD: 1d4 hit points

Atk: bite

Dmg: 1d4

Save: F0

Move: 150'

Drakk appear as thin black, landbound eels that run on eight thin legs. They have long toothy snouts and are lightning fast, emitting an unsettling yowling sound when angered. They normally travel in groups of 11-20.

Dran Dyiir

AC: 4 [16]

HD: 13

Atk: bite

Dmg: 2d6

Save: F10

Move: 240' (swim)

The fearsome Dran Dyiir is an immense sea-serpent with emerald scales and five antennae-eyes. It can grow to lengths of more than sixty feet and can easily swallow three men at once. With scales worth a gold piece each, a single Dran Dyiir corpse is a treasure trove, and can yield over a thousand of them. The Dran Dyiir can exhale a 120' cone of acidic gas three times per day that causes 4d6 points of damage (save for half).

Egg of Crepsys

AC: 0 [20]

HD: 10

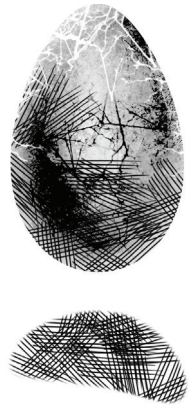
Atk: mind blast

Dmg: 3d6

Save: M10

Move: 0

An Egg of Crepsys appears to be a fist-sized iron egg that is warm and faintly pulsing to the touch. While the origins of the Eggs are unclear, it is rumored that within each gestates a member of a race so far above humanity that they may as well be gods. Thus far, none have hatched as far as anyone knows, which is fortunate, for the Eggs of Crepsys are evil entities of great power and malicious genius, even in their undeveloped state. Each may emit a blast of mental power in a 30' radius, and may use the following Mentalist powers at-will: Control Person, Mind Reading, Project Illusion, and Suggestion. Though they cannot move around under their own power, they are almost inevitably borne by a controlled slave, and are not above seducing with promises of power those they cannot mentally dominate or intimidate.



Errlo

AC: 3 [17]

HD: 6

Atk: 2 claws

Dmg: 1d8 each

Save: M6

Move: 120'

Errlo are sapient insectoid beings, appearing as obsidian mantises with purplish eyes. Solitary creatures, they spend their lives in the study of rare and esoteric lore, any given Errlo having a 50% chance of knowing the answer to a question, being able to decipher ancient text, or perform other such sagery. An Errlo commonly requests the gift of a book, or perhaps a nice brandy, in return for its research and knowledge. Their enmity towards the Fathro is primordial.

Eye Biter

AC: 7 [13]

HD: 1d6 hit points

Atk: bite

Dmg: 1d4

Save: F0

Move: 240' (fly) or 60' (crawl)

These small winged reptiles are voracious hunters, eating anything they can overwhelm. Beautiful and fanciful-looking creatures, they often wait to attack until the unwary approach closely. They consider eyes to be a delicacy, and a natural to-hit roll of 20 means they have plucked one out.



Fathro

AC: 5 [15]

HD: 5

Atk: bite or sting

Dmg: 1d4 or 1d8 + poison

Save: F5

Move: 120' (fly)

Fathro are huge, mossy dragonflies with fanged maws and stinger-tipped tails. Their gigantic multi-faceted eyes see well in any lighting conditions, and they are voracious hunters. Fortunately, these predators have been hunted nearly to extinction, and are very rare these days. Due to this, a Fathro carapace can fetch up to 100gp. They are instinctively inimical to Errlo.

Fax Urr

AC: 4 [16]

HD: 9

Atk: club

Dmg: 2d6

Save: F9

Move: 120'

The Fax Urr is a dreaded, giant humanoid with twelve twirling, saucer-shaped eyes that form a ring around its head. It can never be surprised unless sleeping, and even then there is a 1-in-12 chance that one of its eyes randomly opens. These monsters are fond of the flesh of humans, preferring to cook them alive. They fancy themselves kings of the ruins they inhabit, and usually take up residence in the closest thing to a throne room they can find. They are sometimes swayed by copious flattery.

Feldibern

AC: 5 [15]

HD: 1+3

Atk: staff

Dmg: 1d6

Save: S1

Move: 60'

Feldibern are green-skinned, wizened gnome-like beings who dress in fiery colors and are fond of hallucinogens and lengthy poems. They often live on the outskirts of civilization, scavenging for whatever they cannot gain through trade. Any given group is 25% likely to possess a 1st-level Scientist Gadget they can use proficiently once per day.

Forg Dota

AC: 5 [15]

HD: 5

Atk: bite

Dmg: 2d6+2

Save: F5

Move: 90'

Forg Dota are amphibious, six-legged beasts that lurk in fens and slime-pits. They have long tongues they can shoot out at targets (save or be stuck) to reel



them into their open maws. Their brains are filled with a chemical that is said to prolong life!

Frah Gozrim

AC: 9 [11]

HD: 12

Atk: 1d6 clouds of spores

Dmg: 1d6 per cloud

Save: F10

Move: 60'

The foul Frah Gozrim is a mass of semi-intelligent, purple, black, and glowing green fungus often covering an acre of territory at once. Nearly unstoppable, it can seep around, over, and under almost any obstacle, and regenerates damage at a rate of 1 hit point per turn. It reeks of sugar, acid, and carrion, and can generate 1d6 clouds of spores each round that attack living flesh for 1d6 points of damage.

Genipede

AC: 1 [19]

HD: 4+4

Atk: eye rays

Dmg: 2d4

Save: F5

Move: 150'

This metallic, multi-legged worm has red crystal eyes that shoot fiery rays. The underbellies of Genipedes are always scrawled with bizarre, technical-looking glyphs and designs. If broken open, they are often found to contain 1d6 test-tubes filled with glowing fluids of possibly organic origin. What these compounds are intended for is anyone's guess.

Gorph

AC: 4 [16]

HD: 6

Atk: 2 fists

Dmg: 1d12 each

Save: F6

Move: 60'

A Gorph is a one-eyed, pear-shaped, legless

humanoid with strangely long arms and a bright shock of yellow hair that usually stands straight up. Gorph are bargainers, inspired to try to get those unlucky enough to encounter them to perform self-destructive acts in exchange for valuables. Refusing the Gorph altogether normally enrages the being.



Grook

AC: 5 [15]

HD: 4

Atk: weapon or bite

Dmg: 1d12

Save: F4

Move: 120'

From a distance, a Grook appears to be a man, but once observed closely, its featureless face gives it away. It possesses no eyes or nose, only a wide, slavering maw filled with needle-like teeth. Scientists are unsure how the Grook senses its surroundings, but it seems to have no trouble doing so. The limbs of the Grook are not jointed, but are segmented, like the body of a snake, and its bite imparts a mildly paralytic poison (+4 save). Grooks are solitary hunters, but band together to raid settlements or large parties.

Haarkin

AC: 6 [14]

HD: 7

Atk: pseudopod

Dmg: 2d4

Save: F3

Move: 90'

Haarkin are jelly-like creatures that spread themselves thin over surfaces to escape detection, then spring into their normal orb-like shape to attack with acidic pseudopods. Haarkin telepathically whisper unintelligible things to those they are attacking, and no one knows why.

Hornbrim

AC: 7 [13]

HD: 7

Atk: horn

Dmg: 1d10

Save: F7

Move: 180'

The Hornbrim is a swift, eight-legged animal of the open plains and wastes. It possesses a single, unicorn-like horn with a crystalline tip. Hornbrims are able to flash light from these crystals, which is apparently how they communicate. These creatures are naturally gentle and intelligent, but poaching has made them increasingly hostile. They travel in herds of 20-40.

Hrecha

AC: 5 [15]

HD: 5

Atk: 4 claws or 1 bite

Dmg: 1d4 each or 2d8

Save: F5

Move: 180' (fly)

The Hrecha is one of the rare aerial predators of the Red Planet. It appears as a pale green, hairless giant bat with four claw-tipped legs in addition to its great



wings. A great crest of black or red feathers runs from the top of the head to the center of its back, and its mouth is broad enough to snap up a victim as big as a dog. Hrecha love to lash out with their claws as they fly past, rending prey to helpless ribbons before settling down to feast. They can hunt in pitch darkness, as their antennae-eyes are receptive to sonic reflection.

Iblix

AC: 6 [14]

HD: 4+4

Atk: weapon or bite

Dmg: as weapon or 1d6

Save: F2

Move: 120' (fly) or 90' (walk)

Iblix are thin humanoids with diaphanous gossamer wings, golden eyes, and glowing white fur. Despite their almost angelic appearance, they are vile demons that lust for carnage and the blood of innocents. They sometimes serve more powerful beings that promise them frequent opportunity to cause harm.

Id Mangler

AC: 5 [15]

HD: 4+4

Atk: 3 talons

Dmg: 1d6 each

Save: F4

Move: 120'

These bizarre entities appear as pulsing, pink brains tottering around on three taloned, birdlike legs. A blowhole at the top of the creature emits small jets of pink, fetid steam when it walks. It tries to incapacitate its victims with its talons before feasting on their personalities and memories.



Iirda Lord

AC: 7 [13]

HD: 10

Atk: sword or pistol

Dmg: 1d8 or 1d8

Save: F10

Move: 120'

The last members of a lost civilization of decadent overlords obsessed with torture and narcotic experimentation, Iirda Lords are immortal, ivory-skinned humanoids with blue hair, black eyes and red, sneering lips. Iirda Lords are often wealthy, protected by a retinue of guards and followers, and often possess 1d4 items of Weird Science.

Jakralla

AC: 3 [17]

HD: 9

Atk: hammer

Dmg: 2d12

Save: F9

Move: 90'

Jakralla are broad, powerful humanoids with gray, knobby skin and blunt, bestial faces. The males possess a mane-like fringe of waving, ochre tentacles that surround their faces. They are savage warriors, eking out a warlike existence in the most remote wastelands, and have a fondness for mud baths, and for the creative torture of captives. In combat they wield massive hammers of petrified bone, inscribed with ritual symbols and pictographs. There are typically 3d4 male warriors in a tribe, with an equal number of non-combatant females and young.

Jiffner

AC: 4 [16]

HD: 2

Atk: proboscis

Dmg: 1d4 + blood drain

Save: S2

Move: 240' (leap)

Jiffner are blue-green arachnids with eight, 6'-long legs and a body the size of a football with a long, barbed proboscis. They are blind, and hunt by scent. They are silent, and are masters of ambush, capable of leaping up to 240' at once, and if striking with surprise gain +4 to-hit with their initial attack. Once the Jiffner has made a successful attack, its proboscis is permanently imbedded in its victim, and cannot be removed short of surgery. The Jiffner draws out 1d8 hit points of blood per round, until it has either been killed, or has ingested 12 points of blood, at which point it breaks off its own proboscis and hops away to lay eggs elsewhere. Cutting the proboscis out of a victim causes a further 1d4 points of damage.

Kapthis

AC: 3 [17]

HD: 4

Atk: 2 claws

Dmg: 1d4+1 each

Save: F2

Move: 60'

At first glance, the Kapthis appears to be a dead, twisted, alien tree. It is, however, a deadly predator, akin to our Earthly stick-bug. Once living creatures are within its reach, it comes alive, flailing and grasping with razor-sharp claws. These monstrosities live in both wilderness and underworld settings. When closely inspected, their bellies have deep red coloration, and their maws yawn disturbingly wide. On a roll of natural 20, the Kapthis has grasped a victim with both hands and plunged it into its belly, where everything but gold is dissolved in 1d4 rounds.

Knarn Claw

AC: 2 [18]

HD: 2

Atk: claw

Dmg: 1d10

Save: F2

Move: 90'

A Knarn Claw is a seven-legged, crablike creature with one massive, razor-sharp claw, and one blinking eye in the center of its shell. Its shell is glossy, and either bright yellow or deep crimson. The yellow and crimson varieties of Knarn Claws despise each other, and attack each other on sight. They are delicious when steamed, or boiled with spices.

Krollur Beast

AC: 7 [13]

HD: 8

Atk: bite

Dmg: 1d12

Save: F4

Move: 90'

The Krollur Beast is a slovenly predator that prefers to inhabit caves or ruined cities. The size of a grizzly bear, it has cascades of folds and creases of hairless, tan and brown skin. It emits a pleasant, curious chirping and purring sound, and its eyes are huge, brown, and liquid, which give it a pathetic, puppy-like mien that often proves disarming to intelligent prey.



Lep

AC: 1 [19]

HD: 5

Atk: slash

Dmg: 2d6

Save: F5

Move: 180'

The Lep appears to be a broad, thin white sheet of rubbery material. It fights by whipping its razor sharp edges through its prey, and absorbs the blood that splatters on to it. Strongly telepathic, it croons to its prey as it kills them with its deadly dance, encouraging its prey to relax and accept its doom.

Linadrid

AC: 6 [14]

HD: 3

Atk: 4 fronds

Dmg: 1d4 + poison each

Save: F3

Move: 90'

A Linadrid is a man-height flower, with blood-red and purple petals, surrounded by drooping and waving fronds and tendrils. It can attack with four of these each round, embedding its victims with hundreds of near-invisible, painful, venomous hairs. Those saving against poison suffer a -3 penalty to attacks, damage, and

saving throws for 4d6 rounds. Those who fail are completely paralyzed for 1d4 turns, allowing the Linadrid to feast at its leisure.

Lukkra

AC: 0 [20]

HD: 2+10

Atk: poison gas

Dmg: see below

Save: F2

Move: 30'

Lukkra are small, fungus-eating creatures with rocky carapaces. They live out their centuries-long lives slowly eating whatever fungus or mold they can scrape up into their belly-mouths. Over the decades, the mineral detritus from their food forms into large and lustrous pearls of many hues, contained in the center of their little rocky bodies. Lukkra emit a poisonous gas when threatened, however, so hunting them for their treasure is risky. Any within 10' of the blast suffer 3d6 points of damage (save for half). The Lukkra can emit three blasts before its reserves are depleted. A slang phrase related to the creature is common: Referring to a futile or doomed enterprise as "Lukkra Hunting".

Lurhm

AC: 5 [15]

HD: 5

Atk: acid

Dmg: 4d4

Save: F5

Move: 150'

Lurhm are pulsing, glowing, white gelatinous orbs about eight feet in diameter. They roll along after their victims, exuding a milky-white, acidic bile. They are telepathically sensitive, and are sometimes controlled by powerful Mentalists as watchdogs, able to perform basic services such as herding captives back to the Mentalist's lair.

Madridor

AC: 6 [14]

HD: 4

Atk: tail spine

Dmg: 1d10 + poison

Save: F4

Move: 240' (swim) or 60' (crawl)

A Madridor is a ray-like, black and white, amphibious creature with wing-like flaps and a long, spine-tipped tail. Victims of a tail attack must save or suffer an additional 1d10 points of damage from the spine's venom. Largely aquatic, Madridors nonetheless can breathe air and venture onto land when aquatic prey is scarce.

Man, Black Pirate

AC: 6 [14]

HD: 2+2

Atk: sword or pistol

Dmg: 1d8 or 1d8

Save: F2

Move: 120'

These obsidian-skinned men consider themselves to be an ancient race of first-borns, favored by the gods and righteous in their pursuit of pillage and loot. They travel in sleek, majestic airships, most often by night. They are no cowards, and are usually excellent swordsmen.

Man, Black Pirate (Chieftain)

AC: 6 [14]

HD: 4+4

Atk: sword or pistol

Dmg: 1d8 or 1d8

Save: F2

Move: 120'

A leader of the black pirates: haughty, arrogant, and possessing the fighting skills to back that attitude up.

Man, Black Pirate (Slave Girl)

AC: 9 [11]

HD: 1

Atk: dagger

Dmg: 1d4

Save: F1

Move: 120'

Long mistreated by her misogynistic overlords, she is likely to assist anyone who promises to free her from bondage. Unless, of course, there is greater profit in betraying a potential savior.

Man, Green Savage

AC: 5 [15]

HD: 4+4

Atk: longsword, and shortsword or rifle or tusks

Dmg: 1d8, and 1d6 or 1d12 or 2d4

Save: F4

Move: 120'

Despite the epithet "man", the Green Men are anything but. They are towering warriors with four arms and an unmatched thirst for blood. Riding Thoars, they commonly wander the deserted wastes and empty cities, warring amongst themselves and with more civilized races. Their greatest source of amusement is the pain and suffering of others, and yet they have a strange sense of honor. They are excellent marksmen, and have +1 to-hit and damage with ranged weapons.



