

JARKOON

THE PRINCESS AND THE GREEN MEN



The Princess and the Green Men

The Story

Princess* Jayela, daughter of Lord Sordor and Lady Jayeleem, has disappeared and is presumed dead. With her personal bodyguard Trajun, she was taking a flyer from her home city of Grand Loomaloo to the city of Mirinpoor to spend a few days with her friend Princess Syuma. She never reached her destination. Trajun returned on his own recently to Grand Loomaloo badly injured and very distraught, with a story that the flyer in which they were travelling had developed a fault. They had to land at the Ruins of Oatar and, whilst in the middle of repairs, Trajun says they were attacked by Green Men. He says he fought as hard as he could but was wounded and unable to save the Princess who, he says, also fought well but was killed in the attack. He then says he passed out due to his wounds and doesn't know what happened to the Princess' body otherwise he would have brought her back for interment.

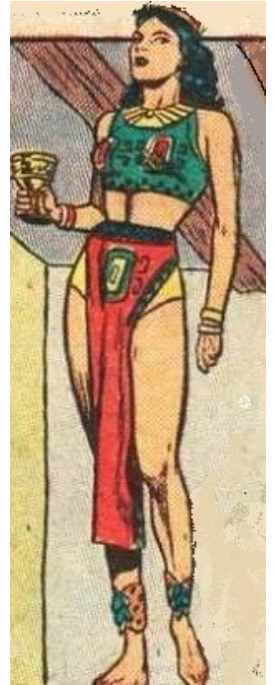
**It is worth noting that on Jarkoon, any daughter of a noble is called a Princess until she marries.*

Lord Sordor has put out a call for a group of adventurers to search for his daughter's body so she can give her a decent burial in the family vaults; 2,000 bits is on offer as well as the loan of a flyer. Lord Sordor will put up with no delay; the PCs must begin their search that very day.

If the PCs ask about Trajun, they will be told he has been the family's loyal bodyguard for over ten years and in the last few years has been assigned to guard the Princess. Lord Sordor trusts him with his life and believes he would have done all within his power to save his daughter. Lord Sordor and Lady Jayeleem clearly trust the man implicitly.

If the PCs question Trajun themselves, he will relate the above story. Trajun comes across as a simple but loyal fellow, if slightly confused (due, the physician says, to the knock he took to his head).

When he learns that the PCs are going to search for the Princess, Trajun will insist on coming too; the physician will have none of it, however, saying that he needs at least several more days of rest).



For the GM

What actually happened is that Trajun had plotted with his pirate brother Drogon to capture and ransom the Princess. The plan involved Trajun flying to the Ruins of Oatar (between Grand Loomaloo and Mirinpoor) where he would fake a problem with the flyer, meaning that he would have to land to fix it. Upon landing, Drogon (with two of his men) would fake an attack on Trajun, knocking him down and then the Princess would be captured and taken to Sakkoor, where they would hold her until their ransom demands were met.

The plan went wrong however; the brothers hadn't expected a scouting party of Green Men to turn up at the same time the two brother's plan was being enacted. The Green Men attacked and slew the pirates and captured Princess Jayela returning with her to their tribe. Trajun managed to get away in the flyer and flew back to Grand Loomaloo. He concocted his story to cover his back (deliberately injuring himself for more realism), saying that they were attacked and that Jayela has been killed. He was hoping this would be an end to the matter and get him off the hook.

So far, Jayela (who is a strong-willed young lady) has refused to tell her captors exactly who she is. The Green Men know she's a noble by her attitude and dress but don't know any more than that. An "Ancient One" (as the Green Men call the Science Lords) who called himself Thazath had recently visited the tribe demanding some sort of gift in return for not destroying them. The tribe, fearing the powers of the Science Lord, has captured this Princess hoping that she would make a suitable tribute. Several of their hunters with the tribe's Samgora* have now set off with Jayela to the Ancient One's lair, to make their offering.

(*Shaman/witch doctor, see later).

It is assumed that the PCs will make for the Ruins of Oatar straight away as this is their only lead and the last known location of the Princess. The ruins are about half a day's flight away and about three-quarters of the way to the city of Mirinpoor.

The Ruins of Oatar

It is said that Oatar was once a mighty city but the few crumbling walls and weathered paving slabs do little to support this tale. It is here that the occasional merchant caravan has a brief stop to make use of the small watering hole that sits amongst the fallen stones; otherwise Oatar would never have been remembered even by the oldest of sages, amongst the hundreds of other nameless ruins that litter the wastelands.

