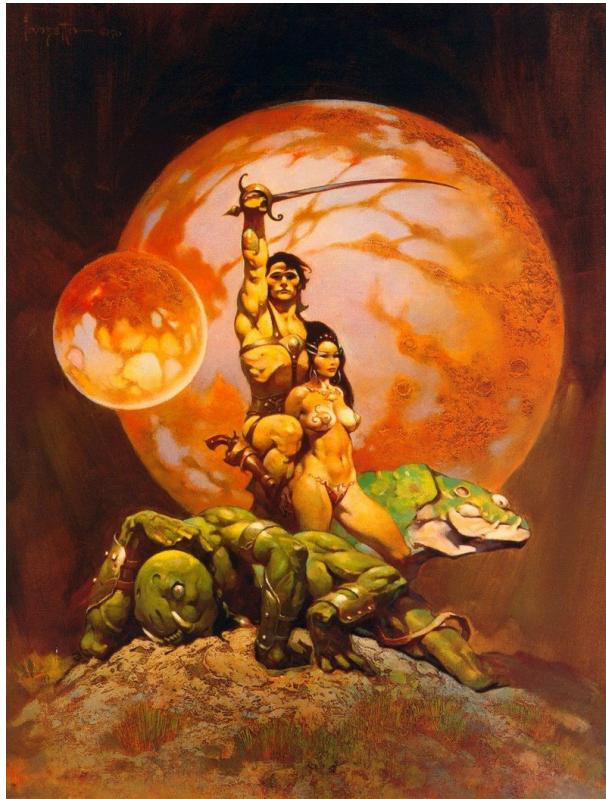


DUNGEONS & DRAGONS

ADDITIONAL

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SUPPLEMENT

WARRIORS OF MARS

BY

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DUNGEONS & DRAGONS

Supplement

WARRIORS OF MARS

BY

“DOC”

With Special Thanks and in tribute to E. Gary Gygax, Dave Arneson, and
Edgar Rice Burroughs

Based upon the original *Warriors of Mars* rules for miniature warfare by
Gary Gygax and Brian Blume

Illustrations by Dave Sutherland, Tracy Lesch & Gary Kwapisz

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Cover by Frank Frazetta

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PART ONE: MEN AND MAGIC

INTRODUCTION

Beginning in 1912, Edgar Rice Burroughs, the first (and arguably the greatest) of what would be considered the pulp authors began his tales of adventure and romance set on Mars, AKA Barsoom. John Carter, a man with a mysterious past that even he cannot fully recall, finds himself transported from the fields of Virginia to a bloody warrior world. Is Barsoom real, or is it merely a fleeting dream from the mind of a man succumbing to death?

Barsoom, for all its technological wonders, is more a feudal world than a cosmopolitan society. Warriors travel great miles in lighter than air sky craft, only to do battle with sword and dagger. It is a dying world, far past its prime, where the noble red men strive mightily to live up to their world's legacy. Once a world dominated by vast oceans, the remaining water comes from streams and canals trickling down from the northern pole, or from natural caverns hidden deep within the earth. The landscape of Barsoom consists largely of miles upon miles of desert and wasteland, punctuated by gleaming cities that raise towards the heavens at irregular intervals. For every occupied city, though, there are dozens of abandoned ruins standing in silent tribute to a people long since dead and turned to sand.



As much as battle is important to the lives and cultures of Barsoom, so too is romance. Warriors of noble heart risk life and reputation to keep their true loves safe; no mean feat in a world where beautiful women are abducted on a frighteningly regular basis. No person, male or female, is truly complete unless they have a soul mate. Even the lowliest serf refers to their beloved as "my prince" or "my princess." John Carter spent years winning the hand of the incompatible Dejah Thoris, battling giants, slaying monsters, and toppling kingdoms in the process. Most women will, hopefully, not play quite so hard to get.

As Edgar Rice Burroughs was very much a product of his times, the Barsoom books are notoriously politically incorrect. Slavery is an accepted industry, black people are portrayed as a race of thieves and pirates, and women are often

portrayed as little more than prizes to be won. Although not as offensive as, say, John Norman's Gor series, Barsoom does tend to have it's detractors. Keep in mind that most of these folks were the same ones who raised a stink about Star Wars because the criminal Han Solo was portrayed in a heroic light.

CHARACTERS

Characters in Barsoom start off at second level, since life itself on Barsoom is a series of challenges that starts as soon as a child can walk. The highest level for a Barsoomian in any class is 12th, although Jasoomians who find their way to Barsoom may go as high as 15th level as a fighting men.