Man, Green Savage (Chieftain)

AC: 5 [15]

HD: 6+6

Atk: longsword, and shortsword or rifle or tusks

Dmg: 1d8, and 1d6 or 1d12 or 2d4

Save: F6

Move: 120'

Only the most savage and skilled fighters rise to become chieftains among the Green Men.

Man, Green Savage (Female)

AC: 7 [13]

HD: 3+3

Atk: longsword, and shortsword or rifle or tusks

Dmg: 1d8, and 1d6 or 1d12 or 2d3

Save: F4

Move: 120'

Smaller and lighter-skinned than the males, but just as bloodthirsty and cruel, what the females lack in brute strength they make up for with deceit, cunning, and an awe-inspiring capacity for conspiracy and betrayal.

Man, Holy Thurn

AC: 6 [14]

HD: 1

Atk: dagger or pistol

Dmg: 1d4 or 1d8

Save: F1

Move: 120'

The Holy Thurns are near-albino and bald: they wear bright yellow wigs in imitation of their long-extinct ancestors. They consider themselves the world's religious leaders and are unfalteringly arrogant, deceitful, and treacherous. A few among them are highly proficient Mentalists (level 1d4+1).

Man, Holy Thurn (Noble)

AC: 4 [16]

HD: 3

Atk: longsword or pistol

Dmg: 1d8

Save: F3

Move: 120'

Often the most arrogant and unscrupulous of his kind, the Holy Thurn noble is happy to use religious mystique to get his way if treachery, poison, and ill gossip simply aren't working. Lacking in honor, he will happily push a slave girl in front of himself when bullets fly, and pull his own pistol when confronted with a sword.

Man, Holy Thurn (Maiden)

AC: 6 [14]

HD: 1

Atk: dagger

Dmg: 1d4 + poison

Save: F1

Move: 120'

The noble maidens of the Thurns are often among the most achingly beautiful in the world. Their black hearts, however, do not match their fair exterior, and their blades are always poisoned (save or suffer an additional 2d6 damage).



Man, Northern Yellow

AC: 5 [15]

HD: 1+1

Atk: hooked sword

Dmg: 1d4 + special

Save: F1

Move: 90'

The Northern Yellow Men have dark mustard-colored skin and bushy black beards. They typically live in the icy northern regions in great domed cities, and dress in warm furs and masks. In combat they usually wield hooked swords (target hit must save or suffer -2 penalty to AC for one round), and are fond of hunting the fearsome Aght for sport.

Man, Northern Yellow (Tracker)

AC: 5 [15]

HD: 3+3

Atk: hooked sword or rifle

Dmg: 1d4 + special or 1d12

Save: F3

Move: 120'

Typically of noble birth, the highly trained trackers of the frozen north are fearsome, capable warriors, with a strict code of honor amongst themselves, and a fierce sense of loyalty to their respective city-states.

Man, Northern Yellow (Servant Girl)

AC: 5 [15]

HD: 1

Atk: heavy ornament

Dmg: 1d4

Save: T1

Move: 90'

While their position may appear lowly, the servant girls of the Northern Yellow Men are an excellent source of information: they see, hear, and know everything that is going on in their sheltered city-states.



Man, Orange

AC: 7 [13]

HD: 1

Atk: sword

Dmg: 1d8

Save: F1

Move: 90'

These men have light orange skins, pot-bellies, and spindly arms and legs. They generally live in swampy regions and often hire themselves out as mercenaries.

Man, Orange (Sword Master)

AC: 3 [17]

HD: 5

Atk: sword

Dmg: 1d8

Save: F5

Move: 120'

Despite his clumsy appearance, the Orange sword master is a very competent fighter, if a bit cowardly when the playing field is too even.

Man, Red

AC: 6 [14]

HD: 1+1

Atk: sword or pistol

Dmg: 1d8 or 1d8

Save: F1

Move: 120'

The Red Men are actually a mixed race, their genetic makeup being a conglomeration of all the races of the world. They are known for their martial prowess and fierce sense of honor, and are excellent swordsmen, receiving a +1 bonus to-hit with such weapons.



Man, Red (Assassin)

AC: 7 [13]

HD: 3

Atk: dagger or rifle

Dmg: 1d4 + poison or 1d12

Save: S3

Move: 120'

Assassins have a long and unexpectedly honorable heritage among the Red Martians. Hiring an assassin is still an acceptable and even respectable way of settling disputes in many cities, though some are beginning to ban the guilds. Assassins have all the abilities of a third level Scoundrel.

Man, Red (Chieftain)

AC: 6 [14]

HD: 4+4

Atk: sword or pistol

Dmg: 1d8 or 1d8

Save: F4

Move: 120'

Courageous and steadfast, or cowardly and deceitful, the Red Martian Chieftain is always competent, patriotic, and capable with a sword regardless.

Man, Red (Panthan)

AC: 5 [15]

HD: 2+2

Atk: sword or pistol

Dmg: 1d8 or 1d8

Save: F2

Move: 120'

These swords-for-hire are among the least respected, but most feared, of the Red Martian warrior caste. They are adaptable, tough, and fiercely loyal to their employer, at least as long as the coin continues to flow. Many dream of earning enough honor and renown to find a place in the noble courts of their world.

Man, Red (Princess)

AC: 6 [14]

HD: 3+3

Atk: dagger or pistol

Dmg: 1d4 or 1d8

Save: S3

Move: 120'

Of unmatched beauty, poise, intelligence, and refinement, the Red Martian princess is at the shining forefront of her culture. Her passion burns as brightly as her beauty, but only for the man worthy of being her "Chieftain". She is revered to the point of worship by her folk, and entire nations will mobilize to avenge a wrong against her. She so inspires men that they receive a +1 bonus to attacks, damage, and saving throws while actively and directly acting in her defense. 10% of Red Martian Princesses have some telepathic influence over savage beasts.



Man, Red (Scientist)

AC: 8 [12]

HD: 5

Atk: pistol

Dmg: 1d8

Save: S5

Move: 120'

The Red Martian Scientist (5th level) can be mad, patriotic, distracted, pathetic,

dreamy, or consumed. Their motives are rarely clear; the most important things to them are creating new technological marvels, or uncovering the lost marvels of the ancients. They avoid physical confrontations if possible, preferring to let their Gadgets do the hard work.

Man, Red (Slave Girl)

AC: 6 [14]
HD: 1
Atk: dagger
Dmg: 1d4
Save: F1
Move: 120'

While not as classically beautiful as the princesses they serve, they often possess a simple, fresh, and individualized beauty all their own. A Red Martian slave girl is smart, resourceful, pragmatic, and fiercely loyal to anyone who would protect her from harm.



Mangore

AC: 5 [15]
HD: 7
Atk: bite
Dmg: 2d8
Save: F7
Move: 150'

A Mangore is a massive, white reptilian creature with twelve legs, pink eyes, and a wide, tooth-filled maw. It loves to surround itself with the carrion and bones of its victims, and is said to haunt the dark, wet subterranean shores of the great river all Martians must follow at the end of their lives.

Mantaurs

AC: 5 [15]
HD: 4
Atk: 2 claws or longspear
Dmg: 1d4 each or 1d10
Save: F4
Move: 180'

Half-man, half-beast, the gray-hided Mantaurs are wild, tribal predators that brook no trespassers in their territory. They wear broad, leather sheaths containing a dozen or so longspears they can wield in melee or expertly throw as needed. They possess a sort of savage honor, however, and sometimes accept barter or friendly combat between appointed champions.

Miflid

AC: 4 [16]

HD: 8

Atk: 4 claws and poisonous bite

Dmg: 1d4 each and 1d10 + poison

Save: S8

Move: 180'

A Miflid is a horrifying creation of science gone mad. Imagine a Red Martian Princess with limbs stretched out twelve feet long and reverse-jointed like those of a spider, her twisted face torn open to reveal clashing black mandibles and a beard of grasping, bloody tentacles like hanging veins writhing beneath her chin. But her eyes remain human, wide open and tortured. The process of creation and the creator of the Miflid is unknown, but must be truly diabolical. The poison of her bite causes a man to rot away into a pile of runny filth in 1d4 rounds if the saving throw is not successful.

Mukup

AC: 5 [15]

HD: 3

Atk: 2 claws

Dmg: 1d6 each

Save: S3

Move: 240'

Flying primates often encountered in hunting bands of up to 20, Mukup are intelligent, and sometimes let victims bargain for their lives. They have a particularly cruel sense of humor, and are sometimes kept by Green Men as a sort of "jester".



Mrowle

AC: 4 [16]

HD: 5

Atk: bite

Dmg: 2d6 + poison

Save: F5

Move: 180'

A Mrowle is a long, slender, reptilian predator with twenty legs. It favors cave complexes and ruins. Its bite injects a poison that causes a feverish delirium for 1d6 hours, during which time the Mrowle likes to stalk and terrorize its victim before finally consuming it.

Neene

AC: 4 [16]

HD: 4

Atk: bite or needles

Dmg: 1d4 or 1d3 each

Save: F4

Move: 120'

The horrid Neene resembles a man-sized komodo dragon made of orange, spongy fungus. It bites with a vertical maw, but prefers to spit out a mouthful of 1d6 needle-like teeth. It can do this up to 3 times a day before the needle-teeth must regenerate.

Nin Lor

AC: 6 [14]

HD: 8

Atk: 2 sword attacks

Dmg: 1d8 each

Save: F8

Move: 180'

Also known as the Slicing Horror, the Nin Lor looks vaguely manlike, but is a wine-red construct made of a tough gelatinous substance. It wields vicious, curving swords in each of its hands. It has only a blank space where its face should be, save for single black, unblinking eye. A strange smell of ozone hangs in the air wherever the Nin Lor has been.

Non

AC: 7 [13]

HD: 6+6

Atk: 2 fists

Dmg: 1d10 each

Save: F6

Move: 120'

A Non is an invisible humanoid (visible only under ultra-violet light). As far as is known, only females of the species survive, and these are very beautiful, but also extremely evil and cunning. They sometimes lurk, unseen, near powerful men, whispering their plans at night, and seducing them under the subconscious influence of "dreams". They are very strong, and can jump great distances .

Oamne

AC: 7 [13]

HD: 3

Atk: Fist or weapon

Dmg: 1d2 or as weapon

Save: M3

Move: 120'

The Oamne are a "lost race" of snow-white-skinned, red-haired humanoids with coal black eyes and unusually wide mouths. They are slight of build, but stronger than they look, with a fascination for lost scientific artifacts and formulae. Extremely xenophobic, they believe strangers will take word of their survival to the outside world, leading to the eventual genocide of their race. They may not be far mistaken in this opinion, as the race is considered to be cursed and their survival an affront to the gods.

Ogris

AC: 4 [16]

HD: 4

Atk: 2 fists or stone club

Dmg: 1d6 each or 1d10

Save: F4

Move: 90'

The gluttonous Ogris are stocky, eight-foot-tall humanoids covered in shaggy purple fur. Their huge eyes have reflective, catlike irises that allow the beasts

to see in the dark. These beings speak in a guttural tongue, and also possess a weak telepathic ability. They can “see” events in a person’s past, and love to mine for memories of weakness or fear to turn to their advantage.

Oporl

AC: 2 [18]

HD: 7

Atk: 6 claws and bite

Dmg: 1d4 each and 1d8

Save: F7

Move: 180'

An Oporl is a notorious wasteland predator with multifaceted eyes and a long, lean, catlike body with eight legs. They are fierce competitors with the Banthe, and sometimes gather in small groups to hunt them, though with mixed results. The Oporl’s call is uncannily reminiscent of a screaming human woman.

Orux (Wild/Military/Domestic)

The Orux is a two-legged reptilian creature similar in stature to an ostrich, though much stronger. Like its cousin, the Thoar, it is mildly telepathic and responds to most simple mental commands. These scaly creatures are typically colored like the wastelands they come from - ochre, mustard, or crimson - but several domestic breeds display different colors. Orux are popular mounts on the Red Planet, and can be found nearly anywhere, from the rural farms along the great canals to the wide avenues of the great cities. Wild and military Orux possess vicious claws, and deliver a powerful rake, but domestic breeds are commonly declawed.

(Wild- AC: 4 [16]; HD: 4; Atk: bite; Dmg: 1d6; Save: F4; Move: 180')

(Military – AC: 3 [17]; HD: 4+4; Atk: bite and 2 claws; Dmg: 1d4 each; Save: F4; Move: 120')

(Domestic – AC: 5 [15]; HD: 3; Atk: bite; Dmg: 1d4; Save: F3; Move: 180')

Pethrill

AC: 4 [16]

HD: 5

Atk: 2 claws and bite

Dmg: 1d8 each and 1d12

Save: F5

Move: 240'

The Pethrill is an enormous, flightless avian predator. It fights with two massive talons and a long, sword-like, serrated beak. Its rust and gray colored plumage allows it to blend in with boulders and atop bluffs, waiting for prey to happen by that the creature can spear with its beak. These avians have a loud, trumpeting call that will summon any other Pethrills within five miles to the feast.

Plant Man

AC: 4 [16]

HD: 3+3

Atk: 2 claws or tail

Dmg: 1d3 each or 1d12

Save: F3

Move: 120'

These creatures have rubbery blue-and-white skin, and a single saucer-shaped eye over a hole-like nostril. Their tentacle-like arms terminate in round, clawed hands, and in the center of those hands are their toothy maws. They have powerful hind-legs, and like to jump over opponents to smash them with their massive tails. If they can maintain a grip with their hands, they automatically draw 1d3 points of damage worth of blood per hand, per round.



Preptor

AC: 0 [20]

HD: 9

Atk: Flesh eating

Dmg: 1d6

Save: F9

Move: 120'

The Preptor is not a single organism, but a dense colony of airborne, flesh-eating bacteria. It can fill a 20' cube, and does 1d6 points of damage to any organic material or living creature within it. It is hard to damage to any great effect, hence the high armor class.

Pit Crawler

AC: 2 [18]

HD: 6

Atk: 9 tentacles

Dmg: 1d4 each

Save: F6

Move: 180'

A Pit Crawler is a ball of black and violet tentacles that seethes along subterranean passageways in search of prey. It attacks with its nine, six-foot-long mouth tentacles.

Psychic Slime

AC: 6 [14]

HD: 3

Atk: Blast, or digest

Dmg: see below

Save: M3

Move: 60'

The Psychic Slime is a glowing green jelly that attempts to stun prey with its mind blast (save or be stunned for 1d6 rounds) in order to digest them at its leisure. To lure victims, the Psychic Slime can generate complex illusions of oases, springs, treasures, and such.



Quon Quo

AC: 4 [16]

HD: 8

Atk: 6 weapons

Dmg: as weapon each

Save: F8

Move: 180'

The Quon Quo is a jade-skinned, six-armed humanoid with seven eyes above a snarling, toothy face. It is most often encountered as a guardian, as it must serve anyone who defeats it in single combat. It can, at will, summon up a cloud of rolling greenish fog, the touch of which kills green growing things.

Quormr

AC: 7 [13]

HD: 7

Atk: tail spike

Dmg: 1d10 + poison

Save: F7

Move: 90' (fly)

A Quormr is a ten-foot round, floating orb of obsidian with a long, spiked tail at its bottom. It has a round maw, into which it shovels prey that it has speared upon its tail spike (save or be paralyzed for 1d6 turns). If near death, it can expel any prey it has swallowed and rise skyward at a rate of 240' per round. The Quormr exerts a strange magnetic field, and is effectively immune to attacks by small missiles like bullets or arrows.

Rathvine

AC: 4 [16]

HD: 2+2

Atk: see below

Dmg: see below

Save: F2

Move: 10'

The Rathvine is typically found growing up walls in ruined cities. If it is climbed upon, it stiffens its leaves, which become razor-sharp, inflicting 1d12 points of damage per round on anyone in contact with it. It thrives on blood, and



sometimes the bones of past victims are found at the base of the walls where it grows.

