role NOSTRI
LIFE ON BARSOOM

Advanced Fighting Fantasy fan-Gazetteer of Edgar Rice Burroughs' “sword & planet” World of Barsoom

with adaptation notes for Bruce Heard's World of Calidar
This Gazetteer presents the world of Barsoom, from Edgar Rice Burroughs' novels, adapted to Advanced Fighting Fantasy (2e) roleplaying rule set (by Graham Bottley). The adaptation is mutual, in the sense that I didn't only adapt the setting to the ruleset, but also the ruleset to the setting, as AFF2 is a quick and flexible system, easily adaptable to any specific setting and open to house rules.

Most of this Gazetteer will deal only with Burroughs' Barsoom, but the very last Appendix contains my notes for adapting the scenario to the planet Lao Kwei of the World of Calidar, by Bruce Heard, as the two planets have several aspects in common: in fact they are both somewhat inspired by similar fantasies about Mars.

Of course readers may choose to use this Gazetteer as they prefer: it can be a stand alone Burroughian world setting or it can be adapted and incorporated in any other suitable roleplaying world, including the World of Calidar. In this last case, please consider that when I prepared this Gazetteer I had available for consultation Calidar publications *Under the Great Vault, In Stranger Skies* and *The Rat Hunter*. Maybe in the future new official Lao Kwei publications will make my
adaptation not so fitting. Of course I have no control whatsoever on that, so you will have to accept my apologies!

After reading this article by Timothy Brannan: http://timbrannan.blogspot.co.uk/2014/10/pwoo-calidar.html I came across this file: http://www.grey-elf.com/barsoom.pdf that is an adaptation for another ruleset (based upon the original Warriors of Mars rules for miniature warfare by Gary Gygax and Brian Blume), made by a certain "DOC", that inspired me to put together this Gazetteer and that I copied with pride several times!
Credit to you, "DOC", whoever you are: you did a great job!
In order to complete this adaptation / conversion, I literally pillaged these websites as well:
Encyclopaedia Barsoomia:
http://barsoom.wikia.com/wiki/Main_Page
Wikipedia – Barsoom:
http://en.wikipedia.org/wiki/Barsoom

Thank you: this labour of love is my humble tribute not only to Edgar Rice Burroghs but also to all the people that kept his worlds so alive and kicking!
A final note: unless specified differently, all images (apart from maps) are of course by Frank Frazetta!

You can freely download, share and use this Gazetteer as you prefer, as long as you have fun and don't make any profit from it, whether direct or indirect. If you want to credit me it's OK, otherwise it's OK anyway: for sure I'm not seeking glory through this humble work, as it's a mere a service for other games!

Have fun!

Alessandro Viola

Hull, 30th December 2015
First English Edition
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INTRODUCTION

Edgar Rice Burroghs (1875–1950) is arguably the most famous author of pulp literature and his many works cover creations such as Tarzan of the Apes and John Carter of Mars. He wrote over eighty novels based on very different settings (although somehow many of his worlds were later on connected or retconned) and eleven of them were set on Barsoom (as Mars is called by its fictional inhabitants): more than enough to provide enough basic information and adventure plots for a great campaign on Barsoom!

In this Gazetteer other worlds will be mentioned as well in the Appendices, but the action and the descriptions will refer fundamentally to the point of view of Barsoom.

Barsoom is the archetype "Sword and Planet" scenario: there are many technological wonders, most of them heritage of forgotten civilizations, but as a society it is sometimes feudal and some other times straightforward barbaric. Warriors travel on fancy sky ships, then duel with swords, if not bare handed!

Barsoom used to be a lush world, dominated by vast oceans, but is now dry and dusty, with seasonal streams and canals just around the poles and deep underground lakes representing the very last water resources. Most of the dying planet is a barren red desert separating abandoned ruins and rare gleaming cities still inhabited and fighting hard for survival.
However, there is much more than fighting for survival on Barsoom: honour and romance are more important than life itself. Nobody, whether male or female, truly feels complete unless they have a soul mate and even the lowliest serfs refer to their beloved as "my prince" or "my princess". In a world where beautiful women are abducted on an incredibly regular basis, warriors of noble heart swiftly risk their lives and their reputations against overwhelming enemies to bring them back.

Please note that, as Edgar Rice Burroughs was very much a product of his times, the Barsoom books, like much pulp literature, are sometimes not politically correct, with episodes of slavery, racism and sexism. Keep this in mind as you run games on this world, as you may want to make some adaptation or discuss the
issue with your players early on, in order to avoid causing any offence, as of course this is not the aim of this humble work. Let's make sure everybody really shares the fun!

As a final note, I'd like to point out that this is not a philological exercise aimed at having *perfect* adherence with Barsoom novels at all, but it's rather my personal take on them, with very strong influences from Gary Gygax, Brian Blume... and many other sources.

The objective of this material is entertaining my friends with a game as amusing as possible for my very limited capacities.
CHAPTER 1: THE WORLD OF BARSOOM

Barsoom (also known on Earth as Mars and on Jupiter as Garobus) is the fourth planet in the Solar System, and is orbited by the moons Thuria and Cluros (Phobos and Deimos for Earthlings). In the distant past, it bore five oceans, but today the planet has very little water left. Barsoom is inhabited by very diverse races that share a simple, common language.

No Martian shows signs of ageing after reaching his/her prime. Only about one Martian in a thousand dies of sickness or disease, and possibly about twenty of them reach the age of one thousand years, when they go voluntarily upon their last strange pilgrimage down the river Iss, which leads to mysterious places of no return, as it will be explained later on. The other nine hundred and seventy-nine die violent deaths in duels, in hunting, in aviation and in war, or in childhood, when vast numbers of little Martians fall victims to the great white apes of Mars.

A Barsoomian day is 24 hours, 36 minutes long to an Earthman, roughly 1.025 Earth days. A Barsoomian year (Ord) is 687 Earth days long, roughly 1.88 Earth years. A Barsoomian Year is therefore 670.25 Barsoomian days long, so Barsoomians have a leap year every four years. The Barsoomian Month is called a Teean, and is 67 days long, while the Barsoomian Day is called a...
Padan, so an Ord is ten Teean's long, and each Teean is 67 Padans.