The classes available are as follows:

FIGHTING MAN

The prototypical Barsoom character, ready to redden his blade for honor, clan, and family. A subtype of fighting man is the PANTHAN, a mercenary who fights for a city not his own for money. Panthers are more often than not criminals or outsiders in their home city.

BERSEKER

An option from OD&D, the berserker works himself into a bloody frenzy which gains him +2 to hit and damage during melee. Once in melee, the berserker cannot willingly leave and must stay to fight until either his opponent or himself drops dead. Few right-minded warriors trust berserkers.

SCOUT

Essentially a thief, but on Barsoom this character type represents a military recon scout who has been trained in the arts of stealth and subterfuge. While not as mighty as a fighting man, the scout is skilled in sneaking up on (dishonorable) opponents and dispatching them with a single stroke. Scouts gain no ability to pick pockets, but gain an extra 5% to move silently and hide in shadows.

The scout is a skilled loner, used to operating alone behind enemy lines to gather information or steal important items. Although he is no assassin, the scout is skilled in using sneak attacks to dispatch opponents quickly and silently. Scouts are usually trained and employed in the larger, more warlike cities, such as Helium, Gathol, Jahan, and Zodanga.

Scouts use a 6 sided hit dice, as they are not meant to be stand-up warriors who make a living of going toe-to-toe with the enemy. They use the same experience table as the thief. Scouts prefer to travel light, and rarely carry the complete warrior's kit. Usually a short blade and dagger are all they will be found with, taking flight if faced with opposition that might not be able to be taken out by stealth.

Scouts are expert trackers. A scout can track an opponent who is no more than one day ahead of him by rolling beneath a certain number on 2d6.

For every day beyond the first, the scout must add +1 penalty to the roll. A natural roll of 2 will allow for a successful day of tracking no matter the number of days head start of the prey.

A scout is specially trained in stealthy movement and keeping to the shadows. The scout can move silently and remain unseen by rolling beneath a certain number on 2d6.

Level 1-2..... 5 or under

Level 3-4..... 6 or under

Level 5-6..... 7 or under

Level 7-8..... 8 or under

Level 8-10....9 or under

Level 11-12...10 or under

Out of necessity, the scout can dispatch an opponent quickly if they can take them by surprise (by DM caveat, but often by making a successful stealth roll). A scout of level 1-4 does double damage on a successful sneak attack. At levels 5-8 it increases to triple damage. By level 9 and beyond they can do four times normal damage on a successful sneak attack.

Much like the Gorthan, the scouts of Barsoom are not as bound by the strict codes of honor that permeate Martian society. A known scout is not expected to adhere to the honor code as strictly as common warriors, for the very nature of their profession implies that they must sometimes perform ignoble deeds in behalf of their kingdom. It is considered impertinent to point out a scout's lack of honor.

If captured, a scout is expected to take his own life rather than confessing his allegiance.

ASSASSIN

The dreaded Gorthans of the bleak city of Zodanga, the assassins are a dire and dangerous lot. They care little for anything but money and their services are always impartial to good or evil. Brainwashed by their cult leaders, the Gorthans have no fear of death and will slay themselves if captured and unable to escape. The assassin is also able to cloak his presence so that he cannot be detected telepathically. He may do this for a number of rounds equal to his level per day. The assassin class is identical to the Blackmoor assassin.

PSION

Based upon the Psionicist class in the OD&Dities zine, the psion is capable of summoning powers far beyond that of cold steel. There are four basic psionic powers on Barsoom (which will be expanded upon later): Telepathy, Mesmerism, Necromancy, and Beast Mastery. A psion will have one of these talents, modest at first, but eventually very powerful.

PSYCHIC POWERS

There are four types of psychic powers on Barsoom, the Telepath, Mesmerist, Necromancer, and Beastmaster. All four classes are written to be played very simply with the DM adjudicating their use as applies to his own campaign.

Let's start out with some basics.

ALL Barsoomians posses a low-level psychic awareness that allows them to tell how many people are in their general area. In game terms, they have a 75% chance to detect all humans (which includes Red, White, Black, and Yellow Martians, but not Green Martians or beasts) within a 50' area around them. This applies even if the other people are in another room, building, or in hiding. This does not give the character any idea of the identity or the intent of these people, merely that they are there. Also, the character MUST be concentrating to use this detection. Assassins (Gorthans) have learned how to nullify their psychic trace for short periods of time to render them invisible to this form of detection.

Regarding psychic characters, all four classes attack, save, and rise in level as clerics.