Reltic

AC: 5 [15]

HD: 5

Atk: weapon

Dmg: as weapon

Save: M5

Move: 120'

A Reltic is a tall humanoid with brown, bark-like skin and glowing blue eyes. It has disproportionately large hands, but they are extremely dexterous, and are renowned craftsmen. Their race is diminished, dying out, but they still exist in small enclaves in the wilderness and even amid human cities. Each possesses a single, randomly determined Mentalist power that it can use up to three times daily (at the 5th level of ability).

Sassam

AC: 8 [12]

HD: 1

Atk: bite

Dmg: 1d2 + poison

Save: F1

Move: 180' (fly)

A Sassam looks like a foot-long, black-and-white centipede with batlike wings and multi-faceted eyes that glow green in the dark. Its bite is mildly poisonous (save or suffer an additional 1d4 points of damage), but its flesh is delicious! Sassam travel in swarms of 5d12 individuals.

Septipedes

AC: 9 [11]

HD: 1d2

Atk: bite

Dmg: 1 + poison

Save: F0

Move: 120'

These fleshy, purple-skinned predators run about surprisingly quickly on their 77 legs. Their toothy bite injects a mild paralytic poison (save at +4 or be immobilized for 1d4+1 rounds) as they like their prey living while they feast. There is also a giant version of this horror!

Sistsniss

AC: 6 [14]

HD: 8

Atk: 2 bites

Dmg: 1d10 + poison each

Save: F8

Move: 120'

The Sistsniss appears as a fourteen-foot-long, coal-black slug with two long, tapering heads. Each of the heads can shoot out a toothy, highly poisonous maw

(save or die). The Sistsniss can crawl up walls and across cave ceilings, and are nearly invisible after dark due to their coloring. They are psychic transmitters, and their presence is horribly painful for Mentalists. Bizarrely, they are rumored to spare young women of great beauty, and to carry them off into the subterranean depths for unknown purposes.

Skeletal Panthan

AC: 7 [13]
HD: 3
Atk: sword
Dmg: 1d8
Save: F3
Move: 120'

This is the fleshless skeleton of a warrior, reanimated by science or sorcery to serve as a fighting man. They are implacable, emotionless opponents, uncaring for anything save their creator's instructions.

Sorat

AC: 8 [12]
HD: 1
Atk: 4 claws and bite
Dmg: 1d2 each and 1d3
Save: F1
Move: 180'

This is a small, six-legged feline favored as a lap-pet by the women of Martian society. It has a beautiful, multi-colored coat, and is usually quite mild-tempered, unless it feels its mistress is being.

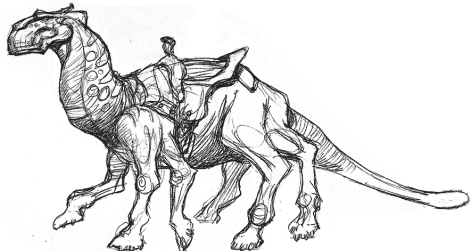
The Thing in the Darkness

AC: 2 [18]
HD: 10
Atk: ?
Dmg: 1d20
Save: F10
Move: 180'

It is hard to describe this creature, for no one has seen it and survived. What is known, is that it haunts the Martian underworld of pits and dungeons, biding its time skulking at the edges of torchlight, patiently waiting for prisoners to dwindle and weaken before moving in to kill and eat them. Its attack, whatever its nature, is devastating, and it inspires great horror in its intended victims, though whether that is from some psychic emanation or just its lurking hunting style is unknown.

Thoar

AC: 2 [18]
HD: 6
Atk: bite or tail
Dmg: 2d6
Save: F6
Move: 180'
The Thoar is a semi-reptilian beast



of burden, six-legged, up to twenty feet long and up to twelve feet high at the shoulder. Its scaly body ranges from yellow at the head to orange to red at the tail. Mildly telepathic (+2 save vs. Mental attacks), the Throar responds to most simple mental commands. It is herbivorous and can survive for weeks at a time with no water. These beasts are notoriously ill-tempered, and are frequently used as mounts by Green Men.

Tolluk

AC: 3 [17]
HD: 6
Atk: bite
Dmg: 3d12
Save: F6
Move: 240'

The long-necked, long-legged Tolluk is generally a docile creature, content to graze on the mosses that grow on the dry Martian sea beds, or ferret out moist fungi from shallow depressions and under loose rocks. A smart explorer knows that they are a great way to find water and food in the wastes, and they are normally happy to stand aside and share. Once every twenty days, however, the Tolluk's odd metabolism demands meat, at which time it becomes a deadly predator (1 in 20 chance of it being "meat day") with a bite that makes the kiss of a serrated axe look gentle.

Trebbit

AC: 6 [14]
HD: 1d4
Atk: bite
Dmg: 1d3
Save: F0
Move: 150'

A small egg-laying mammal, the Trebbit is roughly the size and shape of a lemur, though it possesses eight legs (the northern Snow Trebbit has ten). These creatures are popular pets on the Red Planet, and are covered in silky golden, reddish, or blue fur (white for the northern breed). Fairly intelligent, not unlike the Earthly dog, they can be taught to fetch items and run simple errands.

Turl

AC: 9 [11]
HD: 12
Atk: acid mist
Dmg: see below
Save: F12
Move: 60'

The Turl is a pulsing heap of brown, black, and crimson mudlike flesh that seeps rather than moves. There are several bladder-like organs within it. It attacks by spitting out a cloud of acidic mist that does 1d12 points of damage to anything within a 10' radius (save for half damage). It regenerates 1d6 hit points every round, and if there is a way to truly destroy a Turl, it has yet to be found. The best that most villages can do is try to drive it back out into the wastes before it can do too much damage.

Ullsio

AC: 7 [13]
HD: 1
Atk: bite
Dmg: 1d4
Save: F1
Move: 120'

The Ullsio is a hairless, ratlike pest that can be found in most sewers, dungeons, and pits looking for an easy meal. Utterly fearless, they will attack anything they outnumber. They are one of the most filthy, repugnant, and ill-tempered creatures known to man.



Urgrom

AC: 5 [15]
HD: 9
Atk: 8 arms
Dmg: 1d6 + poison each
Save: F9
Move: 120'

An Urgrom is a massive floating orb that looks like an eyeball with seventeen shifting irises. It has eight, equidistant arms in a girdle around its "equator". Those arms shoot out stingers on retractable, retina-like strings to inject poison into its victims (save or suffer an additional 3d6 points of damage). The creature does not communicate, and has never been seen eating, so as far as anyone can tell, it kills simply for its own inscrutable amusement.

Vacuon

AC: 8 [12]
HD: 4+4
Atk: snout
Dmg: 1d20
Save: F4
Move: 90'

The Vacuon is a titanic, two-legged grazing reptile with a wide snout that moves about inexorably, inhaling whatever organic matter or creatures are unfortunate enough to cross its path. Its powerful snout inhales even man-sized victims into a convulsing "blender" of razor-like teeth. It has a single, waving tentacle on top of its head that glows yellow, which seems to draw prey towards it in the dark.



Vranx

AC: 6 [14]
HD: 4
Atk: bite
Dmg: 1d6+1
Save: F4
Move: 120'

Vranx are translucent, insectoid predators with razor-sharp mandibles. It is

rumored that their green, glowing, many-faceted eyes can see into multiple dimensions. They can teleport short distances without error and attack, often from behind an opponent for +2 to-hit, all in one action.

Wailing Woe

AC: 6 [14]

HD: 1+3

Atk: 2 claws

Dmg: 1d4 each

Save: M3

Move: 120'

The Wailing Woe is a restless spirit that haunts the ruined cities of the wastes. It appears as a desiccated, animated corpse with ember-like eyes and emits a constant wailing sound. These fiends travel in packs and tear their victims to shreds with long, sharp nails before feasting.

Wet Walker

AC: 7 [13]

HD: 3+3

Atk: 2 claws

Dmg: 1d4 each

Save: M5

Move: 120'

Wet Walkers appear to be skinless humans, wet and dripping blood as if they have just been flayed. Their mouths writhe in silent screams and their eyes are empty holes, though their gaze may be felt nonetheless. They are the servants of the Holy Bomb, and they gather at places of science where unwholesome energy burns their flesh even as it strengthens their arms and wills. Sometimes, they garb themselves in human skin and eye-lenses to pass among humanity in pursuit of their dark goals.

Xythr

AC: 4 [16]

HD: 6+6

Atk: 4 claws and 3 bites

Dmg: 1d4 each and 1d6 each

Save: F6

Move: 180'

The Xythr is a skittering, emerald-green, twelve-foot-high, spiderlike creature with twelve legs and three mantis-like heads. It uses illusions to lure prey into its lair.

Yeg

AC: 7 [13]

HD: 2+2

Atk: bite

Dmg: 1d8

Save: F2

Move: 90'

The Yeg is a blue humanoid with two legs supporting an armless, trunk-like body with a toothy maw at the top and two baleful eyes in its chest. Yegs live

on the fringes of civilization, where they raid small villages or caravans, and rob and murder travelers. They speak in deep, booming voices and enjoy taking captives for use in intricate torture-rituals, accompanied by drinking, dancing, and gladiator-style combat.

Zittidar

AC: 4 [16]

HD: 6

Atk: 2 stomps

Dmg: 1d10 each

Save: F6

Move: 120'

The Zittidar is a multi-legged, mastodon-sized creature often used as a beast of burden by the savage Green Men. It is typically black on top, running to gray on its sides, and white on its huge underbelly. Some varieties have long tusks.

Zoth

AC: 3 [17]

HD: 7

Atk: bite

Dmg: 2d8

Save: F7

Move: 180' (swim)

A Zoth is a long, predatory aquatic creature, like an armored eel, that is found in both salt and fresh water. Its bite is extremely powerful. There are known to be red, green, and dark blue varieties.

Zurabis Phantom

AC: 5 [15]

HD: 5

Atk: 4 hands and bite

Dmg: 1d4 each and 1d6

Save: F5

Move: 120'

This little-known relative of the Great Albino Ape is slender and tar-black, though it still bears the multiple arms of its bigger cousin. It is quieter and more clever than the Albino Ape, Zurabis Phantoms preferring to creep, unseen, into settlements at night to steal away women and children. These unfortunates are taken back to their lairs to toy with and consume at their leisure.

At least one demented Mentalist was known to employ a group of Zurabis Phantoms as his own personal army.



APPENDIX - RACES OF MARS

RED MEN OF MARS

The dominant race on Mars is known as the Red Men of Mars. They are a hardy folk, descended from countless generations of interbreeding Black, Yellow, and White races, which were forced to band together for survival as the great seas withdrew and then dried altogether. It was thought, for millennia, that these parent races of the Red Martians had long ago become extinct, but it has since been revealed, mainly through the exploits of the Earthman John Carter, that scattered, isolated populations still remain after all this time, in secluded strongholds in the farthest geographical corners of Mars.

In appearance, Red Martians have skin of a deep copper hue, light at birth and then slowly darkening with age. Their hair is typically straight and black, and adult males typically reach about five feet in height. The Red Men are oviparous (egg laying), and keep their eggs safe in sturdy glass-domed incubators for five years or so. Then the adolescent young Martian hatches and enters the world fully developed. It is assumed

this long incubation period evolved to increase the young Martian's chance of survival in an inhospitable world. Red Men reach maturity within just fifteen years or so, but enjoy a long adulthood, keeping their youthful appearance and vigor for most of their thousand-year lifespan. But it is rare to see an aged Martian; most do not reach this advanced age. While disease and sickness are almost unknown, many meet violent ends due to the constant struggle that is Martian life. The majority who do reach old age, voluntarily withdraw from society and undertake a sacred pilgrimage via a great underground river with many hidden sources and access points, to reach what they perceive as heaven.

Many Red Men possess telepathy to a certain degree. Some are able to communicate with each other on a basic level, and may also transmit mental images and concepts. Some rudimentary communication with Martian fauna, such as with Thoars, is also possible, though they have not honed this to the same degree as the Green Men.

Red Men typically dress in martial harness, which consists of a loincloth, leather belts and straps, weapon attachments, bracers, and belt pouches. Insignia denoting a warrior's nation, rank, and social status are highly visible, with the upper echelons of nobility sporting richly jeweled ornamentation. A light silk blanket is often carried, compressed in a belt pouch, for warmth against the cold Martian night. Females typically wear only ornamentation and jewelry, though they too, sometimes wear light silk attire when the temperature demands it. Martians of both sexes may also wear highly ornate feathered or jeweled headdresses.



Red Men receive martial training from an early age. Male warriors typically carry a longsword, shortsword, dagger, and pistol, and most women carry a dagger at the very least. In the case of a duel, which is frequent in their society, it is considered dishonorable to fight with a weapon that is “superior” to the one wielded by the challenger (for instance, pulling a pistol when the challenger has elected to draw a shortsword).

Unlike the savage Green Men, however, Red Men also have a great appreciation for artistic pursuits, such as music, sculpture, poetry, and jewelry-craft. They have a love for growing things, no doubt induced in part by the desolation of their natural surroundings, and their cities are usually draped in gardens, vines, trees, and wide swards of colorful lawns. The ancient architecture of the abandoned cities of the dried seas is very ornate, but modern Martian architecture is more utilitarian and defensible, though still colorful and aesthetically pleasing. Stairs are uncommon in Martian architecture, with ramps being preferred.

Red Martians are intensely romantic, engaging in protracted courtship rituals involving dance, poetry, and social advancement. When a Red Martian woman accepts a suitor’s proposal, she addresses him as “My Chieftain”, and he may thenceforth address her as “My Princess”.

Technology is surprisingly advanced in Martian society, more so than is generally obvious from the martial appearance of their cities and dress. Medicine is highly advanced. Great machines help enrich the Martian atmosphere, which could not sustain its current population unaided. Men often carry personal sidearms, and the military possesses devastating rifles and cannon. Most Martian cities have an impressive aerial navy, from fast one-man speeders to massive battleships with thousands of warriors and hundreds of cannon and bomb bays. Martian warships are festooned with gaudy banners depicting nationality, as well as the insignia of the officers on board. Smaller banners are used for ship-to-ship communication. The commanding officer of a ship, to offer surrender, leaps from the bow to his death, clutching the ship’s main banners in his hands as they trail out above him, fluttering during his long, final descent.

Martian homes feature basic plumbing and artificial lighting, and many private residences are built on hydraulic metal pillars which raise them high up into the air at night. This is not only a deterrent to thieves (which are rare, but not non-existent), but an effective means of avoiding assassins. Assassination is a sadly common part of Martian life, and has a strange set of rules governing the honorable practice of it, as well as strong guilds in most major cities.

Red Martian characters may wish to select (with the Referee’s approval) one of the following archetypes at the time of character creation:

Noble: The noble castes are an integral part of Red Martian society. When acting specifically and directly in the service of their people, liege, or nation (defending the throne room from an attack of a Green Man savage, for example), they receive a +1 bonus to attacks, damage, and saving throws. Nobles also start with twice the normal starting money, and at the Referee’s discretion may start with a mount or small flier. 10% of nobles have dramatically increased telepathic abilities.

Martian Princess: Princesses are often the most beautiful Martian women;

cherished, artistically proficient, and savvy. The appellation of “Princess” is not purely reserved for women of noble birth; sometimes even the lowliest slave girl possesses the requisite qualities, while some noble-born women are completely lacking in them. Princesses are almost never killed out of hand, as they are highly valued as captives or slaves, and may be held for ransom or used as bargaining chips in the power plays between nations. They inspire the greatest feats in the countrymen and suitors who love them dearly. If a Martian warrior is acting specifically and directly in defense of a Martian Princess (rescuing one from captivity among the Green Man savages, for example), he gains a bonus of +1 to attack, damage, and saving throw rolls. If he is actually betrothed to the Princess, the bonus increases to +3. 10% of Martian Princesses are able to sooth and/or command savage beasts.

Red Martian Warriors: The warriors of the Red Men are surprisingly doughty. Most are pledged wholeheartedly to a noble or nation, and serve in a military body. Others, known as panthans, serve in exchange for coin; their resilience is the stuff of legend. Once per day, a Red Martian Warrior may reroll a failed saving throw, and (also once per day), if given an hour to catch their breath and rest, may regain 50% of any hit points lost that day so far.