A Padan lasts 10 zodes, each zode is 50 xats, and each xat is 200 tal. A zode is 2 hours, 27 minutes and 42 seconds long in Earth time, a xat is 2 minutes, 57 seconds long, and a tal is 0.886 seconds long.

The reference unit of length for Martian measurements is the haad:

<table>
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<tr>
<th>Martian Unit</th>
<th>Imperial Unit</th>
<th>Metric Unit</th>
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<tr>
<td>1 sofad</td>
<td>11.68 inches</td>
<td>0.2967 m</td>
</tr>
<tr>
<td>10 sofads = 1 ad</td>
<td>9.75 feet</td>
<td>2.97 m</td>
</tr>
<tr>
<td>200 ads = 1 haad</td>
<td>1,949.05 feet</td>
<td>594.07 m</td>
</tr>
<tr>
<td>100 haads = 1 karad</td>
<td>36.92 English miles</td>
<td>59.407 km</td>
</tr>
<tr>
<td>2.709 haads</td>
<td>1 English mile</td>
<td>1609 m</td>
</tr>
<tr>
<td>1.683 haads</td>
<td>0.621 English miles</td>
<td>1000 m</td>
</tr>
</tbody>
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There are many technological wonders on Barsoom, including some colossal works of engineering, often legacies of forgotten civilizations. For example, the failing air of the dying planet is maintained by a mysterious atmosphere plant ten haads across with walls 10 ads in depth and telepathically operated triple entrance doors of 2 ads thick steel each.
Normally, current Barsoomians can just operate, perhaps repair and maybe copy ancient technologies, but struggle to understand the principles of their functioning and wouldn't be able to design and build them from scratch, apart from a few scientists (mostly mad scientists!) that live isolated on Barsoom and are not only able to reverse engineer ancient technologies, but can also make proper new inventions, based on them.
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.

Cities or empires of note on Barsoom during the time of John Carter include:
HELIMUM: 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 of Helium is Tardos, grandfather of Dejah Thoris. Helium is noted, among other things, for the excellence of its navy (the fliers of Helium are among the fastest on Barsoom).
DUSAR: A small merchant city known for its exquisite honey.
GATHOL: A major, opulent, and ancient city of millions, famous for its endless diamond mines.
HASTOR: A prominent, though largely non described, 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: A 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 Martians.
VALLEY OF DOR: Located at the South Pole, the home of the Issus Cult (see the Religion chapter).
ZODANGA: A major city known for its ruthlessness (the central seat of the Guild of Assassins is housed here). In a recent movie adaptation of John Carter of Mars saga, Zodanga is shown as a moving city, constantly crawling on countless mechanical legs and scavenging the lands that are crossed during this continuous migration, a (non-canon) interpretation worth having a good look.

Of the dead cities of Barsoom, the most prominent is HORZ, once home to the mighty Orovar mariner civilization that ruled Barsoom's distant past. Now it is known as a land of ghosts and shadows. Other prominent dead cities include AANTHOR, KORAD, and TORQUAS. The Green Martians often claim abandoned cities as their own, setting up clans on the bones of the ruins of other civilizations.
Travelling in the scorching desert landscape from a city to another can be more difficult than expected, as compasses do not work on Barsoom, as it doesn’t have a strong enough magnetic field. Rare landmarks can be used during the day and stars during the night. A very rare hi-tech solution is available as well, due to a discovery by Carthoris, son of John Carter: the Destination Control Compass, where the name of a city can be entered on this portable device and the compass will always indicate that city. Like many hi-tech devices based on ancient technologies, its working principles are not known and it’s not clear if every ancient city has a location device buried somewhere and still transmitting, or if there is a satellite network still active, or if the explanation is even more complex.
CHAPTER 2: CHARACTERS CREATION

Barsoom Character Creation follows broadly AFF2 guidelines as described in Chapter 1 of Advanced Fighting Fantasy RPG 2nd edition (AFF2 from now on), but instead of the characteristic MAGIC it uses PSIONICS, which represent the Martian’s native psionic abilities (as magic is not present in Barsoom).

The basic characteristics are obtained with a point buy system using the following scores as the starting point:

- SKILL 4
- STAMINA 8
- LUCK 8
- PSIONICS 1

Add specific race modifiers, which are detailed in the next chapter, as part of race descriptions.

Then add a pool of 7 characteristic points to be divided as preferred, with the following limitations:

- Maximum 4 characteristic points can be added to SKILL
- Maximum 5 characteristic points can be added to STAMINA, each of them increasing STAMINA by 2 points instead of one
- Maximum 3 characteristic points can be added to LUCK
- Maximum 5 characteristic points can be added to PSIONICS
Special Skills and Talents are chosen according to the quantities and limitations given in the Archetype and race descriptions. Any restrictions in the Special Skill and Talent descriptions themselves must also be followed.

**Optional gender modifier:** for female Characters SKILL characteristic is to be halved (rounded down) for fighting and Combat Special Skills rolls only (except for sneak attacks, where the roll is undiminished), but a total of 2 extra characteristic points can be freely added to LUCK and/or PSIONICS (even beyond above mentioned limitations), representing women's conditions on Barsoom: under constant threat of abduction by the strongest warriors but determined to fight back with more subtle means.

On Barsoom everybody (including NPCs) follows this character generation procedure, with few exceptions that will be highlighted case by case.
ARCHETYPES

The societies of Barsoom, fundamentally tribal, are de facto organized in such a way that the social function of each individual is identified by a well defined Archetype, that is often added right after the name, when introducing yourself.

Each Barsoom Archetype involves a number of Talents or Special Skills considered typical of that specific Archetype and learning them without being part of the right Archetype is very difficult, as nobody will freely accept teaching them to other Archetypes. Players may choose for their Characters to not conform to these typical roles, as long as they meet any restrictions for their race, and the Director and Player agree or, better, roleplay how that combination of Talents and Special Skills has been gained. However it should be remembered that unusual Characters will be less socially accepted and will find difficulties in getting further training.