TELEPATH

Telepaths gain the ability to read the minds of others, searching for information that their opponent would much rather keep to himself. A telepath attempting to wrest information from the mind of somebody who is aware of what they are

doing and actively resisting must make this attempt at -20%. Additionally, a victim with a WISDOM score of 16 or higher forces the telepath to gain his information at an additional 10%

LEVEL and PERCENTAGE

1. 25%
2. 35%
3. 45%
4. 55%
5. 60%
6. 65%
7. 70%
8. 75%
9. 80%
10. 85%
11. 90%
12. 95%

MESMERIST

The Mesmerist is a feared specialist who is skilled at imposing his will upon others. He may give commands to other characters or NPCs who will usually follow them helplessly. If giving a command that the victim would not normally carry out (go fight a rampaging banth armed with a yo-yo) the Mesmerist must roll for success with a -20% penalty. If asking the victim to do something completely dishonorable (betray his lord or his mate) he must make the attempt at a -40% penalty! In addition, a victim with a Wisdom of 16 or higher requires an additional -10%.

The Mesmerist's percentages are the same as the Telepaths.

NECROMANCER

The Necromancer is a psion who can communicate with the dead. As long as he is gripping a portion of a deceased person's body, no matter how tiny a piece, he can attempt to conjure forth the spirit of the dead person and ask him questions. So he could ask a dead soldier about the military might of his city, a dead person from 2000 years ago details about what was happening back then, a dead sage a question about his specialty areas, etc. The spirit, bound by the power of the necromancy, is compelled to answer the question and cannot lie, although they may couch the answer in a riddle or story rather than being straightforward, depending on what sort of intelligence or personality the spirit had in life.

The longer dead the body has been, the harder it is to summon the spirit. A spirit that has recently departed it's body (within the last 24 hours) can be summoned with a +25% bonus. A spirit that has been deceased for more than 100 years requires a -10 penalty. More than 500 years requires a -20 penalty. More than 1000 years requires a -30 penalty. More than 2000 years requires a -40 penalty. 2500 years or more requires a -50 penalty or DM's fiat.

Percent chance is the same per level as the Mesmerist or Telepath.

BEAST MASTER

The beastmaster of Barsoom has an inherent rapport with the animal kingdom around him. He is typically accompanied by one or two loyal beasts and most Barsoomians give him a wide berth. The military makes frequent use of beastmasters, as they can get a pack of calots to hunt down an escaped fugitive or call upon white apes to batter down the wall of an enemy fortress.

Beastmasters have three psionic skills: Calm Beast, Befriend Beast, Command Beast. Calm Beast will drain the fear or anger from an agitated beast; a useful power if you are about to be attacked.

Befriend Beast will gain the allegiance of a creature. Once befriended, the beast is loyal to the beastmaster unless abused or otherwise treated cruelly. The beastmaster can never have more than his level score in beasts befriended in such a way (i.e., a 7th level beastmaster can have 7 loyal beasts). Command Beast allows the beastmaster to give the beast an order and have it carried out. A beastmaster attempting to command his charge to perform an obviously suicidal act will result in the creature giving the beastmaster a mental middle finger and departing, free from it's bond of friendship.

Calm Beast starts out at 50% and rises 5% per level.

Befriend Beast starts out at 40% and rises 5% per level.

Command Beast starts at 30% and rises 5% per level.

Now, here's the downside:



For every hit dice that the beast has above the beastmaster, the roll is done at a cumulative -10%. So a 7th level beastmaster would have a base roll of 60% to command a beast. But if he is trying to command an 11 HD banth, then his attempt is only going to work with a roll of 20%. And if he fails, the banth will almost certainly attack. This is why you don't see low level beastmasters walking around with banth, apt, and white ape companions.

HONOR

Honor is a big deal on Barsoom. Even the most lowly wretch is afforded respect if he displays that he has great honor. And even the wealthiest and most grand Jeddek is looked upon with contempt if he conducts himself in a dishonorable fashion.

Honor is reflected as a bonus or penalty to one's reaction bonus. Thus, a character who is known to be honorable would gain a bonus to reaction rolls when meeting NPCs and trying to influence others.

For every 50 points of Honor, the character gains a +1 to his reaction roll. If a character had 203 honor points, he would get a whopping +4 reaction. If he was a base villain and had -120 points, he would get a -2 reaction. The highest and lowest reaction mod you can get through the tally of honor is +6/-6. Thus, even an ugly, slovenly, ignorant mendicant could be seen as a man of great worth and prestige if he was known to live his life in a true and noble way.

The general guidelines are:

Beating opponent in fair fight: +3 honor
Rescue of others: +4 honor
Swearing allegiance to a lord: +5 honor
Defending your good name: +5 honor
Defeating a great/powerful beast alone: +8 honor
Defending your lord's good name: +9 honor
Defending your mate's good name: +10 honor
Inappropriate public behavior -1 to -5 honor
Lose a fight to an inferior opponent: -4 honor
Cruelty or disrespect to a woman: -5 honor
Public cowardice: -8 honor
Attacking from behind: -10 honor
Slaying a woman: -10 honor
Betray your lord: -15 honor

Betray your mate/family: -20 honor

All characters begin with 0 honor, but usually swear allegiance to a lord within the first couple of sessions for 5 honor points.