GREEN MEN OF MARS

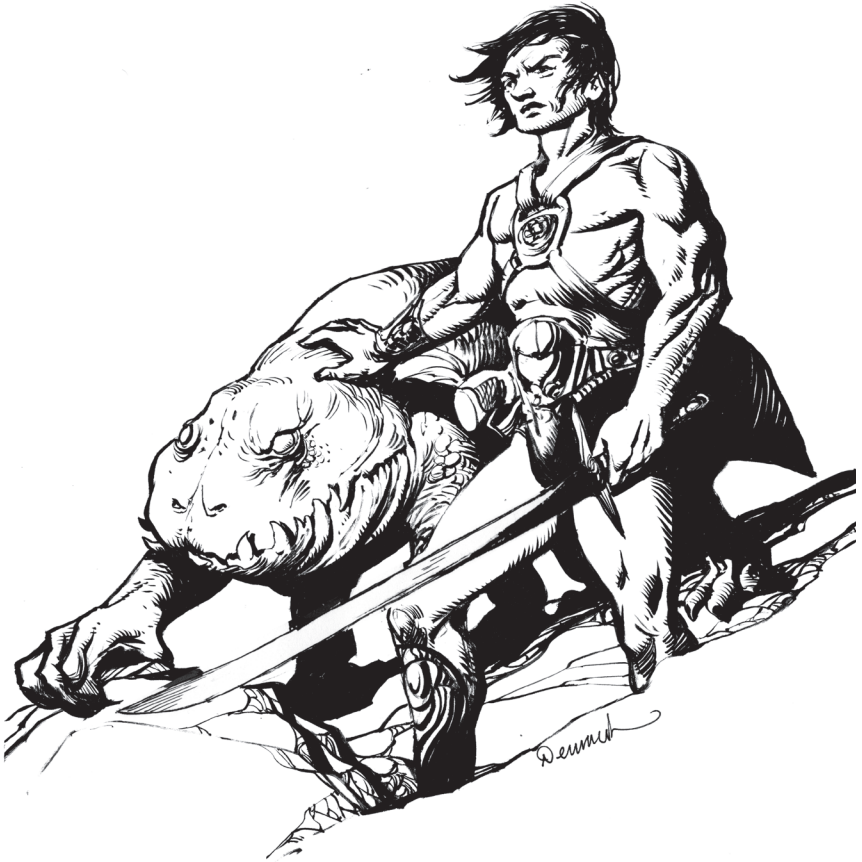
As the great Martian seas receded, the weakened nations of the more civilized Martian races lay weak and vulnerable to the ever-growing hordes of Mars’ greatest scourge: the Green Martians. Twice the height of a normal man, Green Martians are fearsome to behold. They have six limbs, two used for walking upright, two as a normal man uses his arms, and two intermediary arms that are used alternately as arms or legs as the situation demands. Their eyes are great orbs of white with olfactory antennae sprouting high on their foreheads. They have bright white tusks that curve savagely alongside their faces, and delight in using them to rend the flesh of their opponents. Like the Red Martians, they are oviparous, and hibernate their eggs for five years. Only the hardiest hatchlings are suffered to live, the rest disposed of mercilessly. Their skin at hatching is pale green, which slowly darkens as they age to a deep olive hue.

A ferocious race, devoid of humor or compassion, in fact devoid of any emotion save rage; their bloodthirst knows no boundaries. Their laughter is nothing more than a signal that some great torment is playing out in front of them. They hold the civilized races in utter contempt, seeing them as nothing more than victims, soft vermin trespassing in a world that is rightfully theirs. The only creature they hate more than a Red Martian is a Green Martian from a rival tribe.

The great tribes of the Green Martians roam where they will across the dead sea bottoms, encamping periodically in the crumbling palaces of long-deserted cities from Mars’ golden age. They war fiercely against one another, though they ally at times against the Red Martians, and are stupendous marksmen, unmatched by any other race. They travel in great long trains upon mounts proportionate to their size, which they control both physically and telepathically. Their nomadic lifestyle is a necessary one, as no region in the desolate Martian wilderness could sustain their population for long.

At the Referee’s discretion, Green Martian characters may apply the following archetypal adjustments at the time of character creation: +1 to Strength and

Constitution, -1 to Wisdom and Charisma; one extra Hit Die at 1st level; +1 to hit and damage with irradium rifles.



EARTHLINGS ON MARS

How exactly an Earthman comes to Mars is usually a mystery. Of the recorded examples available, most seem to have been drawn through space, and possibly time, by an unknown force at the precise time of death. It is likely that the Earthly body is not even transported, though the physical body that appears on Mars seems to retain all its normal characteristics. Such mysteries are the playing field of philosophers and theorists, however – we are here for adventure. Suffice to say, men of our Earthly orb do, in fact, occasionally cross the void to Mars, and their exploits are often the stuff of legend.

Due to the lesser gravity of Mars, humans enjoy several advantages over native Martians. They can run at greater speeds, exert themselves longer without tiring, and are unafraid of defying the traditional and societal laws and fears that

inhibit so many natives. They can leap fully thirty feet straight up, and fifty feet forward, a feat the native Martians never cease to marvel at. They are often at a disadvantage in the arena of telepathy, however, as only 10% of humans are telepathically sensitive, and thus often miss the subtler nuances of Martian life. They are also unfortunately, if unintentionally, adept at giving offense, sometimes mortally, due to the above mentioned ignorance of societal laws and customs. An Earthling who is not careful, or sincerely apologetic, may find him or herself facing brutal consequences for a single poorly considered word or action.

OTHER MARTIAN RACES

Three other races exist on Mars, known simply as Black, White, and Yellow Men for their corresponding skin pigmentations. They are, societally and culturally, as different from one another as their colors would imply. Until very recently, their existence was unknown, as they had secreted themselves long ago in secluded corners of their dying planet to avoid the Green Martian hordes.

Black Martians have gleaming, obsidian skin and straight black hair. They value their martial prowess above all else, and consider themselves the “First Born”, and therefore most holy, race on Mars, viewing all others as their chattel. It is this attitude, as opposed to greed, which leads them to conduct lives of piracy against the “lesser” races. Everything a lesser race has is the Black Martian’s by right of birth. They are not stealing, they are simply taking what is theirs to begin with. It is rumored they live in a sunless city on the shores of a great subterranean sea.

White Martians also consider themselves a holy race. They traditionally have long, flowing blonde hair, though the main population is bald from birth and must wear wigs. They consider themselves the priest-race of Mars, and inhabit a secret valley which lies at the end of the great subterranean river that most aging Red Martians use to undertake their final pilgrimage. They are thus the attendants and masters of heaven. They are supremely arrogant, and profoundly suspicious. Some secluded enclaves of White Martians have developed their telepathic abilities to the point that they can draw illusions of substance from the air itself.

Yellow Martians live in the frozen north, in cities enclosed within marvelous domes to keep them warm. They are second only to the Green Martians in martial savagery, but also possess some of the most cunning scientific achievements on Mars. They are famed hunters, dressing from head to toe in warm furs when they go out to track and kill the fearsome predators that stalk their icy realm.



APPENDIX A - RANDOM TABLES

RANDOM WILDERNESS

ENCOUNTERS

AQUATIC (d100)

01-05	Aprivorth
06-11	Arodel
12-19	Beklid
20-33	Blonc
34-49	Buule
50-71	Ceadrid
72-83	Dran Dyir
84-88	Knarn Claw
89-93	Men (see subtable MEN)
94-00	Zoth

COLD (d100)

01-10	Ape, Great White
11-40	Apht
41-55	Blonc
56-70	Bquarr
71-85	Men, Northern Yellow
86-89	Men, (see subtable MEN)
90-00	Trebbit

FOREST/JUNGLE (d100)

01-09	Ape, Great Albino
10-18	Arcris
19-30	Banthe
31-36	Beklid
37-44	Borkrish
45-51	Burbrille
52-57	Crake
58-66	Drakk
67-74	Eye Biter
75-80	Fathro
81-84	Jiffner
85-89	Kapthis
90-91	Linadrid
91-98	Men (see subtable MEN)
99-00	Trebbit

HILLS/MOUNTAINS (d100)

01-09	Acklys
10-21	Ape, Great Albino
22-28	Apht
29-39	Armae
40-44	Bai
45-51	Burbrill
52-60	Chalkor Cree
61-69	Hrecha
70-74	Lukkra
75-85	Men (see subtable MEN)
86-90	Mukup
91-00	Ogris

MEN (d100)

01-16	Black Pirates
17-42	Green Savages
43-51	Holy Thurns
52-59	Northern Yellow
60-66	Orange
67-00	Red

RUINS (d100)

01-02	Acklys
03-09	Ape, Great Albino
10	Aprivorth
11-12	Argoroi
13-14	Armae
15	Bai
16-17	Caldanes
18-20	Chalkor Cree
21-22	Cryodrones
23-25	Cyclopider
26-27	Cydean
28-30	Dark Eyes
31	Deathwalker
32-33	Dlange
34-35	Dormbn
36	Egg of Crepsys
37-40	Errlo
41-42	Fax Urr
43-46	Genipede
47-50	Id Mangler
51-55	Krollur Beast
56-57	Lep
58-68	Men, Green Savage
69-74	Men (see subtable MEN)
75-78	Mantaurs
79-80	Miffid
81-84	Mrowle
85-88	Nin Lor
89-92	Oamne
93-94	Psychic Slime
95	Rathvine
96	Skeletal Panthan
97	Urgrom
98	Wailing Woe
99	Wet Walker
00	Zurabis Phantom

SWAMP/MARSH (d100)

01-09	Aprivorth
10-13	Arcris
14-19	Banthe
20-22	Blonc
23-29	Bradnyth
30-31	Ceadrid
32-39	Crake
40-44	Degrith Cur
45-49	Drakk
50-55	Forg Dota
56-60	Jiffner
61-66	Madridor
67-74	Men, Orange
75-77	Men (see subtable MEN)
78-80	Neene
81-88	Preptor
89-97	Sassam
98-00	Trebbit



URBAN (d100)

01-02	Anthipode
03-04	Argoroi
05-07	Barhorn
08-11	Darkeyes
12-15	Deathwalker
16	Egg of Crepsys
17-20	Feldibern
21-23	Gorph
24-26	Iirda Lord
27-30	Lurhm
31-61	Men, Red
62-74	Men (see subtable, MEN)
75-78	Non
79-82	Orux
83-85	Quon Quo
86-87	Reltic
88-89	Sorat
90-91	Thoar
92-93	Trebbit
94-95	Turl
96-97	Ullsio
98-99	Zittidar
00	Zurabis Phantom

UNDERWORLD (d100)

01-02	Anthipode
03-05	Argoroi
06-10	Beklid
11-12	Bradnyth
13-15	Caldanes
16-18	Cyclopider
19-20	Cydean
21-22	Darkeyes
23-26	Dlange
27-28	Errlo
29-30	Frah Gozrim
31-34	Harrkin
35-36	Iblix
37-39	Id Mangler
40-41	Jiffner
42-44	Krollur Beast
45-49	Lep
50-60	Men (see subtable MEN)
61-64	Mangore
65-66	Miffid
67-69	Mrowle
70-72	Oamne
73-75	Preptor
76-79	Pit Crawler
80-81	Quon Quo
82-83	Quormr
84-85	Septipedes
86-88	Sistsniss
89-93	Skeletal Panthan
94-96	The Thing in the Darkness
97-98	Urgrom
99-00	Wet Walkers



WASTELANDS/DESERT (d100)

01-02	Acklys
03-04	Ape, Great Albino
05-06	Aprivorth
07-08	Arcris
09-10	Armae
11-12	Arodel
13-16	Banthe
17-18	Barhorn
19-20	Burkrish
21-22	Burbrille
23-24	Buule
25-26	Caekrik
27-28	Cryodrone
29-30	Dablor
31-32	Darkeyes
33	Deathwalker
34-35	Degrinth Cur
36-37	Dormbn
38-39	Drakk
40-41	Errlo
42-43	Eye Biter
44-45	Feldibern
46-47	Frah Gozrim
48-49	Gorph
50-51	Grook
52-53	Hornbrim
54-55	Hrecha
56-57	Iirda Lord
58-59	Jakralla
60-61	Linadrid
62-63	Lukkra
64-75	Men (see subtable MEN)
76-77	Oporl
78-79	Pethrill
80-81	Plant Man
82-83	Sistsniss
84-85	Thoar
86-87	Tolluk
88-89	Turl
90-91	Vacuon
92-94	Vranx
95-96	Wet Walkers
97-98	Xythr
99-00	Yeg

Random Flora Generation

Roll on the table below to generate the color of a plant, then roll one or more times on the second table for characteristics.

COLOR (d20)

1. Agate
2. Cerulean
3. Black
4. Ruby
5. Mustard
6. Orange
7. Pink
8. Brown
9. Ochre
10. Sand
11. Ivory
12. Aquamarine
13. Pale green
14. Dark green
15. Purple
16. Yellow
17. Maroon
18. Transparent
19. Silver
20. Crystalline

CHARACTERISTICS (d20)

1. Thick trunk
2. Slender
3. Huge flowers
4. Drips fluid
5. Hums softly
6. Fleshlike
7. Thorns
8. Mouths
9. Tiny flowers
10. Sways back and forth
11. Pulses
12. Writhing roots
13. Cottony leaves
14. Glows in the dark
15. Squat and wide
16. Thin and drooping
17. Pale, oozes black fluid
18. Stinks
19. Hypnotizing aroma
20. Grasps at passersby

Random Sword & Planet Name Generation

Roll 1d4 times on the d100 table below, combining as desired, to generate Sword & Planet flavored names!

01. Ar	26. Xor	51. Zox	76. Agrl
02. Ad	27. Zef	52. Xthar	77. Drim
03. Ak	28. Crio	53. Choth	78. Mu
04. Ax	29. Vew	54. Vhix	79. Phos
05. Ab	30. Bar	55. Bhal	80. Ghola
06. Co	31. Nuy	56. Nril	81. Fu
07. Ga	32. Mar	57. Mnarr	82. Bu
08. Hu	33. Quij	58. Liq	83. Dyth
09. Ji	34. Wo	59. Kjil	84. Vurla
10. Nur	35. Erg	60. Jhuy	85. Pi
11. Dar	36. Tor	61. Hyth	86. Nirula
12. Por	37. Yif	62. Gho	87. Whith
13. Bil	38. Ur	63. Fyris	88. Thryst
14. Kan	39. Ix	64. Drola	89. Cho
15. Lar	40. Org	65. Sytho	90. Pyrl
16. Nif	41. Prah	66. Awrle	91. Qx
17. Ogh	42. Azs	67. Iq	92. Zhrr
18. Yu	43. Sorm	68. Wer	93. Mnurm
19. Gho	44. Dur	69. Eth	94. Byl
20. Tral	45. Fthak	70. Rhileah	95. Phroth
21. Seg	46. Gorm	71. Thith	96. Sy
22. Pok	47. Hrul	72. Yq	97. Xythro
23. Lim	48. Jril	73. Ux	98. Mandre
24. Fram	49. Khem	74. Iphros	99. Xox
25. Per	50. Luore	75. Ofth	00. Zilzilm



Random Ruin Generation

One of the important parts of the Sword & Planet genre is the constant presence of reminders that grander civilizations have fallen. No proper ochre wasteland or purple fungus forest would be complete without a smattering of bizarre monuments, relics, and ruins. Thus the following charts. Roll for ruin type, then roll on the corresponding tables below:

RUIN TYPE (d6)

1. Monuments
2. Relics
3. Settlements
4. Vehicles
5. Buildings
6. Unexplainable

MONUMENTS (d20)

1. Quartz pillar, pulsing with purplish inner light.
2. Obsidian hieroglyphics inscribed pyramid (10% chance of secret door).
3. Small dome of smoked glass, with no vegetation within a mile radius.
4. Stainless steel statue of a warrior with four arms, each holding a blade.
5. Featureless, crimson stone cube that seems to throb gently.
6. A cliff face with a bas-relief of an eyeless god.
7. Sculpture made of bone reinforced with some shiny, reddish metal.
8. Gray stone monolith with seven hand-sized recesses.
9. Twenty-foot-square brass plate set into the ground, covered in symbols.
10. Pitted, wooden dolmen crawling with glowing green insects.
11. Ring of rusted iron pillars surrounding a pool filled with molten glass.
12. Tomb set into a hill with a circular door decorated with painted eyes.
13. Sculpture of a brooding face carved from a natural stone

outcropping.