Warrior

The vast majority of the inhabitants of Barsoom are warriors (also known as Fighting Men in some society) and the archetypical warrior of Barsoom is ready to redden his blade for honour, clan and family. If warriors lose their honour or their clan is destroyed, they usually become “Panthans”: mercenaries who fights for other cities or lords in exchange for money, protection or other benefits. Panthans are usually
considered criminals or outsiders in their home city, if it still exists.

Barsoomian warriors commonly have the Weaponmaster Talent (AFF2 page 33), Lightning Strike Talent (Heroes Companion page 11), and usually both. Lightning Strike isn't very useful against other Warriors (as they typically have the very same Talent as well and the effects will cancel each other), but it ensures initial superiority in melee against all other Archetypes, as Weaponmaster and Lightning Strike are considered exclusive Warriors Talents and it won't be easy learning them if you are not a Warrior, as teachers will refuse to train non-Warriors, apart from Berserkers.

**Berserker**

Berserkers have the same training as warriors and, once in battle, they also have a Talent that allows working themselves in an undisciplined battle frenzy that makes them formidable, fearless foes, but also a danger for their own allies (Berserker is a new Barsoomian Talent that is used automatically when fighting).

In some cultures Berserkers are very popular, however in the more civilized cities few right-minded warriors really trust them.

For example, many Green Martians tribes cherish and rely on berserkers in their frequent skirmishes, so they will identify themselves with their archetype when introducing themselves, while most civilized Red
Martians societies do relegate them to the arena, often facing beasts or slaves fighting for their freedom, and probably berserkers will introduce themselves just as warriors to avoid the stigmata.

Scout

Some Barsoomian specialists are trained in the arts of stealth and subterfuge. While not as mighty in combat as a warrior, a scout is skilled in sneaking up on (dishonourable) opponents and dispatching them with a single stroke. The scout is a skilled loner, used to operating alone behind enemy lines to gather information or steal important items. Although 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, Jahar and Zodanga, where they will proudly identify themselves as scouts, but some may be disguised as a typical warrior in even the smallest tribes and clans.

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. If captured, scouts are expected to take their own life rather than confessing their allegiance.

Much like the assassins, that are described below, the scouts of Barsoom are not so bound by the codes of
honour that permeate Martian society. A known scout is not expected to adhere to the honour code as strictly as common warriors, for the very nature of their profession implies that they must sometimes perform ignoble deeds on behalf of their kingdom. It is considered impertinent if not foolish to point out a scout’s lack of honour.

Standard scout training includes going unseen (as the Sneaking Special Skill in AFF2 page 28), tracking (new Special Skill Tracking), attacking vulnerable points (new Talent Precise Thrust) and striking with surprise (new Talent Silent Strike). All these Special Skills are strictly transmitted only to other scouts.

**Assassin**

Known as Gorthans, 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. They learn their “art” in special guilds and, brainwashed by their leaders, the Gorthans have no fear of death and will slay themselves if captured and unable to escape.

Following their particular sense of honour, once a mission is accepted and the down payment collected, the assassin will always attempt to carry it out, even if the client dies in the meanwhile!

The training of the Gorthans always includes going unseen (as the Sneaking Special Skill in AFF2 page 28), psionic cloaking (new Special Skill Psionic Cloaking) and silently slitting their opponents throats
(new Talent Throat Slitting): all Special Skills and Talents jealously transmitted from assassin to assassin.

Psion
Skilled at focusing the powers of the mind to cause effects in the physical world, Psions are respected and feared in equal measure.

There are five Archetypes that are related to psionic disciplines: Beastmaster, Illusionist, Medium, Mesmerist and Telepath (each a separate Psionics Special Skill as well, except from Beastmaster that involves three Special Skills: Calm Beast, Befriend Beast, Command Beast).

Such is the dedication needed to develop these psionic abilities and the reservation of their adepts in sharing their secret techniques, that only one Archetype, with its related Psionic Special Skill, may normally be embraced. Learning the Special Skills related to other Archetypes is, strictly speaking, not impossible, but probably requires massive deception or blackmail, as no trainer willingly accepts giving away secret knowledge outside the “right” Archetype.

Technician
Specialists at using, repairing and reproducing current Barsoomian technologies, such as Radium pistols and fliers, technicians do not start their “career” as such, but from other Archetypes, such as warriors etc. However, while they get more experience, they show that their hands can be put at better use for the society
without holding a weapon all the time, becoming dedicated to some specific branch of technology. Most technicians will however keep introducing themselves at least for some years with their initial Archetype. Each area of technology requires separate training (having its own Craft Special Skill) and some also become experts in more theoretical subjects (each a Knowledge Special Skill), however technicians are not an inventive lot and, while they can understand the use, maintain, repair and even copy, they can't invent new technological solutions: that's scientists stuff!

**Scientist**

A few Barsoomian Technicians are Scientists (having the Scientist Talent), and some of those few are actually MAD scientists! Barsoomian Scientists, in Burroughs' novels, are often involved with finding new uses for the Eighth and Ninth Rays (sources of energy coming from breaking down sunlight beyond the well-known seven rays of the rainbow) or, as is the case with most mad scientists, world domination through their weird discoveries. Scientists' superior brains are usually the result of their parents' exposure to radioactivity before their birth and their “madness” is often a side-effect of it (see Chapter 5, about radioactivity and its effects, for more detail). Their genious is applied to whatever technology they know, so a scientist that is specialized in medicine will produce wondrous medical inventions, while a scientist specialized in cybernetcs will focus on that
discipline instead. Of course scientists can learn new disciplines and technologies and expand their capabilities this way. While young scientists may still disguise themselves behind other Archetypes, after they genious becomes apparent, they will not hide it anymore.
TALENTS