RACES OF BARSOOM

RED MARTIANS: Noble, fearless, and strongly tied to tradition and honor, the Red Martians are the prototypical inhabitants of Barsoom. They are generally fighting men, but can be any class. Red Martians gain +1 to any single stat of their choice due to their general adaptability. They are aligned to Law.

BLACK MARTIANS (First Born): The First Born, Black Martians have jet black skin and hair, and are arrogant and cruel. They make their living as pirates and killers, swooping down in their sky galleons upon unsuspecting settlements. They have +1 to dexterity, but -1 to charisma. They favor the fighting man and berserker roles and are strongly aligned to Chaos.

YELLOW MARTIANS (Okarians): The Okarians are a cold and distant people, separating themselves from the rest of Barsoom in great domed cities across the planet's Northern point. They favor a variety of fighting that involves using two curved swords to hook their opponents and drag them in for a close kill. They are almost universally fighting men, and are Neutral in outlook.

WHITE MARTIANS (Thern): The Thern are a dire race that dwell in the Valley of Issus and hold sway over a false religion. They are wiry and cruel-visaged, with a fondness for tattoos and body markings. They are bald, but wear wigs to conceal their true nature. The Thern are cannibalistic and consider all other Martians to be fair game. Like Red Martians, they are likely to be any sort of class. They are aligned to Law, but of a dark and unforgiving aspect.

WHITE MARTIANS (Orovians): The Orovians are the ancestors of the Thern, and are on the verge of dying out. Tall and powerful, they were the first race on Barsoom and were the undisputed masters of Barsoom's long-gone oceans. They get +1 to strength and constitution, but -1 to wisdom, and are either fighting men or berserkers. They are aligned to Law, and the few that survive are considered to be of noble race.

GREEN MARTIANS (Tharks): Huge (9'-12') green-skinned killing machines with four arms, fangs, and large eyes, the Tharks are truly alien in thought, possessing no understanding of emotion and no motivation beyond brutal

survival. They get +4 to Strength, -2 to intelligence, wisdom, and charisma and use d10 hit dice. They are never anything but fighting men and berserkers. If using more than a single weapon in battle, a Thark may attack twice per round.

MONEY AND ECONOMY

The standard unit of currency is the tanpi, an oblong gold coin. For smaller transactions, there is the silver teepi, worth 1/10th of a tanpi. Most times, currency is paid out in ornate jewelry instead. In general, most characters will have 1d10 tanpi in their pouches. A noble will have immediate access to 1d10x100 tanpi, although their true worth might be a thousand times that.

THE WARRIOR'S KIT: Despite the class names, every character on Barsoom is considered a "warrior." The warrior's kit consists of a harness that crosses across the chest and contains sheaths for the weapons of a true Barsoomian. The weapons are:

Long Sword: A long, slim fighting blade that is the primary weapon of Barsoom.

Short Sword: A fast, slender weapon intended to be used in the off-hand.

Dagger: A back-up weapon and all-purpose tool.

Radium Pistol: This deserves a special explanation. The radium pistol resembles a large, five-barreled revolver that is nearly the size of a sawed-off shotgun. Each bullet is tipped with a bead that contains a drop of radium. While inert during nighttime, radium becomes explosive if exposed to sunlight. Thus, when a gun is fired the bead breaks upon impact and blast a a big hole through whatever it hits. Normal damage of a radium pistol is 2d6 during the nighttime, and 3d6 during the daytime. Due to the Barsoomian Warrior's Code (to be explained at a later date), no true fighting man of Barsoom would ever use a pistol at close distance.

In general, fighting men and assassins will use whatever weapons they can get their hands on. Scouts favor smaller weapons such as the short sword and dagger, and shun noisy firearms. Berserkers will likely fight with a blade in either hand, unmindful of their own safety. Psions often attempt to conceal their status, and will fight as fighting men.