14. Outline of a weird creature cut into the ground, best viewed from the air.
15. Great stone basin filled with rusted ornaments, jewelry, and baubles.
16. Fifty-foot-high pillar of salt, humanoid faces faintly visible within.
17. Enormous, petrified skeleton of a creature covered in tribal inscriptions.
18. Wide glass bubble with a giant fetus-like reptilian creature floating inside.
19. Scorched area of ground with a bouquet of weird alien flowers in center.
20. Sixty-foot-long marble hand that seems to have been broken off at the wrist of some impossibly huge statue (nowhere to be seen).

RELICS (d20)

1. Engraved wooden case containing a pistol-like weapon.
2. Tattered banner bearing the insignia of a mythical lost kingdom.
3. Massive humanoid skeleton pinned to a hillside with silver spikes.
4. Partially buried gold-tipped lances, each inscribed with hieroglyphics.
5. Small, sad-looking humanoid skeleton in a cave with silver ornaments.
6. Scorched plain dotted with bones and broken weapons.
7. Huge steel cave broken from the inside.
8. The sun-bleached figurehead of an airship, depicting a beautiful princess.
9. A hill topped with the moldering remains of ancient artillery.
10. Empty tent of silvery metal stands beside a dried-up oasis.
11. Skeleton of a jewel-collared predator, leashed to a stone

outcropping.

12. Ancient husk of a trader's wagon, once brightly painted.
13. A man-like figure made of metal parts overgrown into a petrified tree.
14. Smashed pottery littering a rocky field, an intoxicating mist in the air.
15. Seven rolled-up tapestries depicting battles stashed in a shallow cave.
16. Row of nineteen skulls placed carefully around a quartz outcropping.
17. Partially buried stack of copper plates covered in indecipherable symbols.
18. Magnificent sword in a shoddy leather sheath laid beside a tombstone.
19. Vine-covered suit of armor made of pieces of spiny insect carapace.
20. Beautiful scroll tube filled with love poems to a mysterious priestess.

SETTLEMENTS (d20)

1. Burned-out village, the huts filled with strange green goo.
2. Wide valley dotted with the outlines of a lost city, all giant-sized.
3. Three shattered crystal towers that vibrate tunelessly in the wind.
4. Walls of a ruined fortress overgrown with stinking fungus-like growths.
5. Deserted farmstead, the crops trampled into the dust by some great beast.
6. Shiny steel sphere.
7. Stilt house with rope ladder.
8. Cliff dwellings.
9. Field with hatches leading underground.
10. Hive-like mound.
11. Floating palace surrounded by

forcefield.

12. Frozen enclave.
13. Houses atop petrified trees.
14. Cluster of growing pod-houses.
15. Shanty-town made of debris.
16. Barnacle-like dwellings growing on a hillside.
17. Town made out of artificial facades like an Earthly film set.
18. Step-pyramid festooned with impaled sacrifices.
19. Three dozen uniform cube-dwellings.
20. Cyclopean temple carved from a mountainside.

VEHICLES (d20)

1. Broken chariot with Thoar skeletons.
2. Crashed airship with exploded hull.
3. One-man flier hovering, abandoned near a cave-mouth.
4. Sea vessel stranded far from water.
5. Strange conveyance with burst, balloon-like wheels.
6. Empty cruiser with no sign of crew, half-eaten meals on tables.
7. Strange two-legged chariot.
8. Wrecked flier painted a ghastly, unsettling blue.
9. A skeleton wearing a broken jet pack.
10. A crashed ship covered in green and black mold.
11. A ghost ship crewed by skeletal panthans.
12. An "airship graveyard" surrounded by an anomalous magnetic field.
13. An abandoned airship drifts past hundreds of feet in the air overhead.
14. An ancient airship with peculiar archaic weaponry.
15. A bizarre, saucer-shaped vehicle, crashed and split open.
16. A burned-out and crashed royal flagship.
17. A three-man flier being slowly

rebuilt by an insane escaped slave.

18. A 100-foot-long silvery rocket resting ominously with an extended stair.
19. A wrecked cruiser, a baby crying within.
20. A crashed and sagging hot-air balloon.

BUILDINGS (d20)

1. A leaning tower.
2. A tollbooth.
3. A small cave.
4. The empty shell of a giant crustacean.
5. A large, hollow crystal.
6. An opulent folly.
7. An incubator.
8. A desolate inn.
9. A menacing shrine.
10. A sad deserted farmstead.
11. An overturned wagon.
12. A ragged lean-to.
13. A domed dwelling atop a steel riser.
14. A mysterious palace.
15. A silent guard post.
16. A converted silo.
17. A hermit's shanty.
18. The ribcage of a giant beast.
19. A tent made of skin.
20. A 20-foot-high, pulsing cube with one door.

UNEXPLAINABLE (d20)

1. A giant, rotting fruit.
2. A large silver orb containing a living eye.
3. A series of multi-colored crystal wands.
4. A cluster of hex-shaped tubes.
5. A wall made of gleaming metal that is freezing to the touch.
6. The huge, rough outline of a spider, visible only from the air.
7. A bizarre shrine set around a talking metal head.
8. A place where men can only stand

and weep.

9. A well-tended garden miles from any settlement.
10. A pool of bubbling, mustard-colored slime.
11. A pole with a tattered flag.
12. A patch of ground covered in ice.
13. A series of pictograms carved on rocks along a mile-long trail.
14. An acre of broken glass.
15. An enormous jade hand jutting up from the ground.
16. A field covered in foot-wide glass spheres, easily broken.
17. An area with a perpetual cloud hanging over it.
18. A puzzle ring sitting atop a rune-carved stone pedestal.
19. A glowing green rock sitting in a crater, steaming.
20. A field of flowers that sing with angelic voices.

Random Adventure Generation

Need an adventure in a pinch? Roll at least once on the following three charts:

MISSION (d12)

1. Rescue the princess/noble/merchant/etc.
2. Explore a location.
3. Infiltrate a location.
4. Steal an item.
5. Kidnap/Capture a Princess/Noble/Merchant/etc.
6. Map a location.
7. Clear a location of monsters/enemies.
8. Stop a nefarious plot.
9. Hunt down a criminal/villain.
10. Destroy a dangerous machine/artifact.
11. Recover a lost treasure.
12. Spy on noble/rival/villain.

LOCATION (d20)

1. Forlorn outpost.
2. Ghost town.
3. Isolated border settlement.
4. Crowded city.
5. Military outpost.
6. Random ruin (see Random Ruin Chart).
7. Lost civilization.
8. Stronghold/citadel.
9. Traveling caravan (land or air).
10. Desolate glacier.
11. Subterranean enclave.
12. Cliff dwelling.
13. Rift valley.
14. Unnatural forest/jungle.
15. Subterranean river/lake/sea.
16. Uncharted island.
17. Secret base.
18. Great palace.
19. Lonely tower.
20. Wasteland shanty-town.

CHIEF ADVERSARY (d12)

1. Party of NPC adventurers.
2. Mad Scientist.
3. Corrupt Mentalist.
4. Megalomaniacal Warrior.
5. Devious Scoundrel.
6. Secret Society.
7. Insane Tyrant.
8. Fanatic Priest.
9. Random Monster.
10. Deadly Assassin.
11. Malign Alien Entity.
12. Undead/Robotic Villain.



WEIRD SCIENCE

Provided here are one hundred strange, marvelous, and sometimes terrible artifacts of weird technology or origin. Roll d100 on the table below, or select one that's appropriate to the current adventure.

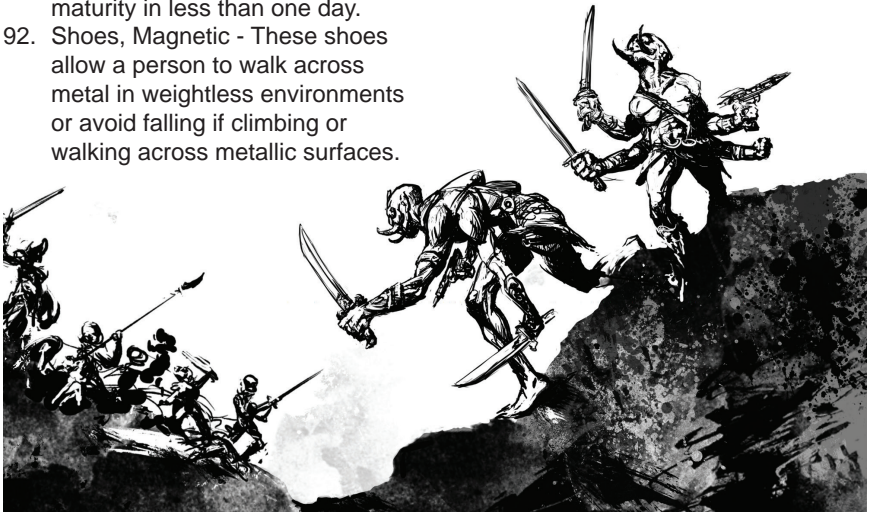
1. Ampule of Aid – The contents of this small glass vial may be injected directly into a creature's flesh, healing 1d6+1 points of damage.
2. Ampule of Energy – Causes 2 points of damage when injected, but raises the recipient's Strength to 18 for 1 turn.
3. Ampule of Shock – Delivers a shock to the recipient's psyche, releasing him or her from any one mental control or compulsion.
4. Ampule, Dire – When injected, causes the recipient's heart to seize up – Save or die!
5. Ampule, Ambulatory – Delivers a shock to the recipient's nervous system, releasing him or her from paralysis, etc.
6. Amplifier, Psychic (minor) – This ornate headpiece allows a Mentalist to use one additional psychic power per day.
7. Amplifier, Psychic (major) – Allows a Mentalist to use three additional powers per day.
8. Amulet of Tracking – Has a small black magnetic gem inset. This gem may be attached to another object, and the amulet will tug towards it, regardless of distance.
9. Amulet, Psychotropic – This amulet is covered in strange circuitry. When worn, it transfers its wearer's consciousness to a higher state, enabling the wearer to see and hear things normally hidden from mortal eyes and ears.
10. Attachment, Benign – This semi-organic, tentacled device may be attached to the flesh of a living

- creature. It releases a pain-killer when its host is injured, effectively causing it to sustain one fewer point of damage per wound than normal. It is a frail device though; if it blocks more than 10 points of damage in one day, it dies.
11. Binoculars, Nightvision – Enables the user to see a great distance in all but total darkness.
 12. Binoculars, Normal – Enables the user to see a great distance in normal light.
 13. Book, Decoding – When read, imparts a 25% chance to decipher codes.
 14. Book, Ancient Text – When read, imparts a 25% chance to decipher ancient languages.
 15. Boots, Magnetic – Allows the wearer to walk up metal walls, ceilings, cables, etc.
 16. Boots, Insulated – Allows the wearer to walk across charged or hot surfaces without harm.
 17. Box, Ice – This one-foot-square box has an internal temperature of just five degrees F.
 18. Box, Talking – This small black box has a silver antenna and receives radio transmissions.
 19. Bracers, Field-Generating – These bracers generate a weak magnetic field that imparts a 2 point bonus to Armor Class against ranged weapons.
 20. Capsule, Blue – This small capsule cures any poison when swallowed.
 21. Capsule, Red – This small capsule cures any disease when swallowed.
 22. Capsule, Green – This small capsule induces a deathlike coma for 1d6 hours.
 23. Capsule, Black – This small capsule enables the safe breathing of water or dangerous gases for 1d6 turns.
 24. Carapace, Black Beetle – This carapace is feather-light and may be worn like a breastplate for an Armor Class of 3 [17].
 25. Cards, Pass – These plastic cards have a gold, weblike strip on one side. Certain cards will open specific electronically-sealed doors.
 26. Circlet of Command – This circuitry-covered head ornament allows to wearer to issue simple telepathic commands to small vermin with a 50% chance they will obey.
 27. Clamp, Hydraulic – This clunky device is useful to attach Gadgets together, attach rifles to ship-rails for better accuracy, seal doors, etc.
 28. Cloak, Hypnotic – Allows the wearer to escape notice 95% of the time by projecting a mind-numbing field out to range of 240', provided no offensive actions are being taken.
 29. Cloak of Optical Illusions – Allows the wearer to appear as part of the background (wall, tree, etc.) provided no movement occurs, escaping notice 95% of the time.
 30. Clock, Wrist – Keeps time, and may be used as a stopwatch as well.
 31. Cord, Unbreakable – Five-foot length of glass-fiber cord that is effectively unbreakable.
 32. Crystal of Memory – When held to the forehead, will record or transmit one memory. 50% already contain a stored memory.
 33. Crystal of Transmutation – Dissolves when placed into up to 1 gallon of liquid, transforming it into some other liquid.
 34. Crystal of Recording – When pulled across a written page, will "record" up to 10 pages of script, and can then "burn" that script onto a blank surface. 50% already contain 1d10 pages of recorded

- script.
35. Device of Undoing – Small box of wires and studs that if attached to a stone or wood surface (such as a door or wall), will break down its molecular cohesion in 1d6 turns, allowing the surface to be brushed away like dust. Will work 1d6 times before needing to be recharged somehow.
 36. Eyepiece of Jeil Naruk – Enhances the wearer's ability by 1 to search for secret or concealed doors and other hidden things.
 37. Flask of Preservation – Will keep any fluid contained within it in an inert, non-decomposing state indefinitely.
 38. Flower, Intoxicating – The pollen of this flower is narcotic; inhaling causes a rapturous, hallucinatory state for 1d8 hours.
 39. Generator, Blast Field – 100lb gray box. If placed and activated, will deflect ranged attacks against any within a 20' radius. Will function for 2d4 total hours before needing to be recharged.
 40. Gloves, Insulated – Allow the wearer to handle charged or hot objects without harm.
 41. Gloves, Technician's – Contain small pockets that will hold small tools, weapons, or devices for swift retrieval.
 42. Grenade, Fire - This thrown weapon explodes on impact, doing 3d6 points of fire damage to anything within a 20' radius (save for half damage).
 43. Grenade, Flash - This thrown weapon explodes on impact, blinding all creatures within 30' (save negates).
 44. Grenade, Smoke - This thrown weapon fills a 20' cube with thick green smoke.
 45. Handheld Recorder - This small, silver, rectangular object records sounds for up to four hours when a button is depressed. Another button replays, and a third button erases.
 46. Harness, Magnetic - This weapon harness is magnetically charged and includes sandals. Handy for operating in weightless environments.
 47. Instrument, Hypnotic (animal) - This instrument, when played, produces tones that are irresistible and hypnotic to animals.
 48. Instrument, Hypnotic (human) - This instrument, when played, produces tones that are irresistible and hypnotic to sentient beings.
 49. Kit, Healing - This kit contains 1d6 medicated compresses, each of which heal 2d4 points of damage. It also may contain anti-poison or disease lozenges, etc.
 50. Kit, Scientific - This kit contains basic instruments for the testing and analysis of fluids, elements, and devices.
 51. Lance, Fire - This long silver lance emits a burning ray up to 60' which causes 2d6 points of damage to creatures or objects it strikes. These typically contain enough energy for up to 12 shots, and may be recharged by two hours of exposure to sunlight.
 52. Lance, Lightning - As above, except it produces an arc of electricity up to 120' long, which causes 2d4 points of damage.
 53. Lozenge, Anti-poison - This lozenge, when ingested, allows a creature to re-roll a failed save vs. poison, and add +4 to the result.
 54. Lozenge, Vision - This lozenge allows the imbiber to see in darkness for up to four hours.
 55. Lozenge, Water-Breathing - This lozenge allows the imbiber to breath water for up to four hours.
 56. Man, Synthetic - This is a humanoid creature made from the borrowed parts of a living