If the PCs fly over the area before landing, they will see a scattered collection of ruined walls, a few toppled and broken pillars and some paved areas exposed by the wind. A small watering hole nestles amongst the ruined walls. The surrounding wasteland stretches for miles around, with just the trace of a little-used caravan trail snaking its way to the ruins and on to some low hills far beyond.

When they have landed, the PCs can search the area more closely. They will quickly find an area where Trajun landed the flyer and where a skirmish took place – there are several broken arrows, some traces of dried blood and other similar remains. Anyone with any knowledge of such will consider the arrows are of a type used by the Green Men. A scout can tell that the area has been crisscrossed several days ago by several men and a larger number of Green Men.

With a successful tracking check, a scout can also work out that a man and woman left the flyer, and started heading in the direction of the watering hole. Somewhere along the route, several men came out of the ruins and intercepted them. At this point, there doesn't appear to have been a struggle. Then there appears to have been an attack by the Green Men where a fight ensued. The best estimate a scout can make suggests three men (other than Trajun), a woman (presumably Princess Jayela) were in combat with up to a dozen Green Men, riding hars.

Successful notice checks (not required by a scout) will also reveal a trail where something has been dragged to or from the battle site. Following these drag marks will reveal that there is some dry blood mixed with the sand along the trail, although a scout can tell there has been an attempt to hide this. The trail leads to the corner section of a ruined building a little way away where there is a pile of rocks. Underneath the rocks are the bodies of three men. They bear the marks of having been killed in a fight and have been stripped of all but their loincloths and sandals. If their faces are studied closely, a successful notice check (a noble can make an assess check) will reveal that one of the men bears a passing resemblance to Trajun (it's the body of his brother, Drogon). The crucial thing here is that there is no sign of Princess Jayela's body.

Optional events

- *If the PCs venture near the watering hole, they could encounter a Devil Plant that has just found its way here. There is evidence of other plant growth just beginning to push through the sand around the watering hole.*
- *As the PCs are searching around the ruins, they discover a hole or trapdoor or other sort of entrance (maybe one of the PCs falls through the hole), leading to an underground chamber. On initial investigation, it is apparent that this must be the buried city of Oatar that has been covered up by the desert sands over the centuries. (This is far too big and time-consuming to explore now but could be a lead-in to a future adventure).*

Following the trail

Further investigations by a scout will show that after the fight the Green Men headed away from the ruins roughly in the direction of the hills but off at a tangent to the caravan trail. The PCs can fly in the direction the Green Men took and hope that they can spot their camp from the air, or they can follow the tracks along the ground. If they are following the tracks left by the Green Men's hars, they will find a ladies ring. This was dropped deliberately by Jayela so that anyone following would know she's still alive. (She mistakenly thinks that Trajun would be eager to find her as she's still unaware of his duplicity, although she does find it strange that there were already three men at the ruins of Oatar).

In either event, it is likely that they will be spotted as they approach the Green Men camp, which is about five miles from the ruins. Unless the PCs have a particular plan to avoid it, they will be intercepted by a party of har-riders (figure three Green Men per PC). If the PCs try to fight them, the Green Men will attempt to overpower and disarm them, bringing them into the camp as prisoners. On the other hand, if the PCs simply ask to speak with them, they will be allowed to retain their weapons and will be brought into the Green Men camp as "guests".



The Green Men Camp

The camp is a collection of hide shelters built around a central open area. Behind the yurts is a corral where the tribe's hars and klorts are kept. There appear to be enough yurts for just over a hundred Green Men in this tribe.

However the PCs come into the camp, they will first of all be brought before the tribe's leader, Chief Tark. He is inside a large yurt-like shelter made of some sort of animal hide, where he sits on a massive wooden chair with his mate Tarka. Tark is the largest and ugliest Green Man the PCs have ever seen. At the outer entrance to the yurt are two large heavily-armed myrmidons and standing behind Tark and Tarka's chairs are two more. Tark himself is a myrmidon, although he appears to have lost an arm (having only three) as well as an eye.

Dealing with the Green Man leader is difficult and a great deal of tact and diplomacy will be required. Tark is very aggressive and is angered easily. Tarka, on the other hand, is more balanced and ever ready to see an opportunity. Whenever Tark raises his voice, goes for his sword or looks like he's about to kill one of the PCs, Tarka puts her hand on his to calm him down. PCs (maybe making an assess check, if necessary) might notice that she is clearly the one they need to win around, even if they have to do it via Tark.