PART TWO: MONSTERS AND MAGIC

<u>Monster Type</u>	<u>No. Appearing</u>	<u>Armor Class</u>	<u>Move in Inches</u>	<u>Hit Dice</u>	<u>% in Lair</u>	<u>Type or Amount of Treasure</u>
Apt	1-2	2	18	10	30%	H
Banth	1-10	1	16	11	25%	G
Darseen, Monstrous albino	1-6	4	6	6+1	40%	F
Malagor	1	4	6/48	6	20%	I
Martian, Black, Red, White, Yellow	1-100		All variable-----		15%	A
Martian, Green	3-18	4	9	5	30%	C
Orluk	2-12	3	14	5	30%	D
Plant Man	2-20	4	12	6	75%	D
Sith	2-20	0	24	6+3	50%	C
Thoat / Zitidar	1-10	7	12	4	Nil	Nil
White Ape	1-6	3	14	8+4	80%	B
Zitidar	2-20	2	14	10	Nil	Nil



APT: HD:10, AC:2, MOVE:18,

ALIGNMENT: Chaos

ATTACKS: two pummels or one bite.

DAMAGE: 1d8+4/1d8+4, 2d6+immobile

The apt is a huge, vaguely centaurlike creature that dwells in the northlands of Barsoom. It is covered in shaggy white fur and runs across the frozen tundra on four

stocky, powerful legs. It strikes with its corded arms and taloned paws twice per round. Its head is broad and flat with a long snout and massive jaws. If it manages to bite an opponent, that character must make a save vs. petrification or be unable to free itself from the apt's maw and is vulnerable to attack (AC:9) until freed. The apt is a vicious predator with a dim intelligence that relishes hunting Barsoomians as much as they relish hunting it.

BANTH: HD:11, AC:1, MOVE:16, ALIGNMENT: Neutral

ATTACKS: claw/claw/bite, howl.

DAMAGE: 2d6+2/2d6+2/2d8,

Special

The ultimate predator of Barsoom, the Banth is a gigantic six-legged lion with a body of rippling muscle beneath a tawny coat. Its physical attacks are nightmarish, but pale in comparison to its howl. Once per combat, a Banth may let loose a terrible howl. Everybody within earshot must make a save vs. petrification at -2 or be rooted to the spot and unable to move for 1d4 rounds. Few people are powerful enough to actively hunt for Banth. The same cannot be said of the reverse.



DARSEEN: HD: 6+1, AC: 4, MOVE: 6, ALIGNMENT: Neutral, ATTACKS:

(6) Claw or Bite, DAMAGE: 1d6

This is a generic name for Martian reptiles. There are small darseen, little chameleon-like lizards, and great reptiles capable of severing the head from a man in one bite. It is these latter sort which are considered in the rules. The largest mentioned is the monstrous albino lizard beneath Kadabra. The tables consider darseen to be about half again as big as a monitor lizard, and if larger ones are encountered it should be adjusted accordingly.

MALAGOR: HD: 6, AC: 4, MOVE: 6/48, ALIGNMENT: Law, ATTACKS: (6) Talons or Beak, DAMAGE: 1d6+3

This giant bird is very rare. It is of great size with a wing spread of about 20'. It can fly at a speed of about 60 miles per hour carrying a passenger, and it can carry two persons with little loss of speed. They can fly all days without tiring, although they need a night to rest thereafter. They are hawk-like, and their disposition is quite ferocious.

MARTIANS

For details on the various Martian races of Barsoom, see the CHARACTERS section in part one of this volume.

ORLUK: HD: 5, AC: 3, MOVE: 14, ALIGNMENT: Neutral, ATTACKS: (5) claws and bite, DAMAGE: 1d6+2

We are taking a few liberties with this monster, for ERB never really described the Orluk, other than to say it was a black and yellow striped artic-dwelling carnivore. It is weasel-like in appearance, being about the size of a jaguar. The orluk has four legs, great fangs and a lust for blood like the little Jasoomian animal it resembles in form. Although it has a keen sense of smell, it has rather weak eyes or else it would be far more deadly than it is.

PLANT MAN: HD:6, AC:4, MOVE:12, ALIGNMENT: Neutral ATTACKS: Unarmed strike DAMAGE: 1d6+3



The plant men of Barsoom are towering, gangling monstrosities with rubbery blue flesh and limbs that are too long for their bodies. Their faces are a horror: ringed with wormlike hair and devoid of all

features except for a single huge, unblinking all-white eye. Their hands are tipped with heavy, curved claws and their mouths are located upon their palms. A plant man has a special leaping ability, allowing him to, once per round, leap up to 30 feet in any direction. A typical tactic is for a group of plant men to lay in ambush for prey, then leap from out of nowhere and batter their prey into submission and then devour them once they are unconscious.

SITH: HD:6+3, AC:0, MOVE:24, ALIGNMENT: Chaos

ATTACKS: Sting

DAMAGE: See below

The Sith are jet black wasps the size of a bull. They cannot walk upon the ground, but can fly at speeds far greater than a man can run. They hunt in packs of 2d4 and are relentless in their pursuit of fresh meat. The Sith possess a powerful sting that is nearly always fatal. If a character is stung, they must save vs. poison or perish instantly. If they save, they merely take 2d6 damage. A Sith's gigantic eyes take up 90% of its head, making it impossible to sneak up on them. Contrary to popular belief, there CAN be more than two Sith at a time.