- creature. It has the fighting statistics of a normal man, but acts only upon the orders of whomsoever possesses the mental or scientific device that controls it.
57. Mask, Breathing - This mask allows oxygen-breathing creatures to survive in inhospitable environments.
 58. Mask, Chameleon - This mask duplicates the features of one humanoid creature by "capturing" its reflection. The features remain until replaced with another's.
 59. Ointment, Burn - This ointment heals up to 3d6 points of damage (may be split into 3 applications of 1d6) caused by fire, heat, electricity, or acid.
 60. Pack, Inflatable - This backpack-sized item inflates into a raft big enough to hold up to six man-sized beings.
 61. Paint, Protective - This paint, when applied to an unliving object (such as a flier) protects it from harmful rays and energy beams.
 62. Parachute, Pouch - This is a parachute that folds up small enough to fit in a belt pouch. When unfolded and gripped, allows a man to fall up to 100' safely.
 63. Pellet, Poison - This pellet, when swallowed, causes instant death .
 64. Pellet, Gelatinous - This pellet turns the bones and flesh of of a creature rubbery for up to 30 minutes, allowing them to squeeze through tight spaces, etc.
 65. Pen, Dictation - This voice-activated pen writes without needing to be held.
 66. Pill, Death - This pill has a 25% chance of reviving a recently-deceased individual.
 67. Pill, Poison-Proof - This pill makes the imbiber immune to poison for the next 10 minutes.
 68. Pin, Poisonous - This pin contains a single dose of fatal poison .
 69. Pistol, Death - This pistol emits an invisible beam that kills a man (save negates) with no mark or visible injury (roll to-hit required).
 70. Pistol, Stun - This pistol knocks its target prone and helpless for 3d4 rounds (only 1 round if save is made).
 71. Pistol, Wave - This pistol emits a 60' long cone of microwaves, burning anyone in its path for 1d8 points of damage.
 72. Poultice, Invisibility - This poultice gives human skin chameleon-like properties for up to one hour.
 73. Prism, Seeing - Looking through this prism reveals creatures or objects hidden by illusions or invisibility.
 74. Projector, Image - This intricate headdress allows the wearer to convert thoughts and memories into three-dimensional images.
 75. Raft, Inflatable, Flying - This inflatable raft will carry up to 6 people, up to 100 feet high, for up to one hour.
 76. Ration, Canned - This can contains enough protein paste to feed up to four individuals for 24 hours.
 77. Ration, Concentrated - This is a small pill that sustains a man for 24 hours.
 78. Ray, Flesh-Destroying - This pistol emits a ray that disintegrates only flesh in a 30-foot cone (or save for 3d6 damage).
 79. Ray, Invisibility - This large ray-pistol turns an inanimate object (such as a ship) invisible for up to four hours.
 80. Ray, Metal Destroying - This pistol destroys only metal in a 60' cone (no save).
 81. Ray, Ninth - This container contains enough of the mysterious

- ninth ray to render weightless an object of up to one ton in weight.
82. Rifle, Finely-Tuned - This rifle imparts a +2 bonus to-hit.
 83. Rifle, Large-Bore - This rifle fires large, exploding shells that cause 2d6 points of damage to everything within 10'.
 84. Rifle, Sniper - This rifle suffers no range penalties for up to 1 mile.
 85. Ring, Hidden Compartment - This finger-ring conceals a compartment large enough to hold a pill, dose of poison, tiny folded map, etc.
 86. Ring, Magnetic - This ring is also a powerful magnet.
 87. Rod, Electric - This copper rod absorbs up to 20 points of electricity, which can then be discharged at a target up to 30' feet away.
 88. Rod, Spring-Loaded - This small baton springs out to a 10' pole when a button is depressed.
 89. Rope, Adhesive - This rope can stick to smooth surfaces.
 90. Scope, Rifleman's - This scope imparts a +1 bonus to-hit to rifles and pistols when fitted.
 91. Seeds, Fast Growing - These seeds, when planted, grow to maturity in less than one day.
 92. Shoes, Magnetic - These shoes allow a person to walk across metal in weightless environments or avoid falling if climbing or walking across metallic surfaces.
 93. Shoes, Silent - These shoes allow the wearer to pad silently across almost any surface.
 94. Telescope - This allows the user to see clearly things that are miles away.
 95. Throwing, Lightning - This object throws a lightning bolt (6d6 damage, save for half) that destroys anything in its 240-foot-long, 10'-wide path. May be recharged.
 96. Tools, Expert - These tools impart a bonus of 1 to skill checks.
 97. Torc of Obedience - This torc causes obedience in the wearer to the one who fastened it around his or her neck.
 98. Torch, Ultraviolet - This flashlight emits an ultraviolet beam up to 90'.
 99. Transmitter, Gridly Wave - This transmitter allows communication between worlds and possibly across time.
 100. Vial of Transfusion - This instrument takes brain fluids from one individual and injects them into another, effectively transferring one individual's personality and memories into another individual's body.



APPENDIX B - SORCERERS OF THE BLACK GATE

Sorcerers are weavers of mystical energies and practitioners of the Dark Arts. They are typically obsessed with the acquisition of lore and lost knowledge, be it through esoteric research or physical exploration. Beware a sorcerer – their minds do not move in the same directions as those of normal folk!

Sorcerers may use any weapon, but typically favor little more than a belt knife. They almost never wear any sort of armor.

Level	XP	HD	BTH	Title	Spells	Knowledge
1	0	1	0	Apprentice	1/	49%
2	2500	2	+1	-	2/	54%
3	5000	3	+1	Journeyman	2/1	59%
4	10000	4	+2	-	2/2	64%
5	20000	5	+2	Adept	3/2/	69%
6	40000	6	+3	-	3/2/1	74%
7	100000	7	+3	Master	3/2/2	79%
8	250000	8	+4	-	3/3/2/1	84%
9	500000	9	+4	Sorcerer	3/3/2/2	89%
10	1000000	10	+5	Wizard	3/3/3/2/1	94%

Magic Sense: With one minute of uninterrupted concentration, a Sorcerer can determine whether an item, location, or creature has been sorcerously enchanted. While this sense will give a vague impression of the nature of the enchantment, specificity requires more intense and lengthy research.

Esoteric Knowledge: This percentile chance represents a Sorcerer's ability to decipher ancient languages or magical script, to research lost lore, and to learn new spells. Sorcerers with high Intelligence (13+) may add +5% to this chance.

Spells: Legends purport that thousands of sorcerous spells were once known. Today, fewer than a hundred remain. The more a Sorcerer is able to acquire, the greater his infamy! A Sorcerer begins his or her career with 1d3 spells in his or her spellbook, and may copy new ones into their book as they are found. While a character automatically knows how to use these starting spells, newly acquired spells require an Esoteric Knowledge roll to learn. If the roll is a failure, special instruction must be sought to learn the spell.

At their essence, spells are refined combinations of materials, incantations, geometric patterns, quantum equations, and arcane physics. A spell must be memorized and held captive in the Sorcerer's mind, like a caged beast screaming for release, until cast. A Sorcerer may only memorize and cast a limited number of spells each day. Sorcerers of unusually high Intelligence (13+) may memorize one additional first level spell per day.

Corruption: The use of Sorcery is often damaging to the mind and body. Upon attaining each level after the first, the Sorcerer must roll on the RANDOM CORRUPTION TABLE and suffer the result!

Sorcerer Spells

Level 1

1. **Artrun's Radiant Ray** – Ray of energy unerringly strikes creature for 1d6 points of damage, +2 damage per level of caster.
2. **Black Eyes of J'gheth** – Renders 2d6 HD of creatures unconscious for 1d6 turns.
3. **Claw of the Bodiless** – Telekinetically move and manipulate objects of up to 10lbs/level.
4. **Eyes and Ears of Pawleesh** – Enables caster to see in darkness, see invisible things, and enhances hearing (to a 5 in 6 chance) for 1 hour/level.
5. **Foth's Flying Feet** – Enables caster to levitate up to 30' per round for 1 round/level.
6. **Imp of the Pit** – Summons up an Imp (HD 2, AC4 [16], Atk bite, Dmg 1d6, Save ?, Move ?) to serve or defend the caster for 1 hour/level.
7. **Kerpathia's Beneficent Palm** – Enables the caster to lay on hands, healing 1d6 points of damage, +2 points of damage per level of caster.
8. **Wards of the Impudent** – Invisible energies impart the caster with an AC of 4 [16] for 1 turn/level.
9. **Winsome Guiles of Grix** – Target must save or serve the caster faithfully for 1d3+1 days per level.
10. **Xgh's Perilous Mist** – Green mist covers a 10'/level area for 1 turn + 1 round/level. Anyone in the mist must save each round or become ensnared in its grasping tendrils.

11. **Yowl of the Soulless** – Creatures of 1HD or less hearing the yowl must save or flee.
12. **Zggzr's Spiteful Orb** – Orb of purple energy (range 100') leaches life force from all living creatures within 20' for 1d6 damage (increases to 2d6 at 5th level).

Level 2

1. **Beneen's Veil** – Shrouds caster in shadows. Caster is 95% invisible in all but direct sunlight, and receives a +2 bonus to AC, for 1 turn/level.
2. **Creeping Crawling Curse** – Up to three targets are covered in biting black insects for 1 round per caster level, and take 1d4 damage per round. Victims may attempt to save for half damage each round provided they take no other actions.
3. **Cruyton's Curse** – Afflicts 3d6 HD worth of creatures with violent muscle seizures, causing 1 point of damage per caster level and rendering them at -2 to all attacks, saves, and damage for 1 turn.
4. **Despicable Servant of Yang** – Summons up an unsightly, emaciated demon from the Depths Below (HD 3, AC5 [15], Atk weapon, Dmg by weapon, Save 10, Move 9) to serve the caster for 1 hour per level.
5. **Drixl's Uncouth Maw** – Enables caster to converse with a corpse for 1 turn.
6. **Drixl's Reluctant Reprieve** – Temporarily (1 turn per level) removes the effects of a curse, disease, poison, enchantment, or other such affliction on the individual touched.

7. **Flux-Mynde** – Cause 3d6 creatures of 3HD or less to forget what they were doing and wander off to do something else.
8. **Grom's Gauntlets** – Crushes the bones in the hands of up to 3d6HD of creatures. They immediately drop whatever they are holding and suffer 1d6 points of damage. Hands are useless until healed.
9. **Hamsels's Spell of Deliverance** – Instantaneously teleports the caster to a visible spot within 100'.
10. **Luthric's Horrific Compulsion** – Allows the caster to mystically reach in and withdraw the beating heart of an intelligent being of 3HD or less (save allowed). The victim must obey the caster slavishly for as long as the sorcerer chooses to keep the heart without crushing it and killing its former owner. The sorcerer can return the heart whenever he likes.
11. **Worm of Jurbus** – Summons a 60' long, 5' wide, segmented, elemental worm from any available stone and earth for 1d6 turns +1 turn/level. The worm does not attack, but may be used as a bridge, wall, ladder, or even transportation (120' movement rate).
12. **Zggzr's Black Spike** – This spell produces a spear of black and purple energy that lasts for one round per level. Each round, the caster can unerringly strike foes within 30' for 2d6 points of damage.

Level 3

1. **Abstract Malignity of Kroll** – Causes 4d6HD worth of creatures to suffer the following effects – Round 1: Drop items and sit or lay down with vacant expressions. Round 2: Howl in agony and claw at themselves (1d4 damage). Round 3: Get up and flee, screaming, from the area.
2. **Baleful Steed of Beneen** – Summons a huge black dragonfly-like creature with glowing eyes to serve the caster for 1 hour/level (HD 4; AC3 [17], Atk bite, Dmg 2d6, Save F4, Move 240' (fly)). It can carry the caster and up to two passengers.
3. **Blessa Ultima** – Caster touches a victim of one curse, poison, disease, or other such problem, curing them of it instantly.
4. **Dire Curse of Ix** – Summons a catastrophic explosion of raw Chaos up to 100' feet away for one round. Anyone within 30' of the blast takes 1d6/level damage (save for half).
5. **Eagrid's Acidic Talc** – Covers a 20' square area in a poof of yellow powder that eats away any material save stone or glass in 1d6 rounds. Living creatures caught in the radius suffer 2d6 damage.
6. **Grom's Internal Combustion** – Causes the blood of up to 3d6HD of creatures to boil for one round, causing 3d6 damage to each. Creatures killed by this actually burst open!
7. **Mercifus Ablumb** – Causes one intelligent being, of HD equal to or less than the caster's, to slowly and unconsciously, over a period of 1d4 weeks, become the sorcerer's willing slave.

8. **Nehrtrig's Inexorable Pull** – Pulls down one wall or small building.
9. **Pestilent Cage of Lim** – Traps one creature in a cage of reeking, indestructible fungi for 1d6 turns. Being trapped in the cage causes 1 point of damage per round.
10. **Sopp's Hurrah** – Causes the next three wounds the caster sustains to close right back up again harmlessly. Protection lasts for one hour.
11. **Tragh Troox Trinde** – Imparts Strength and Dexterity of 18 to one being for 1 turn per caster level.
12. **Zggzr's Wailing Wind** – Encircles the caster at a 10' radius. Deflects arrows, bullets and other missiles, drowns out sounds, and blows away small creatures and objects.

Level 4

1. **Fauna Chimerus** – Allows to the caster to assume the form of another animal or being, changing at will, for 1 hour per level.
2. **Golem** – Allows the caster to animate a golem of his or her own creation, which requires 1 day + 1000gp per HD (A 10HD Stone Golem takes 10 days and 10,000gp).
3. **Hateful Tentacles of Mong** – Weapons held by up to 3d6 creatures turn into slimy green tentacles that wrap around their possessors' bodies and constrict for 1d6 points of damage per round, for one round per caster level.
4. **Igriogor's Calcification** – For one round per level, the caster's touch permanently turns beings into statues of salt-streaked limestone.
5. **Jyx-Jor Guardians** – Summons two demons (HD 5; AC 2 [18]; Atk greatsword, Dmg 2d6, Save ?, Move ?), encased in black iron and wielding flaming greatswords, from the Lower Depths to defend the caster for 1 turn.
6. **Refuge of Bez Al'Rhimahr** – Opens a door to an invisible, extra-dimensional space (roughly 100 square feet per caster level) that lasts 1 hour per level.

Level 5

1. **Torment of the Red Tentacles** - Opens a yawning chasm beneath the victim from which flaming tentacles emerge. The tentacles wrap him helplessly in wracking pain for 1d6 turns, causing 10 points of damage per turn.
2. **The Implacable Compulsion of Yx Bzyrgh** - Allows the Sorcerer to impart an unavoidable quest or mission to the target.
3. **Devastating Flames of Yar Ming** - Summons a storm of fire covering an area of 100' radius, causing 1d10 damage per level of the Sorcerer.
4. **Gholt's Disappearance** – instantly transports the caster and up to one "guest" to a location up to 1000 miles away.
5. **Unbreachable Wards of Ard Ang Vuul** - Surrounds the caster with a 20' radius globe of impenetrable force, lasting up to one hour per caster level.
6. **Shuddering Wrath of Moksha** - Sends an earthquake coursing through the earth in the direction of the caster's choice.

RANDOM CORRUPTION TABLE (d20)

1. Skin turns purple.
2. Eyes turn milky white.
3. Limbs shrivel and atrophy (no effect on STR).
4. Ears resemble bat wings.
5. Constantly exude odor of death.
6. Speech unintelligible to any save other Sorcerers.
7. Fingers and toes webbed.
8. Sprout a prehensile tail.
9. Knees and elbows reverse.
10. Neck elongated.
11. Constantly bleeds from nose, ears, and eyes (no damage).
12. Teeth turn to sharp, shark-like rows.
13. Nails lengthen and harden to obsidian.
14. Skin take rough reptilian texture.
15. Personality splits into two halves, both aware at all times, argumentative.
16. Hair turns to writhing tentacles.
17. Sprouts demon-like wings.
18. Body dies, continues as undead.
19. Body changes unavoidably to hideous beast for 24 hours every 33 days.
20. Back becomes hunched and spiny.



APPENDIX C - SKILLS (OPTIONAL)

While WARRIORS OF THE RED PLANET does not utilize specific skills, promoting the aesthetic that player action trumps random rolls, there may be times when the Referee prefers some sort of die check be made to determine whether or not a character is successful attempting a particular action. In these cases, the Referee determines which of the character's abilities is most relevant to the task being attempted. If two or more are relevant, the highest ability may be used at the Referee's discretion.

For instance, the player wants to see if his character can leap over a pit. The Referee determines Strength will be the relevant ability. Or, the player may attempt to disable a doomsday device with a ticking clock. The Referee then determines the player may utilize either Dexterity or Intelligence to make the attempt.