If the PCs were brought here as prisoners, they will eventually be led outside where they will be tied to stakes in the central area where everyone can see them, whilst Tark (and Tarka) consider what they have said. There seems little chance of escape.

If the PCs were brought here as "guests" then they will be given a tent (with two myrmidon guards outside) but asked to leave their weapons in their yurt if they wish to wander around the camp. They will be accompanied by a myrmidon any time they do step outside.

Whether it happens straight away or at some point later on, the PCs are likely to tell the Green Men that they are trying to find the body of Princess Jayela. Once it's clear to Tarka that the PCs aren't here to scout out their camp or to cause any trouble, she will inform Tark that they can be trusted (she has her own ways to check this).

The next bit depends on whether the PCs were brought here as prisoners or as guests. If the former, then Tark will still not be easy to negotiate with - especially if the PCs killed any of his warriors. He'll want something from the PCs (he's particularly eyeing up their flyer) in reparation for the affront he was caused.

Once these negotiations have been concluded, Tark will tell the group that the Princess is alive and that rather than ransom her back to her family which they were planning to do, they sent her to the Ancient One as an offering to spare the annihilation of their tribe. By the time they tell the PCs this, they would expect the party taking the Princess to Thazath to have already arrived at their destination and so the PCs interference should not affect their own position with the Ancient One. In fact, it might improve it if the PCs can actually destroy Thazath in any attempt they make to rescue their precious Princess!

The Green Men will give the location of the Ancient One's lair, as a cave in the hills about 30 miles away. If required, Tarka will scratch a rough map in the sand.

Optional events

- Green Men are a warlike race with no reason to like the men from the City States. Accordingly, whenever they get the chance they like to test their mettle against them. Before he will make any sort of deal with the PCs Tark will want to have a bit of fun with them. He'll demand that one of the PCs meets one of his warriors in man-to-man combat (if the PCs killed a warrior earlier, it will be the brother of the one that was killed). If the selected PC is up to it, his opponent will be a myrmidon (using standard myrmidon stats). Otherwise it will be a Green Man (using standard Green Men stats).*
- Whilst wandering around the Green Men encampment, one of the PCs spots a beautiful slave girl, obviously from one of the City States bringing water from a nearby spring back to her masters in the camp. Whilst she is loathe to talk (fearing a beating) she will nevertheless take a shine to the PC and give her name as Andisha. She is the daughter of an artisan from Mirinpoor who was moving his business to Grand Loomaloo, when their caravan was attacked and she was captured. Everyone else was killed and therefore she wasn't ransomed but kept as a slave instead. (The obvious set up here being that the PC will want to rescue Andisha but that this might create a complication to the group's main mission).*

Thazath's Lair

Thazath's lair is in a great rift or rent that stretches several miles cutting through the hills. Following this rift is hard going, as it the floor of it is rocky and rubble-strewn and uneven, as if half the hillside has collapsed sometime in the past. Halfway up a great sheered-off cliff face the PCs will eventually spot the mouth of a cave or tunnel that seems very hard to reach. There are some handholds and footholds that can help with the climb, but appropriate checks might be necessary otherwise slipping and falling (for d6 damage, halved if an appropriate save is made) is a real possibility. PCs may find other clever ways to approach the problem of getting up there rather than simply climbing, maybe using their flyer (if they haven't already given it away).

For the GM

The "cave" entrance is actually what was originally a tunnel built by the Science Lords using one of their great marvel's – some sort of tunneling machine. The "entrance" is now what was then part of the tunnel that has been exposed by massive landslides centuries ago. Thazath reaches this entrance using his levitation belt.

Optional events

- *Before they reach Thazath's lair, the PCs might meet the returning Green Men party that took Princess Jayela to Thazath. What they won't know is that Tarka has contacted them by telepathy to first of all make sure they delivered the Princess safely to the Ancient One and that secondly the PCs are heading there to attempt a rescue. The Green Men party consists of a samgora, a hunter and four green men all riding hars and one myrmidon riding a klort.*

When the PCs actually get into the tunnel, they'll see that the entrance is weathered and cracked but as they get further in they'll see that it doesn't appear entirely natural. As they get further into the tunnel, where it should be darker, it's actually getting lighter, but with a slightly weird, greenish unnatural light. This seems to emanate from some sort of narrow strip along the ceiling.