All Barsoomians start with the Psychic Awareness Talent (apart from Hormads), potential Talents related to their chosen race and Archetype, plus one extra free Talent slot. As on Barsoom there is no magic but psionic abilities, all canonic Talents related to magic are of course not available (Arcane, Attuned, Natural Mage, Physical Empowerment, Magical Resistance), including priestly magic (Blessed, Holy, Templar). Nobody uses armours as well, so Talents such as Armour Training are useless. Other Talents are conflicting with mentioned Archetypes, such as Animalfriend that conflicts with Beastmaster, and therefore is not suitable for this setting. Suitable Talents from AFF2 are: Ambidextrous, Combat Reactions, Crack Shot, Dark Seeing, Familiar, Fast Healer, Fleet Footed, Focus (but used only for psionic powers and not for magic), Hawkeye, Knighted (but the part of this Talent dealing with armours is removed), Learner, Light Sleeper, Lucky, Natural Linguist, Natural Physician, Robust, Silvertongued, Solid Defence, Status, Strongarm, Survivor (but appropriate and specific landscapes must be mentioned after agreeing them with the Director, such as mountains, salty plains, underground lakes, radioactive wastelands etc. with “Survivor in radioactive wasteland” being an extremely rare Talent, unsuitable to most races – see Chapter 5, that deals
with radioactivity, for more detail), Swashbuckler, Trapmaster, Weaponmaster.
Suitable Talents from Heroes Companion are: Dark Veil, Natural Leader, Clearsight, Entrepreneur (although this Talent is poorly considered by many cultures on Barsoom...), Packhorse, Master Tactician, Lightning Strike.
On top of this, there are several new Talents specific of Barsoom, as detailed below.

Berserker (New Talent)
Once in battle, the Berserkers, due to this Talent, work themselves into undisciplined, bloody frenzy which gain them +2 to hit and damage during melee.
Once in melee, however, the berserker cannot use any defensive maneuver, nor willingly leave and must fight to death until every opponent in a radius equal to one sofad for each SKILL point drops dead or at least visibly unconscious. If in the same radius there are no more standing opponents left, but only allies, the Berserker has to succeed on a LUCK roll or will carry on attacking all allies as well!!! As a consequence of this, if there are other Berserkers in the area that stopped fighting (after a successful LUCK roll as mentioned), they will identify this attacker as an opponent and will resume fighting. This is often a massive problem for winning armies, as Berserker divisions may self-distruct after beating their enemies, and in fact armies do tend to hire and deploy large numbers of Berserkers only during desperate times.
Berserkers, after entering a melee, will fight for a number of rounds equal to their initial STAMINA + SKILL, then will drop unconscious for at least 2D6 rounds and, if not woken up by somebody else, will wake up after a good sleep, with confused memories of blood and violence but no clear detail.

**Hardening Flesh (New Talent)**
While on Barsoom virtually nobody uses armours, it is taught a mental discipline, somehow similar to fakirs' one, that allows hardening your own flesh for a number of rounds equal to current STAMINA points every day. If during the day the number of current STAMINA points decreases, even the ability to harden flesh reduces in parallel. The hardened flesh prevents one point of STAMINA damage each time the character receives a blow from an external source causing physical damage, such as a blade, a bullet, a rock, etc. If in the same round more than a blow is received, the damage coming from each of them will be reduced. Characters needs to concentrate for one full round in order to harden the flesh, so surprise attacks will cause full damage if the character did not harden flesh before.

**Okarian Hooking (New Talent)**
This swordfighting trick is common to all Okarian warriors and berserkers but could possibly be taught to individuals of other races (however, only Okarians can
have Okarian Hooking as an initial Talent).
This technique allows two attacks per round with a pair of curved swords of special design and, if both attacks hit on the same round, the enemy takes only half damage (rounded down) but loses all weapons in hands and is “hooked”.
Once the enemy is hooked, if the character wins an opposed SKILL (+ Strength, if present) test the enemy is dragged in for a close kill (this roll can be repeated once every round the opponent is hooked), while the enemy can get free from the “hooking” only with three consecutive successes at the mentioned opposed SKILL (+ Strength) test.
Before attack rolls, the character may choose to declare they are not trying to hook their opponent to avoid executing this move and deal normal damage, otherwise they will automatically try hooking.
This Talent obviously can be used only when attacking with two curved swords of special Okarian design, otherwise it's useless.

Precise Thrust (New Talent)
Generally only practised by scouts, this is a special style of fighting that targets vulnerable points of the body. Successfully hitting their enemy on a modified damage roll of 6, will allow rolling again for cumulative damage, and on other consecutive modified damage rolls of 6 in a row will keep rolling for more and more damage.
Psychic Awareness (New Talent)
All Barsoomians (apart from Hormads) possess a psionic Talent (Psychic Awareness) that, after one full turn of concentration, allows them to tell how many people and even animals or monsters (of a relevant size) are within a radius of one ad for each PSIONICS point of the caster and, roughly, how “powerful” they are. This applies even if the other people, animals or monsters are in another room, building, or in hiding. If desired, the caster can reduce the radius of detection below the maximum allowed to them: this way, repeating the detection attempts with progressively growing radiiuses, they can have a better knowledge of how close or far are various creatures around them, but this strategy takes quite some time and doesn't describe in which directions the creatures are.
In game terms, characters can roll 2d6 once per turn against their SKILL + PSIONICS to detect all intelligent creatures of Barsoom and also animals / monsters of a relevant size or danger level to have a potential realistic impact (positive or negative) on the caster (i.e. there is no detection of tiny insects or similar, but of dangerous monsters, cattle, pet animals such as Calots and the like).
If a Psychic Awareness roll fails, a full day has to pass before being able to detect the same individual creatures within range during that failed attempt.
Amongst intelligent creatures, Red, White, Black, Yellow Martians and Man-Eaters can be detected with no specific bonus or penalty, while Kaldanes are a bit
easier to detect than them (+1 bonus to detect, but Rykors are undetectable if not connected to a Kaldane). Other Barsoomian characters are more impervious to detect, such as Green Martians (-3 penalty to roll), Hormads and Korvians (-2 penalty) and Goolians (-1 penalty). All these races will be described in detail later on.