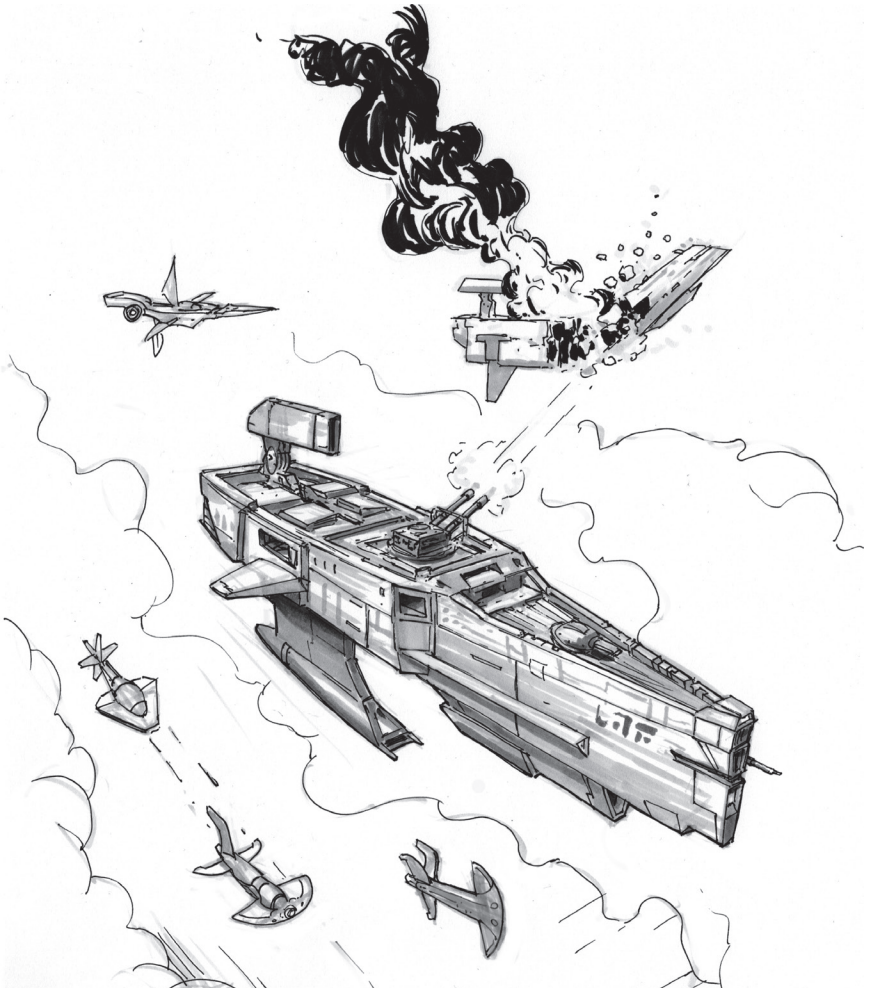
It should be stressed that this system is only intended to resolve the most unlikely resolutions; Referees are encouraged to allow automatic success when reasonable or when the player adequately describes the steps he or she takes to accomplish the desired objective.

Once the relevant ability has been determined, the player rolls a d6, with the table below determining the chance of success according the score of the relevant ability:

Skill Chance Levels 1-6		Skill Chance Levels 7+	
Ability Score	Chance	Ability Score	Chance
3	No chance	3	1 in 6
4-12	1 in 6	4-12	2 in 6
13-15	2 in 6	13-15	3 in 6
16-17	3 in 6	16-17	4 in 6
18	4 in 6	18	5 in 6

Characters of 7th level or higher are more experienced, and have a better chance of success.

Example: The player of Duras Ral (a 5th level Scientist) wants him to sabotage an enemy's flier so that it will stop functioning after only a few minutes. The Referee instructs him to make a skill check, with Intelligence being the relevant ability. Duras Ral's Intelligence is 15, so consulting the chart, his player needs to roll a 1 or a 2 on a d6 to succeed!



APPENDIX D - SHIP VS. SHIP COMBAT

Massive airships and lightning-fast fliers are an iconic element of Sword & Planet fiction. This chapter offers a quick, simple system to resolve ship versus ship combat, and may also be used to resolve battles between ships and characters or even ships and monsters. Like the rest of the rules of the WARRIORS OF THE RED PLANET game, these are in no way intended to be comprehensive, or even realistic, but rather to facilitate imaginative abstraction in the most fair and concise fashion possible.

The Referee is encouraged to take the abilities of the crew into consideration when adjudicating these battles. For instance, a player may offer sound strategy when commanding his airship against an enemy's, or utilize his special Scientist or Mentalist abilities to gain an edge in the fight. If the Referee rules, initiative rolls between individual ships may be adjusted by the commanding officer's Intelligence modifier, if any.

Airships are given Hit Points, so they are susceptible to damage from elements like squads of savage riflemen, savage aerial predators, etc. Airships are handled in much the same way as monsters, each has hit dice, an armor class, hit points, and so on.

When airships come together in combat, initiative is rolled for normally, with each side taking a turn to broadside or strafe the other. The side winning initiative is assumed to have won the favorable position for striking from, for example strafing the rear of the enemy ship, passing overhead for a bombing run, and so on, and the side losing initiative is considered to be at a disadvantage, and so suffers a -4 to-hit penalty for the rest of the round. Initiative is re-rolled each round.

Combat Steps:

1. Roll initiative (opposing d6 checks, highest wins)
2. The side winning initiative attacks
3. The side losing initiative attacks at -4 to-hit*
4. Incapacitated ships (0 Hit Points) begin to drift out of the battle area, or sink toward the ground.
5. Back to Step One.

**If player characters or NPCs are involved in the ship-versus-ship combat, they take their turn on their initiative as normal, but don't suffer any penalties to-hit like the ship does.*

Example of combat

Two Destroyers from the Magenta Citadel are in hot pursuit of a Pirate Dreadnought. As the Destroyers have a higher maximum speed, they easily overtake the Dreadnought, and initiative is rolled. The pirate commander has Int 13, so +1 is added to his d6 initiative roll. The pirate ship gets a total of 4 (with the modifier), but the player running the Destroyers rolls a 5, gaining initiative.

The Referee rules that the initiative win indicates that the Destroyers make a strafing run across the Dreadnought's bow. The first Destroyer rolls a 15 to-hit (it needs only a 12) and the player rolls 5d6 for 18 points of damage, leaving the pirate Dreadnought with 48 hit points left before it is crippled. The player then rolls a 12 to-hit for the second Destroyer, another hit, and rolls another 5d6 for a whopping 22 points of damage. The Dreadnought is now down to 26 hit points, and beginning to flounder a bit.

Nonetheless, it gamely fires back, rolling a 17, modified to a 13 (due to the -4 for losing initiative), to hit the first Destroyer, which has an AC of 4 [16]. It still only needs a 9 to-hit, so the attack is successful, and the cannon barrage inflicts 31 points of damage to the smaller ship, leaving it with only 29 hit points. Initiative is rolled again.

This time, the pirate Dreadnought wins initiative. It fires upon the same Destroyer, and rolls a 10 to-hit (needing only a 9), blasting into it for a remarkable 33 points of damage! The unfortunate Destroyer is now at -2 hit points, and it hangs in the air, defenseless, reduced to a pitiful AC of 9 [10]. If it takes another 28 points, it will reach its maximum damage threshold of -30, and be utterly destroyed.

The remaining Destroyer now fires upon the Dreadnought, which has an AC of 2 [18]. The player rolls a 12, which misses (he lost initiative, so suffers a -4 penalty to hit; normally the 12 would have been just enough).

Initiative is rolled again, and the Destroyer wins. The player rolls a 16 this time (only needing a 12), and fires a barrage of 26 hit points of damage into the pirate vessel. The Dreadnought is now down to 0 hit points, rendering it helpless, and the pirate commander, conceding defeat, pulls down his insignia banner and leaps to his death from the prow of the ship, ending the combat.

Explanation of Ship Statistics

AC: This is the Armor Class of the ship, taking into account its size, speed, and hull armor.

HD: This is Hit Dice, a rough measure of how big and powerful a ship is, from the 2HD One-Man Flier to the massive 16HD Battleship. It also determines the chance of the ship to hit a target with its weaponry (see to-hit tables below). A typical Airship has 5 hit points per Hit Die before it is crippled, and half that number again before it is utterly destroyed. For example, a 6 HD ship typically has HP of 30/15.

HP: This is the number of hit points a ship has. The number to the left of the slash is how many points it takes to disable a ship, which leaves it immobile, harmless, and reduces its AC to 9 [10], but may still be salvaged and repaired. The number to the right is how many more points of damage it takes to completely destroy the ship. For instance, if a One-Man Flier takes 10 points of damage, it is drifting and helpless, its AC 9 [10]. If it takes another 5 points, it explodes or spirals down to the surface, etc.

Atk: This is the amount of damage inflicted by the airship. Light craft like Fliers are typically armed with swivel-mounted rifles, Cruisers with light irradium cannons, and heavy ships like Dreadnoughts and Destroyers with heavy cannons. Most vessels also carry a stock of irradium bombs to attack ground forces or ships beneath them. When multiple dice of damage are indicated, the ship may make a separate attack per die per target. For example, a Destroyer is being attacked by six One-Man Fliers. The Destroyer can focus its full 5d6 barrage against one of the attacking Fliers, or target five of them in five separate attacks, for 1d6 points of damage per attack.

Crew: This number indicates the number of people necessary to operate the airship at full effectiveness and speed, and the maximum total number of individuals it can carry. For example, the Two-Man Flier requires at least one person to operate it, and can carry a total maximum of three people before it loses speed or even sinks to earth.

Speed: This lists two speeds: the maximum speed, and the average cruising speed. If a vessel is filled to maximum capacity, it travels at only half-speed. Some navies know special gearing tricks that can effectively increase speeds by up to 50%. If you are using miniatures or counters on a hex sheet or "battle-mat" to visualize your aerial combats, simply divide the ship's max speed by 10 to determine how many squares or hexes it can move each round. For instance, a battleship can move 6 hexes, or squares, each round.

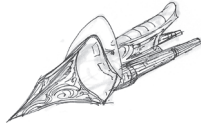
Small Craft: Some large vessels host a number of smaller Fliers and/or Cruisers. Attempting to launch a small vessel from a warship that is engaged in aerial combat invites an immediate, free attack from the nearest enemy vessel.

Some Example Airships

Use these ships as they are, or merely as rough guidelines for creating your own ships. The ships below are designed on the assumption that they are used in the rarified atmosphere of a Martian-type world, held aloft and propelled by various obscure rays and gases, and armed with irradium cannons and bombs. You may wish to alter these for environments such as the storm-ravaged atmosphere of Jupiter, the sulfurous skies of Venus, or the fiery seas of lava shifting across the surface of Mercury.

One-Man Flier

AC: 2 [18]
HD: 2
HP: 10/5
Atk: 1d6
Crew: 1/2
Speed: 200/100



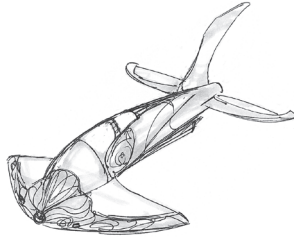
Two-Man Flier

AC: 3 [16]
HD: 2+2
HP: 12/6
ATK: 1d6
Crew: 1/3
Speed: 175/100



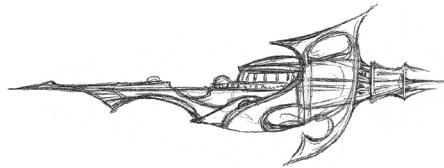
Four-Man Flier

AC: 4 [16]
HD: 3
HP: 15/7
Atk: 2d6
Crew: 2/6
Speed: 150/75



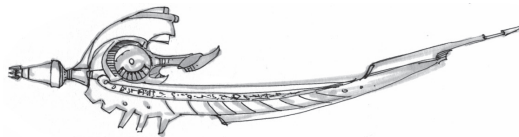
Small Cruiser

AC: 4 [16]
HD: 4
HP: 20/10
Atk: 2d6
Crew: 4/16
Speed: 120/60



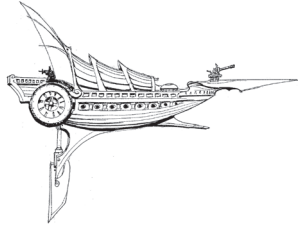
Large Cruiser

AC: 5 [15]
HD: 6
HP: 30/15
Atk: 3d6
Crew: 8/24
Speed: 100/50



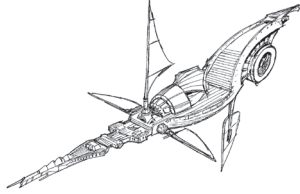
Transport

AC: 6 [14]
HD: 6
HP: 30/15
Atk: 2d6
Crew: 12/200
Speed: 80/50



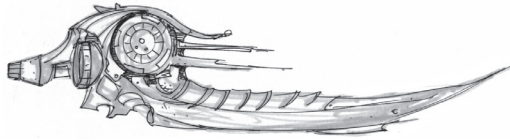
Large Transport

AC: 7 [13]
HD: 10
HP: 50/25
Atk: 3d6
Crew: 30/500
Speed: 60/30



Destroyer

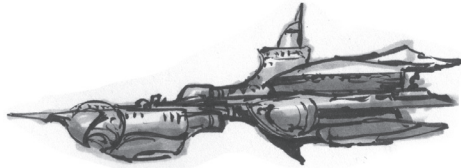
AC: 4 [16]
HD: 10
HP: 50/25
Atk: 5d6
Crew: 20/120
Speed: 80/50



Contains Small Craft: 4 Two-Man Fliers, 2 Four-Man Fliers, 1 Small Cruiser

Dreadnought

AC: 2 [18]
HD: 12
HP: 60/30
Atk: 6d6
Crew: 50/400
Speed: 80/50



Contains Small Craft: 8 One-Man Fliers, 8 Two-Man Fliers, 4 Four-Man Fliers, 2 Small Cruisers.

Battleship

AC: 3 [17]
HD: 16
HP: 80/40
Atk: 8d6
Crew: 100/1000
Speed: 60/30



Contains Small Craft: 10 One-Man Fliers, 8 Two-Man Fliers, 8 Four-Man Fliers, 2 Small Cruisers, 1 Large Cruiser.

Airship To-Hit Table

Descending AC (roll needed on a d20 to-hit, arranged by HD of ship)

To-Hit Table – Ascending AC (bonus added to d20 to-hit listed AC)

HD	1	2	3	4	5	6	7	8	9	10
+	+0	+1	+1	+2	+2	+3	+3	+4	+4	+5
HD	11	12	13	14	15	16	17	18	19	20
+	+5	+6	+6	+7	+7	+8	+8	+9	+9	+10

Target AC

HD	10	9	8	7	6	5	4	3	2	1	0
1	10	11	12	13	14	15	16	17	18	19	20
2	9	10	11	12	13	14	15	16	17	18	19
3	9	10	11	12	13	14	15	16	17	18	19
4	8	9	10	11	12	13	14	15	16	17	18
5	8	9	10	11	12	13	14	15	16	17	18
6	7	8	9	10	11	12	13	14	15	16	17
7	7	8	9	10	11	12	13	14	15	16	17
8	6	7	8	9	10	11	12	13	14	15	16
9	6	7	8	9	10	11	12	13	14	15	16
10	5	6	7	8	9	10	11	12	13	14	15
11	5	6	7	8	9	10	11	12	13	14	15
12	4	5	6	7	8	9	10	11	12	13	14
13	4	5	6	7	8	9	10	11	12	13	14
14	3	4	5	6	7	8	9	10	11	12	13
15	3	4	5	6	7	8	9	10	11	12	13
16	2	3	4	5	6	7	8	9	10	11	12
17	2	3	4	5	6	7	8	9	10	11	12
18	1	2	3	4	5	6	7	8	9	10	11
19	1	2	3	4	5	6	7	8	9	10	11
20	1	1	2	3	4	5	6	7	8	9	10



APPENDIX N - Suggested Reading

Edgar Rice Burroughs

The Barsoom Series
 A Princess of Mars
 The Gods of Mars
 The Warlord of Mars
 Thuvia, Maid of Mars
 The Chessmen of Mars
 The Master Mind of Mars
 A Fighting Man of Mars
 Swords of Mars
 Synthetic Men of Mars
 Llana of Gathol
 Skeleton Men of Jupiter (1943/1964) -
 published in John Carter of Mars (1964)
 together with the non-ERB juvenile John
 Carter and the Giant of Mars (1941).