RED WARRIOR ON
DOMESTIC THOAT

THOAT: HD: 4, AC: 7, MOVE: 12,

ALIGNMENT: Neutral

ATTACKS: Charge, Trample, Bite

(See below) DAMAGE: 3d6

(Trample) 1d6+2 (Bite)

Thoats are a common riding animal of Barsoom, resembling a sort of reptilian horse. They are foul-tempered but respond well to care and compassion by their owners.

The Thoat gain a +2 on the dice roll to attack with a trample on any turn which they charge into combat.

WHITE APE: HD:8+4, AC:3, MOVE:14, ALIGNMENT: Chaos

ATTACKS: 2 Punches, Toss, Rend

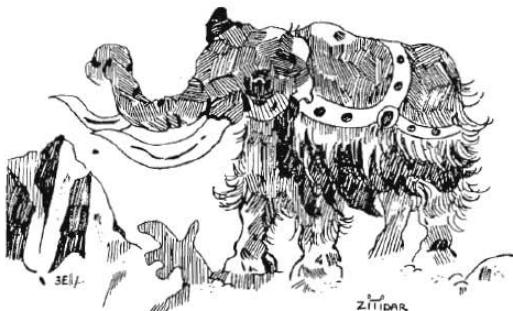
DAMAGE: 1d6+4 (x2), 2d6+4, 4d6+4

The white ape is the only creature actually feared by the barbaric green Martians. A towering shaggy monster standing some 15' tall with four massive arms, it is almost certainly a primitive version of green Martian. When in ruins or similar areas, the white ape can move silently and hide in shadows with a base 70% chance. It's preferred attack is to catch a single opponent alone, then rush in silently and batter them to death before they realize the danger. It normally attacks twice per round for 1d6+4 damage each attack. However, it can also (upon a successful grapple check) hurl an opponent against the ground or a wall for 2d6+4 damage. Finally, if it successfully grapples, it can attempt to rend the opponent limb from limb for 4d6+4 damage. It prefers to attack young and inexperienced prey, be it green Martian, red Martian, or any other.



ZITIDAR HD: 10, AC: 2, MOVE: 14, ALIGNMENT: Neutral, ATTACKS: Charge, Trample DAMAGE: 3d6

Another riding animal of Barsoom, the Zitidar is nothing less than a wooly mammoth, just like those found on prehistoric Jadoom. Like the Thoat, when the Zitidar charges, it gains a +2 to attack rolls to trample opponents.



PART THREE: THE UNDERWORLD AND WILDERNESS ADVENTURES

BARSOOMIAN COMBAT

The complex moral codes, desert environment, and light swords of the Red Planet have all contributed to giving Barsoomian combat a feel that is somewhat different than that of the traditional OD&D world.



Red Martian is attacked by a First Born who is using a long sword and the Red Martian has only a pistol on him, he must attempt to defend with his bare hands or lose honor.

There is no armor on hot, dry Barsoom. Chain or plate armor would ultimately lead to the death of its wearer as heatstroke and fatigue claim the heavily equipped warrior. The traditional battle harness of Barsoom acts as light armor (AC:7). In addition, a Barsoomian armed with two weapons may count his off-hand weapon as a shield and gain +1 to AC (so a warrior with a long sword and short sword is considered to have a +1 parrying bonus when fighting with both weapons).

As all classes are expected to be warriors, all receive the AC bonus for high dexterity that a fighting man would gain. Since Barsoomian swordplay is based

To start with, there is the warrior's honor code to deal with. When attacked, the defender MUST defend with a weapon that is equal or less than the attacker's weapon. If attacked with a short sword, the defender must defend with a short sword or dagger. The ladder looks like this: Radium Pistol ---> Long Sword ---> Short Sword ---> Dagger ---> Bare Hands. If a person attacked with, say, a long sword draws a radium pistol and fires away, he suffers a massive loss of honor (as does his clan and city by association). So, if a

more on dodging and nimble action, Barsoomians actually engaged in combat get double their normal DEX bonus, if they have any. So a Barsoomian with a +2 Dex bonus to AC with a harness and off-hand weapon would have a complete AC of 2. This makes up for the lack of heavy armor on the Red Planet. It also means that the AC for a player character or NPC is going to be from 7 to 0, which gives a nice range without getting crazy.

Again, due to the fact that their fighting style relies more on finesse than bashing away, Barsoomian characters gain their "to hit" bonus based on dexterity, not strength. A high strength still gives a damage bonus, though.