At the end of the tunnel PCs will spot a man-sized figure standing guard before a metallic door. This is a bone guardian and it will start moving towards the PCs when they reach about 50 feet from the door (meaning the PCs will have a chance to fire ranged weapons before the bone guardian reaches them).

Once past the bone guardian, the PCs will have to get past the door. An Astronomer (using the "repair" ability) might be able to figure out the locking mechanism or the PCs might come up with a clever plan that will get them through the otherwise extremely strong door. If nothing else works, an Astronomer might predict that someone will come through the door within the next few hours and that all the PCs need do is wait.

For the GM

The door must be difficult to get through but, in order to progress the adventure, it mustn't be impossible. Allow any reasonably inventive idea to work or, if not, use the idea of the Astronomer's prediction. If the latter, what will happen is that a man will come through the door. He has a metal torc around his neck (subjecting him to his master's will) and is wearing a levitation belt. He was sent by Thazath to perform some errands outside. The levitation belt is good for one use and will then break (unknown to either Thazath or to the slave).

Once inside they will find a chamber with weird machines lining the walls, all pulsing and letting out strange humming and beeping sounds. The air in the room crackles and makes the PCs hair stand on end, giving them an odd and unnatural sensation in their fingers and toes. Across the room is another bone guardian, standing guard at another door (this door is of much thinner metal than the other and is not locked). Off to the right hand side is another similar door, also unlocked.

Behind the door to the right is a small room containing what appears to be a very strange bed with all sorts of weird machinery and pipe work connected to it. It shows the signs of recent occupancy (Princess Jayela was held here for a while).

For the GM

This is Thazath's "Stasis Chamber". This was where he lay in frozen slumber until comparatively recently. He now uses the room to house his captives until he finds a use for them.

Beyond the guarded but unlocked door is another room; this one is lined with shelves full of bottles and jars containing liquids, powders, plants, dead animals, entrails, brains and assorted other things. In the middle of the room is a metallic workbench with Princess Jayela strapped to it, seemingly asleep. There are also pieces of machinery, cut up animal bodies and other signs of the depravity of the Science Lords. There is an unlocked door across the room.

As the PCs are freeing the Princess, the door will open and Thazath will enter the room. What happens next depends on what the PCs do.

If the PCs attack Thazath, he may fight back, especially if they are still at opposite ends of the room. If the PCs try speaking with Thazath, they will find he is mad, depraved, arrogant and completely deranged. But he does appear to love having an audience to his brilliance and this might buy the PCs some time to free the Princess.

If things start to go against Thazath however, he'll attempt to slip back out of the door and run to his teleportation booth (in his quarters) to make good his escape.

For the GM

Thazath is a potential recurring NPC villain. He has had ages in his lair to plan escape routes and so on, so will be able to get away, if you want him to, so that he can be a nuisance to the PCs in later adventures.

Through the door are Thazath's fairly sparse quarters. There is also another slave within. In one corner is a metallic booth, with wires and flashing lights which Thazath can use to escape. If Thazath has used it, it will start flashing a different colour getting more intense and the beeping sounds getting more frequent – as if it is building up to something ominous (it has been set to self-destruct in a minute, causing 12d6 damage to everyone in the room, 6d6 damage to everyone in the next room and 3d6 damage to everyone anywhere else in the complex, bringing the ceilings crashing down at the same time). The slave knows that Thazath uses the machine to go elsewhere but that's all he knows. He doesn't know what the machine is doing now – it's never made this noise before. An Astronomer might be able to slow down the mechanism to give more time for everyone to get out (using the repair ability) but won't be able to stop it exploding.

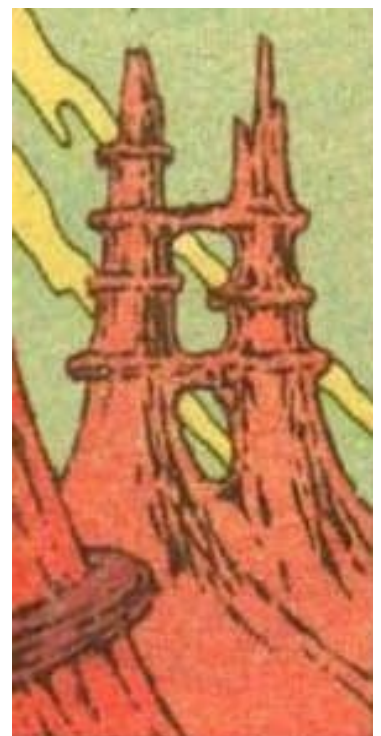
Once Jayela has been brought out of the lair, she will awaken. She is fine and nothing bad happened to her...although what was about to happen doesn't bear thinking about. On the way back home, the Princess will explain what happened to her. She thought it was very odd that there were already men at the Ruins of Oatar when Trajun landed to make repairs but didn't really get to ask Trajun because soon after Trajun went to speak with them the Green Men attacked and grabbed her. She didn't see what happened to the men afterwards.