Assassins (Gorthans) on the other hand have learnt how to completely nullify their psychic trace for short periods of time to render them invisible to this form of detection, but while they are not using their shrouding Talent they follow the same general rules of their race. All animals and monsters from Barsoom can be detected with a penalty of -3 if they have medium intelligence and of -4 if they have low intelligence.

Outside the planet of Barsoom, the intelligent races of Thuria and Cluros (the moons of Barsoom) can be detected with a penalty of -5, while the monsters with a penalty of -6. All other creatures from the rest of the solar system can be detected with a penalty of -8, i.e. they are almost undetectable.

This Talent does not give the Character any idea of the identity or the intent of these people or creatures, but merely that they are there and, if they pass a second consecutive roll while concentrating for a second consecutive turn, how “powerful” each of them is, with some approximation (i.e. if the sum of their SKILL + PSIONICS is between 1 and 5, or between 6 and 10, or between 11 and 15, or between 16 and 20, and so on).
Apart from Barsoomians, there are rare cases of Jasoomians (Earthlings) that managed, with the right guidance, to acquire this Talent. Maybe other alien races from outside Barsoom can acquire Psychic Awareness as well, but this has never been tried out insofar.

**Regeneration (2) (New Talent)**
This Talent is ingrained in Hormads mutated physiology and allows recovering two points of STAMINA per round unless due to fire damage (in that case damage can be recovered in normal ways and with normal times).

If STAMINA is reduced to 0 or below, this Talent allows a test of SKILL to regenerate nevertheless, starting again from zero STAMINA, but if the roll fails, that's the "final" death of the creature as per usual rules.

Apart from Hormads, that have in their nature the Regeneration (2) Talent, the only well-known creature of Barsoom with this Talent is Joog, that instead has Regeneration (25), i.e. can regenerate up to 25 points of STAMINA per round!

**Scientist (New Talent)**
A few Barsoomians are Scientists (and quite a lot of them are MAD scientists!) and this Talent allows them, after extensive studies and labwork, to improve current technologies with a breakthrough. The Director will state the amount of work, assistants and tools
required for each attempt to have a breakthrough and what are the bonuses or penalties for the roll.
Barsoomian Scientists, in the Novels, are often involved with finding new uses for the Eight and Ninth rays (sources of energy coming from breaking down sunlight beyond the well-known seven rays of the rainbow) or, as it is the case of most mad scientists, world domination through their weird discoveries.
Please note that this uncommon Talent doesn’t cover for Special Skills related to building and repair current Barsoomian technologies, such as Radium pistols, fliers etc. and these more practical Special Skills must be acquired separately.
This is a sensitive Talent that can have significant impact on the game world and the Director may decide to restrict its use and availability.
This Talent is usually a consequence of radiation, so please see Chapter 5, about the effects of radioactivity, for some further proposal on how to practically use this Talent in game.

**Silent Strike (New Talent)**
Normally only taught to scouts, a successful surprise attack (see awareness and hiding section in AFF2, page 54) deals double damage, including potentially cumulative damage due to Precise Thrust or other abilities. This is usually just for the first round as normally surprise is then lost. During this attack the character is also unaffected by the Lightning Strike Talent.
Throat Slitting (New Talent)
Only known to the Gorthans, a successful surprise attack (see awareness and hiding section in AFF2, page 54) deals double damage, including potentially cumulative damage. This is usually just for the first round as surprise is then lost. During this attack the character is also unaffected by the Lightning Strike Talent.
If the modified attack roll of a surprise attack is 12 or more, the victim's throat is slit in a single-hit dispatch. If the victim has no weak vital point (such as constructs or similar), this ability is ineffective.
SPECIAL SKILLS

All Barsoomian characters start with Barsoomian Speech (4) (apart from Man Eaters), two Special Skills with two points and eight more Special Skills at one point (some of them driven by their Archetype or race). For each extra Talent above two at character creation, however, the characters lose one Special Skill with two points or two Special Skills with one point. On Barsoom there is no magic, so Special Skills related to magic are not available, and likewise as armour is not worn neither are skills relating to armour. Combat Special Skills are tailored to the weapons used (see Barsoomian combat in Chapter 4).

With regard to Knowledge and Craft Special Skills, the Director is free to allow use of technology-related Special Skills, for example for making and repairing Radium pistols etc. (smiths can deal with swords and knives, but making, for example, Radium pistols and their ammo is entirely another thing, of course!)

All Special Skills that have something to do with large bodies of water, such as Swimming, Fishing, Navigation, Seafaring, etc. are extremely uncommon on Barsoom as the presence of water is minimal on the surface and just a bit more frequent underground; however almost all such Special Skills have an equivalent for air navigation, as on Barsoom sky ships (or fliers) are not uncommon. The Sailing and Seafaring section of Blacksand (pages 11-19) can be converted for air sailing.
The following new Special Skills are specifically developed for Barsoom and many of them are uniquely linked to specific Archetypes.

**Calm Beast (New Special Skill)**
The Beastmasters of Barsoom have an inherent rapport with the animal kingdom. They are typically accompanied all the time by one or two loyal beasts and most Barsoomians give them 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 abilities: Calm Beast, Befriend Beast and Command Beast.

Calm Beast will drain the fear or anger from an agitated beast, a useful power if you are about to be attacked, for example.

Calm Beast success roll is based on the Beastmaster's PSIONICS + Calm Beast +1. On top of this, for each point of difference between the beast’s SKILL and the Beastmasters’s PSIONICS + Calm Beast Special Skill +1 there is a related bonus or penalty of one point in the roll.