The exception to this rule, of course, is the battle tactics used by the hulking Green Martians. With their great strength, their battle strategy is usually based upon hacking with their huge weapons, using strength to hit rather than dexterity.

Special note must be made of the fighting style of the Okarians. They fight with twin curved blades that are used to ensnare an enemies weapon. An Okarian may make a decision to try to attack his opponent's weapon rather than do damage. If he hits, the opponent must roll THAC0 or his weapon is useless that round and other warriors may attempt to strike him. The Okarian who has snared him may also attack if he is holding another blade, although at a -2 to hit. He must roll each round until he rolls his THAC0, or remain ensnared. Obviously he could also drop his weapon, although if he has no backup weapon he is in deep Bantha poodoo.



RELIGION

Most Barsoomians practice ancestor worship as their primary religion. Over the past 100,000 years, though, the worship of Issus has become common. Issus is the goddess of Life and Death, which makes her pretty damned all-encompassing. When a Barsoomian becomes over the hill (at around age 1000 or so), he takes a trip to the Valley of Dor to become one with the

goddess. The entire religion was discovered by John Carter to be an enormous sham. The Tharn who presided over the religion and who lived in the valley actually captured and ate all the elderly Barsoomians who came to meet the goddess. When nobody ever returned from the valley, the myth of becoming one with the goddess became reinforced in the minds of all Barsoomians.

Needless to say, membership of the Temple of Issus has dropped somewhat in recent years....

CITIES OF BARSOOM

Once Barsoom contained thousands of cities, all opulent and teeming with life. Now, though, the vast majority of these cities are empty and uninhabited, their populations long since gone to dust. Almost all cities on Barsoom are built by canals or close to what were once great lakes, now vast craters. The greatest of the Red Man kingdoms is mighty Helium, containing the cities of both Greater and Lesser Helium and many smaller towns. The two cities in particular are a grand sight, with their tiled villas and golden spires. The Jeddak (emperor) of Helium is Tardos, grandfather of Dejah Thoris.

Other cities or empires of note on Barsoom during the time of John Carter include:

DUSAR: A small merchant city known for it's exquisite honey.

GATHOL: A major, opulent, and ancient city of millions, famous for its endless diamond mines.

HASTOR: A prominent, though largely undescribed, city.

JAHAR: A dark empire of cold iron, the ancestral enemy of Helium.

OKAR: A very large territory incorporating several cities located in the arctic.

PTARTH: Another merchant city with a strong warrior caste.

SHADOR: An island with an impenetrable fortress used as a prison.

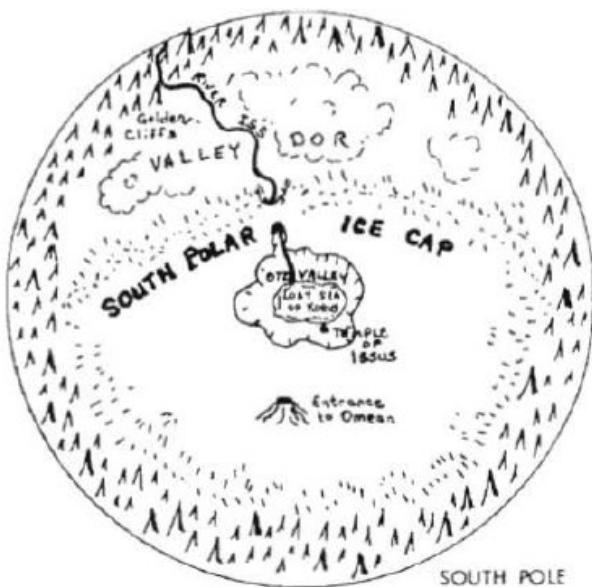
THARK: One of the few true cities of the Green Men.

VALLEY OF DOR: Located at the south pole, the home of the Issus Cult (see religion section).

BAR



SOOM



ZODANGA: A major city known for its ruthlessness. The Guild of Assassins is housed here.

Of the dead cities of Barsoom, the most prominent is Horz, once home to the mighty Orovian mariner civilization that ruled Barsoom's distant past. Now it is a land of ghosts and shadows. Other dead cities include Aanthon, Korad, and Torquas. The Green Men often claim abandoned cities as their own, setting up clans there for centuries built on the bones of the Red Men's ruins.

PERSONALITIES OF BARSOOM

JOHN CARTER Jasoomian Fighting Man, Level 15

John Carter has lived for countless centuries, although he has no memories that go further back than 1786. He has been a soldier of one form or another for as long as he can recall. In 1866, following an Apache attack, he mysteriously found himself on the warlike planet of Barsoom, which he believes to be the world that humans call Mars. Barsoom has given him the opportunity to live the life of daring adventure that has called to him since time immemorial. He is respected by the warrior society of Helium and has married the incomparable Dejah Thoris, granddaughter of the Jeddeks of Helium.