Back in Grand Loomaloo

The PCs must by now have figured out that Trajun was up to no good and will want to deal with him when they get back. For his part, Trajun wasn't really expecting them to return, much less with the very much alive Princess. So he will be shocked when they do and will most likely attempt to flee the city as soon as he learns of the PCs' return. How this plays out will depend a lot on what the PCs do next.

Optional events

- *The PCs slip into the city quietly so as not to alert Trajun. They can then either capture him themselves or have Lord Sordor call out the guards to arrest and question him.*
- *Trajun learns that the PCs have returned and slips away during the rejoicing that occurs across the city for the safe return of the Princess. He'll likely try to steal a flyer and head for Sakkoor or Vaduum)*
- *Trajun doesn't have the chance to escape but instead tries to bluff his way out of trouble. He may manage to convince Lord Sordor of his innocence and be reinstated as a bodyguard although this is the most unlikely. More likely, he may partially convince Lord Sordor but nevertheless be dismissed for failing to lay down his life to protect the Princess as he was sworn to do. Alternatively, he may be found out as brother to a pirate (Drogon) and banished to the wastelands in nothing but a loincloth.*
- *Trajun could be used as a recurring character in any of the above scenarios – he'll have a particular reason to hate the PCs and will plan some sort of revenge.*



NPCs

These are the stats of some of the people PCs will engage with during the adventure. As named individuals, they do not necessarily have the same stats as others of their type from the main rulebook and may even have some class abilities, (listed as "special").

Princess Jayela

AC: 12 **HD:** 1d6 **HP:** 6 **Attacks:** Volg 1d6 **Move:** 12
Special: Influence, retainers

Lord Sordor

AC: 13 **HD:** 2d6 **HP:** 8 **Attacks:** Sword 1d8 **Move:** 12
Special: Influence, retainers, pilot

Trajun (Mercenary Captain)

AC: 14 **HD:** 3d6+2 **HP:** 18 **Attacks:** Sword 1d8, spear 1d6, kifedaga 1d4/1d4
Move: 9
Special: Combat Barrage (3 attacks per round vs. 1HD), pilot

Tark (Myrmidon)

AC: 13 **HD:** 4d6 **HP:** 22 **Attacks:** Sword 1d8+2 and spear 1d6+2 **Move:** 12
Special: Can attack with both weapons each round.

Tarka (Samgora)

AC: 11 **HD:** 2d6 **HP:** 9 **Attacks:** long knife 1d4+1 **Move:** 12
Special: Danger Sense, Telepathy

Thazath (Science Lord)

AC: 11 **HD:** 6d6 **HP:** 25 **Attacks:** Ray gun 1d6 **Move:** 12
Special: Lightning Bolt Gun (6d6), Invisibility Cloak, Levitation Belt, Sleep Ray Generator, Healing Device, Dark Vision Goggles.



Creatures of Jarkoon

(Green Men) Hunters

AC: 11

HD: 1d6+1

Attacks: Spear 1d6, bow 1d6

Move: 12

Special: *Tracking, Ambush*

(Green Men) Myrmidons

AC: 12

HD: 2d6

Attacks: Sword 1d8 and spear 1d6

Move: 12

Special: *Can attack with both weapons each round.*

Some (maybe as many as 1 in 50) Green Men are born with four arms instead of the more usual two. These are usually taller and stronger than their brethren; because of this, they tend to lead groups of warriors and many go on to become tribal chiefs. There is some ancient secret prophesy known by Samgora (see below) about a great change that will come to Jarkoon on the day that a female Myrmidon is born.

(Green Men) Samgora

AC: 11

HD: 1d6

Attacks: Dagger 1d4

Move: 12

Special: *One Psionic power per HD.*

Samgora are the wise women (there are very few male ones) in tribes of Green Men. There is usually only one in each tribe but larger tribes will have several. They are generally naked but wear many body adornments – tattoos, piercings, bracelets, rings, amulets and so on (generally made from feathers, teeth, bones and other natural materials).