Using this Special Skill requires an inner effort that costs one point of STAMINA to the Beastmaster. A failed roll triggers an adverse reaction from the Beast, breaking all bonds and making the animal one step more hostile than it would be following its natural reaction and its disposition before using this power.
Befriend Beast (New Special Skill)
Befriend Beast will gain the allegiance of a creature calmed using Calm Beast Special Skill. Once befriended, the beast is loyal to the Beastmaster and will grant protection and assistance as it sees best fit according to its nature, until released by the Beastmaster and unless abused or otherwise treated cruelly. The Beastmasters can never have at the same time a number of beasts befriended in this way higher than their Befriend Beast score. Please note that this psionic power does not make Beasts that are enemies in nature to become friends to each other, as the bond is only with the Beastmaster and the befriended animals will behave with each other as in nature.
Befriend Beast success roll is based on the Beastmaster's PSIONICS + Befriend Beast. On top of this, for each point of difference between the beast’s SKILL and the Beastmasters’s PSIONICS + Befriend Beast there is a related bonus or penalty of one point in the roll. Using this Special Skill requires an inner effort that costs one point of STAMINA to the Beastmaster, but then the Beast will remain permanently loyal as mentioned.
A failed roll triggers an adverse reaction from the Beast, breaking all bonds. If the Beast is small and weak compared to the Beastmaster (such as a bat, for example) it will flee, while if it's a massive, hunting beast (like a banth, apt or white ape) it will attack. For other animals, the guideline is that their reaction will be one step more hostile than normally in nature.
Command Beast (New Special Skill)
Command Beast allows the Beastmaster to give to a beast, befriended with Befriend Beast Special Skill, 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 simply departing, free from its bond of friendship.

Command Beast success roll is based on the Beastmaster's PSIONICS + Command Beast -1. On top of this, for each point of difference between the beast’s SKILL and the Beastmasters’s SKILL + Command Beast -1 there is a related bonus or penalty of one point in the roll.

Using this Special Skill requires an inner effort that costs one point of STAMINA to the Beastmaster.

A failed roll triggers an adverse reaction from the Beast, causing the Beast to attack straight away the Beastmaster, unless it is particularly small and weak (such as a bat, for example, that will just fly away).

Illusionism (New Special Skill)
The Illusionist is able to create psionic illusions like the ones described for the spells Illusion (1) and Grand Illusion (4) (see AFF2 pages 73 and 78 – of course replace all references to Magic – Wizardry with Illusionism) on a successful PSIONICS + Illusionism roll and with the same modifiers (AFF2 page 72), but using their psionic powers instead of magic.

Casting an Illusion (1) requires one point of STAMINA and casting a Grand Illusion (4) requires
four points of STAMINA, due to the inner effort, but in case of failure, no Oops! Table needs to be checked: the attempted illusion simply fizzles out in a moment, making all potential targets aware of it. This skill is mastered by the Lotharians (that make the most of it, as there is an artifact in Lothar that greatly augments illusions) and there are currently no other known Illusionist from other races of Barsoom. It may only be taken as an initial Special Skill only by Lotharians but it is not entirely impossible for others to acquire it from them.

**Medium (New Special Skill)**
The Medium is a Psion who can communicate with the dead. As long as they are gripping a portion of a deceased person's body, no matter how tiny, they can attempt to conjure forth the spirit of the dead person and ask him/her questions, as long as both know a common language. So he could ask a dead soldier about the military might of his city, a dead person from millennia ago details about what was happening back then, a dead sage a question about his/her most obscure lore, etc. The spirit, bound by the power of the Medium, is compelled to answer the question to the best of its knowledge 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 Medium and the spirit need to know a common language to communicate properly and for this reason
Medium often study ancient languages. The longer dead the body has been, the harder it is to summon the spirit and for this reason the Medium will need more PSIONICS + Medium Special Skill points (=PSI points in the table below) to succeed, according the following scheme:

Dead by one Zode maximum: 3 PSI point required
Dead by a Padan maximum: 4 PSI points required
Dead by seven Padan maximum: 5 PSI points required
Dead by a Teean maximum: 6 PSI points required
Dead by five Teean maximum: 7 PSI points required
Dead by an Ord maximum: 8 PSI points required
Dead by ten Ord maximum: 9 PSI points required
Dead by 100 Ord maximum: 10 PSI points required
Dead by 500 Ord maximum: 11 PSI points required
Dead by 1,000 Ord maximum: 12 PSI points required
Over 1,000 Ord: 18 PSI points required and roll failure leads to madness, if the Medium is still alive

Speaking with the dead requires a successful PSIONICS + Medium roll and one full round of concentration. The effort requires also the loss of a point of STAMINA.

Failure to contact the spirit as desired causes a physical distress that reduces STAMINA by one point for each PSI point required (see previous table) and the Medium can attempt contacting again that specific spirit only after increasing their PSIONICS + Medium Special Skill points total.

Their services are highly prized, but Medium are viewed with suspicion and fear more than all other
psions, in fact all social reactions suffer -1 penalty if the other person is aware that is talking with a Medium.

**Mesmerism (New Special Skill)**
The Mesmerists are feared specialists who are skilled at imposing their will upon others by making eye contact, using their voices and weaving their hands in front of their victims. They may give one simple command to other characters or NPCs within hearing range who will follow them helplessly as long as they fulfil it. Bystanders will realize that something wrong is going on between the Mesmerist and the victim, and that's why Mesmerists usually prefer subterfuge and one-to-one meetings to practice their “art”.