The Venus Series (a.k.a. The Carson
 Napier of Venus Series)
 Pirates of Venus (1934)
 Lost on Venus (1935)
 Carson of Venus (1939)
 Escape on Venus (1946)
 The Wizard of Venus (1970)

Roger Sherman Hoar (as Ralph Milne Farley)

Venus series
 The Radio Man (1924) aka An Earthman
 on Venus
 The Radio Beasts (1925)
 The Radio Planet (1926)
 The Radio Man Returns (2005) includes
 The Radio Minds of Mars

John Ulrich Giesy

Palos series
 Palos of the Dog Star Pack (1918)
 The Mouthpiece of Zitu (1919)
 Jason, Son of Jason (1921)

Otis Adelbert Kline

Venus series
 Planet of Peril (1929)
 Prince of Peril (1930)
 The Port of Peril (1932) aka Buccaneers of
 Venus

Mars series

The Swordsman of Mars (1933)
 The Outlaws of Mars (1933)

Edmond Hamilton

Stuart Merrick series
 Kaldar, World of Antares (1933)
 The Snake-men of Kaldar (1933)
 The Great Brain of Kaldar (1935)

Robert E. Howard

Almuric (1939/1964 - started c. 1936,
 allegedly completed posthumously by Otis
 Adelbert Kline)

Gardner F. Fox

Llarn series
 Warriors of Llarn (1964)
 Thief of Llarn (1966)

Michael Moorcock

Sojan the Swordsman series (juvenile short stories)
 Sojan the Swordsman (1957)
 Sojan, Swordsman of Zylor (1957)
 Sojan and the Sea of Demons (1957)
 Sojan and the Plain of Mystery (1958)
 Sojan and the Sons of the Snake-God (1958)
 Sojan and the Devil Hunters of Norj (1958)
 Klan the Spoiler (1958)
 Dek of Noothar (1957)
 Rens Karto of Bersnol (1958)

Kane of Old Mars series (writing as Edward Powys Bradbury)
 Warrior of Mars (1965) aka City of the Beast
 Blades of Mars (1965) aka Lord of the Spiders
 Barbarians of Mars (1965) aka Masters of the Pit

John Frederick Lange (writing as John Norman)

Gor series
 Tarnsman of Gor (1966)
 Outlaw of Gor (1967)
 Priest-Kings of Gor (1968)
 Nomads of Gor (1969)
 Assassin of Gor (1970)
 Raiders of Gor (1971)
 Captive of Gor (1972)
 Hunters of Gor (1974)
 Marauders of Gor (1975)
 Tribesmen of Gor (1976)
 Slave Girl of Gor (1977)
 Beasts of Gor (1978)
 Explorers of Gor (1979)
 Fighting Slave of Gor (1980)
 Rogue of Gor (1981)
 Guardsman of Gor (1981)
 Savages of Gor (1982)
 Blood Brothers of Gor (1982)
 Kajira of Gor (1983)
 Players of Gor (1984)
 Mercenaries of Gor (1985)
 Dancer of Gor (1985)
 Renegades of Gor (1986)
 Vagabonds of Gor (1987)
 Magicians of Gor (1988)
 Witness of Gor (2001)
 Prize of Gor (2008)
 Kur of Gor (2009)
 Swordsmen of Gor (2010)
 Mariners of Gor (2011)
 Conspirators of Gor (2012)

Mike Resnick

Ganymede series
 The Goddess of Ganymede (1968)
 Pursuit on Ganymede (1968)

Charles Nuetzel

Torlo Hannis series
 Warriors of Noomas (1969)
 Raiders of Noomas (1969)
 Slavegirl of Noomas (2007) (With Heidi Garrett)

Lin Carter

Callisto series
 Jandar of Callisto (1972)
 Black Legion of Callisto (1972)
 Sky Pirates of Callisto (1973)
 Mad Empress of Callisto (1975)
 Mind Wizards of Callisto (1975)
 Lankar of Callisto (1975)
 Ylana of Callisto (1977)
 Renegade of Callisto (1978)
 Green Star Series
 Under the Green Star (1972)
 When the Green Star Calls (1973)
 By the Light of the Green Star (1974)
 As the Green Star Rises (1975)
 In the Green Star's Glow (1976)

Mysteries of Mars series

The Man Who Loved Mars (1973)
 The Valley Where Time Stood Still (1974)
 The City Outside the World (1977)
 Down to a Sunless Sea (1984)

Kenneth Bulmer (writing as Alan Burt Akers and as Dray Prescott)

Dray Prescott series
 Transit to Scorpio (1972)
 The Suns of Scorpio (1973)
 Warrior of Scorpio (1973)
 Swordships of Scorpio (1973)
 Prince of Scorpio (1974)
 Manhounds of Antares (1974)
 Arena of Antares (1974)
 Fliers of Antares (1975)
 Bladesman of Antares (1975)
 Avenger of Antares (1975)
 Armada of Antares (1976)
 The Tides of Kregen (1976)
 Renegade of Kregen (1976)
 Krozair of Kregen (1977)
 Secret Scorpio (1977)
 Savage Scorpio (1978)
 Captive Scorpio (1978)
 Golden Scorpio (1978)

A Life for Kregen (1979)
A Sword for Kregen (1979)
A Fortune for Kregen (1979)
A Victory for Kregen (1980)
Beasts of Antares (1980)
Rebel of Antares (1980)
Legions of Antares (1981)
Allies of Antares (1981)
Mazes of Scorpio (1982)
Delia of Vallia (1982)
Fires of Scorpio (1983)
Talons of Scorpio (1983)
Masks of Scorpio (1984)
Seg the Bowman (1984)
Werewolves of Kregen (1985)
Witches of Kregen (1985)
Storm Over Vallia (1985)
Omens of Kregen (1985)
Warlord of Antares (1988)
Scorpio Reborn (Wiedergeborens Scorpio, 1991)
Scorpio Assassin (Meuchelmörder von Scorpio, 1992)
Scorpio Invasion (Invasion von Scorpio, 1992)
Scorpio Ablaze (Scorpio in Flammen, 1992)
Scorpio Drums (Die Trommeln von Scorpio, 1992)
Scorpio Triumph (Der Triumph von Scorpio, 1993)
Intrigue of Antares (Die Intrige von Antares, 1993)
Gangs of Antares (Die Banditen von Antares, 1994)
The following have only been published in German translation:
Demons of Antares (Die Dämonen von Antares, 1994)
Scourge of Antares (Die Geißel von Antares, 1994)
Challenge of Antares (Die Fehde von Antares, 1995)
Wrath of Antares (Der Zorn von Antares, 1996)
Shadows over Kregen (Schatten über Kregen, 1996)
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Leigh Brackett

Eric John Stark series
Eric John Stark: Outlaw of Mars (1982)
The Secret of Sinharat (1964 - revision of Queen of the Martian Catacombs (1949))

People of the Talisman (1964 - revision of Black Amazon of Mars (1951))
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The Book of Skaith (1976)
The Ginger Star (1974)
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The Reavers of Skaith (1976)

Other

The Sword of Rhiannon
Lorelei of the Red Mist (with Ray Bradbury)
Shadow over Mars
Sea-Kings of Mars

Gerard F. Conway (writing as Wallace Moore)

Balzan Of The Cat People series
The Blood Stones (1975)
The Caves of Madness (1975)
The Lights of Zetar (1975)
Andrew J. Offutt
Ardor on Aros (1973)
Chieftain of Andor (1976)
Clansman of Andor (1978)

Mike Sirota

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the Prisoner of Reglathium (1978)
the Conquerors of Reglathium (1978)
The Caves of Reglathium (1978)
the Dark Straits of Reglathium (1978)
Slaves of Reglathium

Jack Vance

Planet of Adventure
City of the Chasch (1968)
Servants of the Wankh (1969)
The Dirdir (1969)
The Pnume (1970)

Del DowDell

Warlord of Ghandor (1977)
Spearmen of Arn (1978)

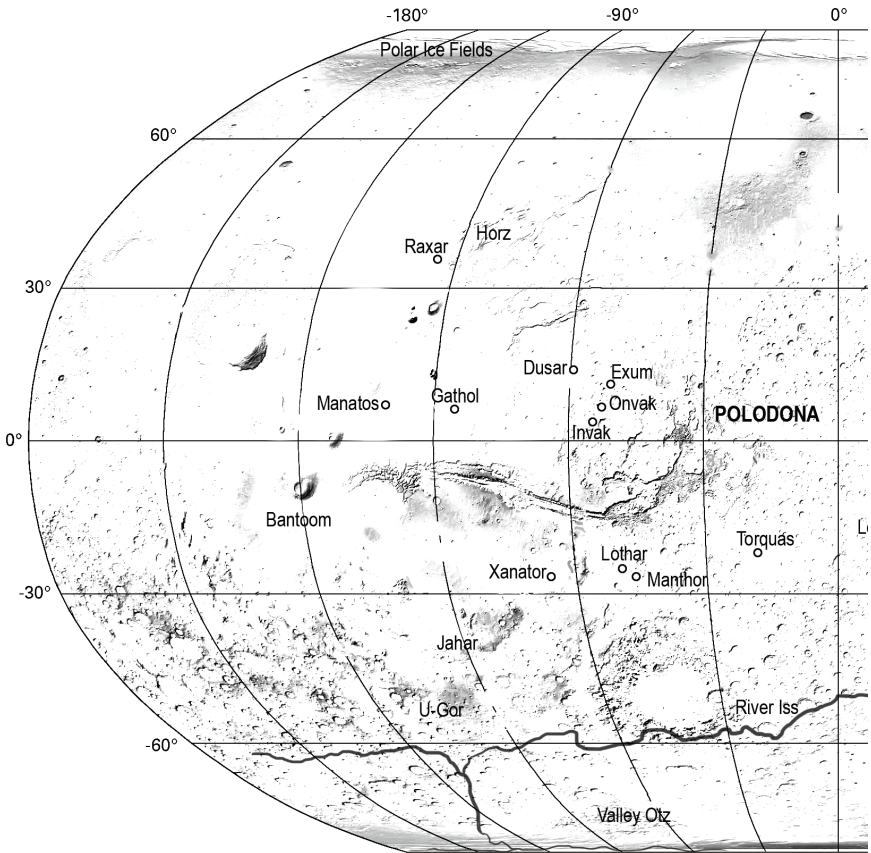
David J. Lake

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The Gods of Xuma (1978)
Warlords of Xuma (1983)
Charles Allen Gramlich

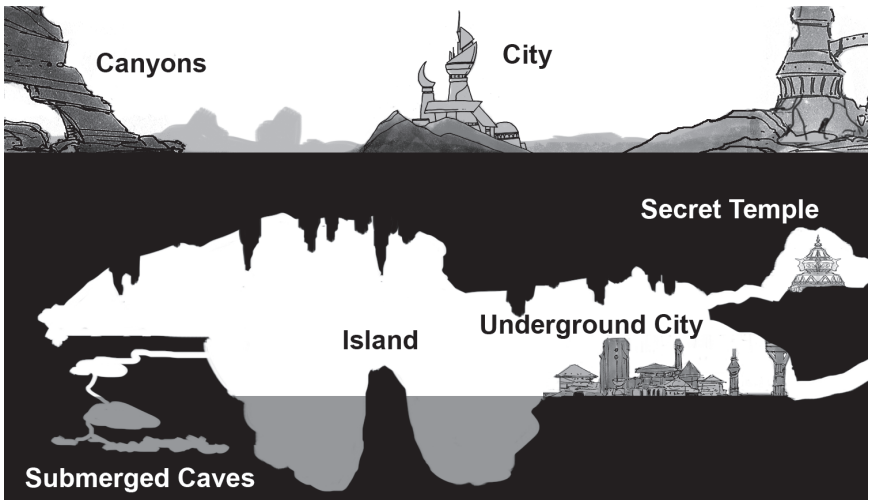
Talera Series

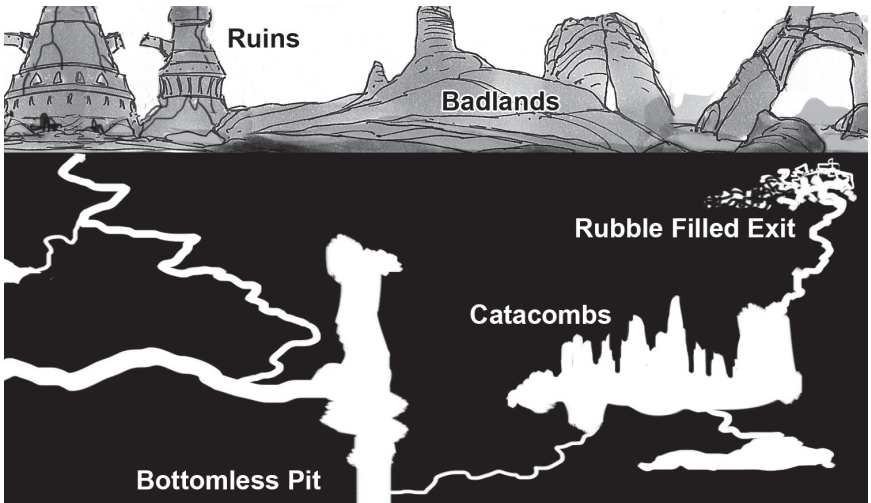
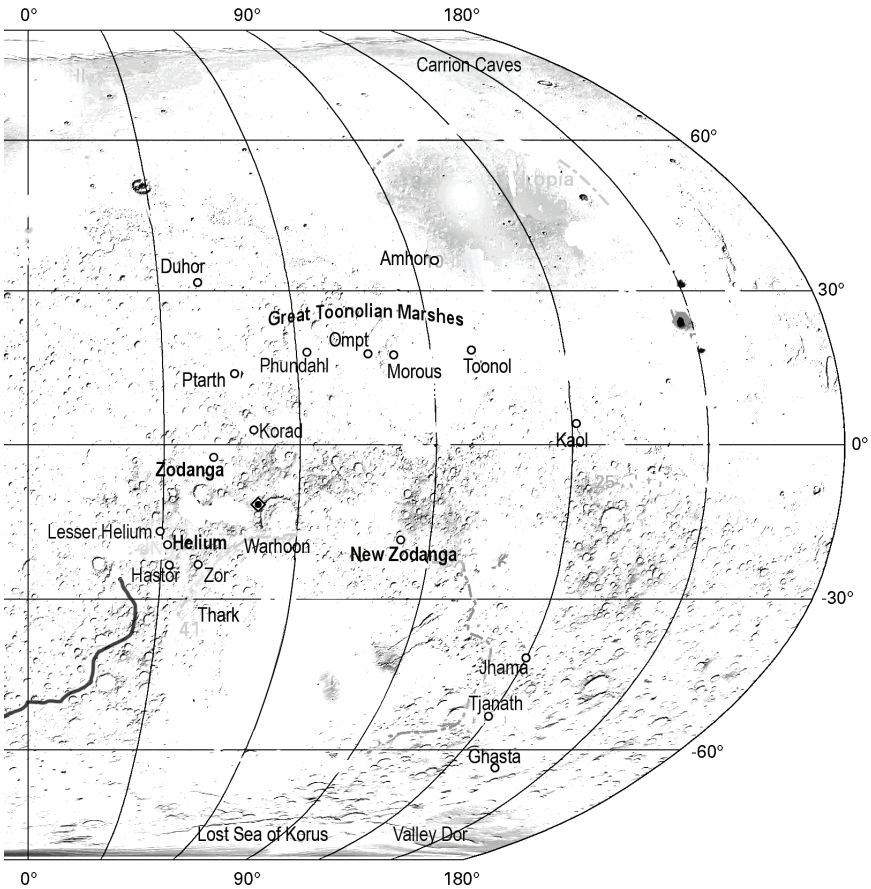
Swords of Talera (2007)
Wings Over Talera (2007)
Witch of Talera (2007)

Ancient Mars



Mars Underworld





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“I have ever been prone to seek adventure and to investigate and experiment where wiser men would have left well enough alone.”

(John Carter)

Edgar Rice Burroughs, A Princess of Mars