Klort

AC: 13

HD: 3d6

Attacks: Bite 1d8, hooves 1d4 (x2)

Move: 12

Klort are riding beasts reserved for leaders and chieftains of the Green Men. Klort are ferocious dog-like beasts; superficially resembling Gashek, due to having eight legs and purplish fur and skin, but are somewhat sleeker. They are difficult to train but also dangerous in battle. Klort are slower than the more usual riding beasts, the Har, but much more durable.



Gashek

AC: 14

HD: 5d6

Attacks: Bite 1d8, claws 1d6 (x2)

Move: 10

Gashek are large and vicious, purple-skinned, 8-legged beasts of the wild lands. They are good hunters with well-muscled bodies. They have never been tamed. Gashek are surprisingly fast for their bulk and are also able to cover great distances at a swift and steady pace.



Bone Guardians

AC: 12

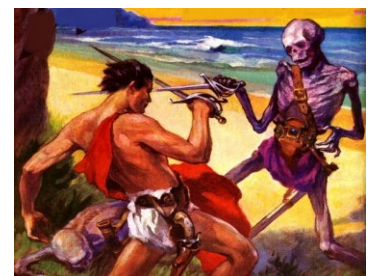
HD: 2d6+2

Attacks: By Weapon

Move: 9

Special: *Regenerate, Immune to all Psionic attacks.*

These are centuries-old corpses somehow reanimated by the powers of the Science Lords to guard their secrets and treasures. If damaged, they recover 2HP per round.



Missile Weapon Table

<i>Weapon</i>	<i>Damage</i>	<i>Rate of Fire</i>	<i># of Shots</i>	<i>Range</i>	<i>Cost (bits)</i>
Dart	1d4	1	1	15 ft	1 b
Staff sling	1d4+1	1	12	50 ft	2 b
Recurve bow*	1d8	1	10	75 ft	20 b

**Harder to control than a standard bow making them less accurate, giving -1 to hit.*

Melee Weapons

<i>Weapon</i>	<i>Damage</i>	<i>Cost (bits)</i>
Volg*	1d6	150+ b
Maul (two handed)	1d8	4 b
Kifedaga**	1d4/1d4	7 b

**A well-crafted and exceptionally well-balanced small sword or foil. Mostly used by the nobility, it provides +1 to its wielder's roll to hit.*

***A crescent-shaped blade around the fist, with a protruding spike. A successful hit (at -1) causes 1d4 damage with the spike and provides a second roll to hit against the same target (at -1) causing an additional 1d4 with the blade. A weapon favored by sky pirates and some gladiators.*

More Jarkoonian Names

Male: Tarkon, Vendar, Sandak, Pitar, Zendor, Mortan, Zozak, Jandar, Dromar, Bokor, Jotmur, Momak, Giltan, Brimok, Rondas, Korzar, Amrek, Kargoth, Zur, Korgan, Thufar, Trongor, Crazor, Zeldon, Sogorn, Remvor, Jonan.

Female: Omara, Dima, Sendria, Benaya, Jayara, Felara, Quessa, Omeda, Poldarna, Nedima, Luria, Nessia, Venda, Xandra, Jaria, Yomala, Vendessia, Odira, Mayama, Litimia, Nukia, Pelma, Zunia, Yavia, Soola, Zamarla, Dalia.

Lo'Kreen: Ka'Taal, Vo'Toor, Da'Rass, Qo'Venn, Ru'Teeg, Go'Faal, Ar'Veer, Sa'Durr, Tu'Tegg, Ta'Laan, Jo'Lunn, Di'Rees, Bu'Rarr, La'Laas, Ha'Tarr, Mo'Voor, Ja'Deen, Ka'Vool, Ra'Toorn, To'Treer, Mo'Farr, Ur'Dreen, Qo'Sook

Lo'Kreen (Female): There are very few female Lo'Kreen on Jarkoon and there appears to be no difference to the males in their naming conventions.

Green Men: Tork, Murk, Bork, Drek, Brak, Gark, Reek, Vork, Burk, Frok, Mork, Serk, Drak, Vook, Deek, Frak, Pork, Grok, Bark, Vurk, Fork, Zork, Veek, Mook, Kork, Derk, Nurk, Cork, Rork, Brok, Gork, Vark, Durk, Neek, Grak, Dook, Jook, Grek, Cruk, Pook, Sark, Turk, Lark, Sork, Vook, Drok, Purk, Brek, Prok, Jerk, Crok, Lurk, Cook, Meek.

Green Men (Female): Simply take a male name and add "a" at the end, so Tork becomes Torka etc.

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