In order to successfully impose their will on a person the Mesmerist has to succeed a roll of PSIONICS + Mesmerism Special Skill plus or minus a number of modifiers, as described below:
- Target aware and actively resisting: -2
- Target aware and leaving his/her mind open: +4
- Mesmerist has not successfully commanded this target before: -1
- Mesmerist successfully commanded target less than one Padan ago: +1
- Target running or moving fast: -1
- Target perfectly still: +1
- Area very crowded: -1
- Area very noisy: -1
- Mesmerist has good eye contact with target: +2
Mesmerist under ranged attack: -1
Mesmerist under melee attack: -2
Giving a command that the victim would not normally carry out (go fight a rampaging banth armed with a yo-yo): -2
Asking the victim to do something completely dishonourable (betray your lord or mate): -4
Target is from Thuria or Cluros: -2
Target is from another planet: -4
Target is another Mesmerist: -1 for each Mesmerism Special Skill point of the target
Attempting to impose their will causes Mesmerists stress leading to loss of one point of STAMINA.
In case of failure, the stress causes the further loss of 1D6 of STAMINA and makes the targets aware of the attempt to take control of their actions (usually driving them furious).
In case of successful roll for the Mesmerist, the Targets can only protect themselves with a test of LUCK – Mesmerism (of the Mesmerist attempting to control the Target): if this test is successful, the Mesmerist has to repeat the roll to take control, with no further loss of STAMINA, but with another chance of failing it.
One roll must be made for each simple order, if there are more than one. If two orders given are somehow contradictory, the target will nevertheless try to accomplish both. If it's impossible accomplishing two contradictory orders, this will cause a state of physical stress to the target causing one STAMINA damage.
every 1D6 turns until death or removal of the orders. If a Mesmerist knows exactly the words of an order given to a target, this can be cancelled with an opposed PSIONICS + Mesmerism roll against the PSIONICS + Mesmerism of the psion who originally gave the order. If the roll fails, the Mesmerist trying to cancel the order is distressed and suffers the loss of one point of STAMINA. Next attempt will have a -1 cumulative penalty.

Mesmerists do not know if they successfully imposed their will apart from target’s actions.

Psionic Cloaking (New Special Skill)
Only known to the Gorthans, this skill cloaks their presence so they cannot be detected telepathically in any way (for example using the Psychic Awareness Talent) for a number of rounds equal to their PSIONICS + Psionic Cloaking per day. Beyond that time the character must test their PSIONICS + Psionic Cloaking every round to remain undetectable, until a failure ends all the attempts for the day.

Rhabdomancer (New Special Skill)
This Psion Special Skill can be available to all Archetypes (psion and not psion) and is usually acquired later on in life, when characters gather a fair amount of experience. While many Martians perhaps drink more often a kind of “milk” taken from a desert tree than pure water, the ancient practice of Rhabdomancy is critical to allow
many desert tribes to survive and perhaps for this reason this skill is more practiced by Green Martians than by other races.

The person blessed with this ability will need a wooden, Y-shaped wand (that can be made by the very same Rhabdomancer in 1-3 turns, if suitable material is available) and will use it to locate a source of water relatively close to the surface.

Rhabdomancy works in a radius of 2 haads per PSIONICS + Rhabdomancy point of the caster (distance of the well) and up to a depth of 1 ad per PSIONICS + Rhabdomancy point of the caster (max depth of the well that can be detected).

The Rhabdomancer will point the wand in a specific direction and make a PSIONICS + Rhabdomancy check: on a successful check, the Rhabdomancer will know if a well is exactly in that direction (within the radius of the spell) and its distance. If a well is not in that exact direction, but still within the radius and between 45 degrees left or right, the Rhabdomancer will know that the well is either left or right, but will not know by how many degrees, at which exact distance and if there are wells in other directions beyond that.

Of course the Rhabdomancer can try again and again many times (that’s the common practice) until reaching the exact spot of a well, then, making a check with the wand pointed down to the ground, the Rhabdomancer can measure the exact depth of the well. However, a Rhabdomancer cannot perform two
attempts in the same day that are exactly identical. 
Each single attempt / roll takes one full turn, so 
pinpointing exactly the position and depth of a well 
can take quite some time. 
Unsuccessful PSIONICS checks reveal wrong 
information to the Rhabdomancer.

**Telepath (New Special Skill)**
Telepaths gain the ability to read the minds of others, 
searching for information that their opponent would 
much rather keep to oneself. The Telepath can also 
communicate something to the target. This can be done 
within a range of one ad for each point of PSIONICS + 
Telepath, only with one target each time and each 
failure in using telepathy transmits a short though that 
the Telepath would much rather kept to oneself to the 
target (to be determined by the Director) and causes 
the Telepath a distress resulting in the loss of one point 
of STAMINA.

In order to successfully read or send message to a 
person within the maximum radius, the Telepath has to 
succeed a roll of PSIONICS plus or minus a number of 
cumulative modifiers, as described below:
Target aware and actively resisting: -2
Target aware and leaving his/her mind open: +4
Telepath has not successfully read target before: -1
Telepath successfully read target's mind less than one 
Padan ago: +1
Target running or moving fast: -1
Target perfectly still: +1
Area very crowded; -1
Area very noisy; -1
Area perfectly still and silent; +3
Telepath under ranged attack; -1
Telepath under melee attack; -2
For each consecutive round of deep concentration prior to attempting telepathy (max 3 rounds, cumulative); +1
Target is from Thuria or Cluros; -3
Target is from another planet; -6
Target is another Telepath aware and collaborating; +1 for each Telepath point of the Target
Target is another Telepath actively resisting; -1 for each Telepath point of the Target
On top of all these modifiers, the target of a telepathic attack, if aware of it, may choose to resist by rolling a number of consecutive LUCK rolls (with the usual LUCK temporary reduction after each roll as if testing their LUCK) before seeing the Telepath roll: for each consecutive successful LUCK roll, the Telepath receive a penalty of -1 and if the first LUCK roll failed, the Telepath's action will automatically succeed. A target can choose if and how many times rolling, as this can lead to a dramatic loss of LUCK points.

**Tracking (New Special Skill)**
This Special Skill is uniquely taught to Scouts and allows following traces in the harsh environment of Barsoom.
In order to check if the action is successful, the Scout
needs to make a roll of SKILL + Tracking + 2D6 against a target pre-set by the Director. A suitable “standard” pre-set value is 15, representing a single unaware humanoid walking on a wind-swept desert surface a day before. The Director will increase or decrease the target depending on how easy or difficult is the particular job at hand.
CHAPTER 3: INTELLIGENT RACES OF BARSOOM

Some of the most common Barsoomian races (Red Martians, Black Martians, Yellow Martians and White Martians), although with varying skin colour and features, externally resemble Homo Sapiens in most respects, except for being oviparous and having lifespans in excess of 1,000 years, as mentioned. Green Martians are another common Barsoomian race, but their appearance is completely different. There are other intelligent races, as it will be specified, but they are much more uncommon. Despite being oviparous, Martians still have mammalian characteristics such as navel and breasts. All Martians (apart from Hormads, that are syntethic creatures) have some degree of Psychic Awareness between each other but also with domestic and wild animals.