Carter's Jasoomian heritage provides him with several advantages on the low gravity world. He is far stronger than any other person of his size, and gains +2 to all tests of physical power. He can easily leap 10 feet in the air, and as much as 20 feet with a running start. Finally, although he can telepathically detect others, nobody can detect him.

John Carter is a tall, well-formed man who looks to be no older than 30, built for both power and quickness. He is dark haired with steady gray eyes and a square jaw. At times he is haunted by his barely remembered past existences, but he does not allow himself to dwell on them; he is a man of action. Carter's overwhelming motivation is the safety and happiness of his wife, Dejah Thoris. He would risk anything in her name.





DEJAH THORIS Red Woman Fighting Ma... Woman, Level 6

The incomparable Dejah Thoris is the epitome of Barsoomian femininity. She is skilled in all manners pertaining to etiquette and command, as well as all womanly pursuits and charms. She is a true daughter of Helium, having risked her life in defense of her homeland time and time again.

Dejah Thoris has flawless bronzed skin, jet black hair, and a sleek, perfect figure that she does not attempt to conceal. Hardened warriors tremble at her mere proximity. Such is her incredible beauty that she gains an additional +2 on all tasks against males involving charm, persuasion, or seduction. She remains cool and aloof, unfazed by anything other than the

thought of her husband in peril.

TARS TARKAS Green Man Fighting Man, Level 12

The towering Tars Tarkas is the chieftain of the Thark tribe. First John Carter's captor, he has since become a friend and ally of the Jasoomian. Such has been his service to the people of Helium that he has been awarded citizenship and is the only green man allowed to freely walk its streets.

Tars Tarkas is a typical green man, tall and alien in appearance. He fights with a great sword wielded two-handed and two smaller blades. He is very literal with no sense of humor. Tars Tarkas often finds himself caught between his loyalty to his red man comrades and his duty to his green man followers.



TARS TARKAS
JEDDAK OF THARK

TARZAN OF THE APES Jasoomian Beastmaster, Level 12

John Greystoke was orphaned along the coast of Africa as an infant and raised by great apes, not even becoming aware of his human nature until adulthood. Although highly intelligent and multilingual, he still often seems to be more beast than man. He is uncomfortable in civilization, preferring the wilds.

Tarzan is tall and powerful. He bears a very strong resemblance to John Carter. Except for his feral eyes and low, growling voice, they are virtually identical. He prefers to fight with his father's hunting knife, although he can use many weapons. He is deathly afraid of firearms and shuns them. For all of his bestial nature, he possesses nobility and honor equal to any Barsoomian warrior.

JONAH HEX Jasoomian Scout, Level 11

Born under a bad sign in 1836, Jonah Woodson Hex was abandoned by his mother as an infant and sold to an Indian tribe by his father in exchange for a bottle of whiskey. He enlisted as a tracker for the Confederacy during the Civil War. Following that, Hex was a bounty hunter for many years, shunned wherever he traveled.

Jonah Hex is a lean, sinewy man with shaggy red hair and horrific burn scars across the right side of his face. He is short tempered, hard edged, and thinks nothing of taking drastic actions to achieve what he believes to be the right thing. He has no friends, this Jonah Hex, but he has two constant companions: the smell of gunpowder and the ever present specter of Death.

Jonah Hex has nothing to do with Barsoom, however he was my favorite comic book character all throughout my childhood. Since he and John Carter both lived and fought in the same time period, it isn't terribly hard to imagine him making his way to Barsoom and blowing green men and Thern to hell.

BARSOOMIAN ADVENTURE HOOKS

1. A flier containing a princess of Helium crashes over an ancient ruined city held by green men. The party nobly volunteers to enter the city to rescue the princess. Things become complicated when night falls, and white apes prowl the city hunting red and green men alike.
2. Your benefactor has been slain by a warrior bearing the mark of the Gorthan, but the assassin kills himself before he can reveal his employer. The party must

travel to Zodanga and infiltrate the Assassin's Guild in order to discover who ordered your benefactor's death, and why.

3. Jahan and Helium are at war (yet again)! The characters enlist in the Navy and are sent out across the sands to battle the foe. Will they win glory as expert pilots? Sneak behind enemy lines and gather vital information? Attempt to take the great Citadel of Jahan against overwhelming odds? Perhaps they discover the warriors of Jahan are not that different from those of Helium.



BLACK PIRATES AND THERNS
BATTLE IN THE VALLEY DOR

NOTES