Martians wear no clothing other than ornaments, jewellery and leather harnesses (called “metals”) which usually represent their tribe or city, their status and are designed to hold everything from the weaponry of a warrior to pouches containing toiletries and other useful items; the only instances where Barsoomians habitually wear clothing is for need of warmth, for example around polar regions. No armours are born as well, as widespread high temperatures wouldn't allow that and they are also culturally unfit. Most societies are tribes, dynasties or theocracies. There is only one spoken language across the entire
planet, although with plenty of very different accents, but a very wide variety of writing systems.

As it will be clearer by reading about each race, Barsoom is now dominated by Red Martians and Green Martians, with all other races having much smaller numbers or seeking isolation on the vast, desert planet, so it would make sense for most Players to choose Red or Green Martians. However, slavery is a well-known and well-accepted fact of life on Barsoom and it isn't uncommon to have slaves of about any race in any given city, so there is a chance that Characters from isolated races are slaves or descendants of slaves. Many slaves are war slaves and it is very seldom offered to them to win back their freedom in the arena, but this opportunity is more often offered to their descendants born and breed in a specific tribe or city. Sons and daughters of slaves are in fact slaves as well, until they prove their worth in the arena and, after that, they become ordinary tribesmen or citizen like all others, even if they are from a different race.

In the Appendices there are also Characters creation guidelines for Characters from other planets. Of course their presence on Barsoom is extremely rare, but not entirely impossible (John Carter managed to reach Barsoom from Earth, after all). Playing Characters from other planets, however, requires a special permission from the Director. This is also a way to transfer Player Characters originally from other gaming worlds to Barsoom.
The GREEN MARTIANS are the predominant race in the dried and salty sea bottoms of Barsoom. They are green-skinned monstrous people with six limbs: two arms, two legs, and an intermediate set of limbs that can be used as arms or legs. They are intelligent and capable of organizing themselves into a society, but they are almost to a man all brutish and cruel, not shedding a tear even when they kill their own children if they are born unwholesome, according to their traditions.

The Green Martians are the largest of the Martian races, twice as tall as the other human races of Mars. They have small antennae-like ears just above the eyes, and large tusks. Each eye is capable of independent movement, greatly reducing chances of surprise attacks. Like most other Martian humanoids, they lay eggs and go almost completely naked, wearing only a harness and jewellery.

They first rose to prominence as raiders when the oceans began to recede. When the peoples abandoned the cities, the Green hordes took over, though they appear to have lacked the intelligence to make use of most of the ancient technology left behind. There are many green hordes across the face of Barsoom constantly fighting amongst themselves, each of them taking the name of the city that they primarily inhabit, such as Thark, Thurd, Torquas, Waroon, etc.

Lots of Green Martian tribes wander over Barsoom in great convoys moving from dead city to dead city through the desert, with many domesticated beasts,
such as the greater Thoats which they use as riding beasts, the great Zitidars which drag their great three-wheeled chariots and the fierce Calots which not only serve as guard beasts but also defend the rear of the caravan.

The Green Martians are barbaric, with no art, no written language and have never constructed any structure beyond the necessary eggs incubators. Their sense of humour is cruel, laughing at death and suffering. They detest physical labour and all things of value are produced by their females. Concerning law, the punishment for ignoring a custom is a matter for individual treatment by a jury of the culprit's peers, which often produces unexpected results.
Green Martians race modifiers: +1 SKILL, -1 LUCK
Archetypes: Warrior, Berserker or Bestmaster. They can’t be Scientists.
Racial initial Talents: Ambidextrous (for Green Martian this Talent allows using effectively both sets of upper arms/limbs, but the weapon arm will be only one for each set), Hawkeye (due to the independently moving eyes)
Special Skills peculiarities: maximum one Knowledge Special Skill can be chosen for male Green Martians. Green Martians do not know how to fly skyships or use complex technology.
Other peculiarities: thick skin (as Monster Light Armour, see AFF2 page 62 - this is one of the very few armours on Barsoom, although natural), if using more than a single weapon in battle, a Thark may attack twice per round.
The RED MARTIANS are overall the predominant race on Barsoom as they adapted to most niches of the planet. Externally they look like copper-skinned humans with dark body and facial hair and they are oviparous. Noble, fearless, and strongly tied to tradition and honour, the Red Martians are the prototypical inhabitants of Barsoom. Like the other Martian races, Red Martians wear very little clothing, but a lot of ornaments.

Common legends say that Red Martians are the result of scientific interbreeding programs between the fair-skinned Orovar, the black-skinned First Born and the yellow-skinned Okar, trying to generate a new human race more adaptable to the worsening conditions of Barsoom. In fact the Red Martians are the only human race that is still thriving on the planet. With the Red Martian people spread out over the face of Barsoom, Red Martian culture is far more diverse than the largely-homogenized cultures of the other races.

Kingdoms and Cities: Amhor, Duhor, Dusar, Gathol, Helium. Kaol, Manator, Onvak, Ptarth, Toonol, Zodanga...

Red Martians race modifiers: at choice between +2 STAMINA, or +1 LUCK, or +1 PSIONICS due to their general adaptability.
Archetypes: all apart from Illusionist (Warrior is the most common)
Special Skills peculiarities: at least two initial Knowledge Special Skills.
The FIRST BORN (Black Martians) are reputedly one of the oldest humanoid race on Barsoom, have ebony skin and jet black hair and are arrogant and cruel. They wear accoutrements and harnesses similar to other Martians, but typically thicker with jewels and precious metals. They make their living as pirates and killers, swooping down in their sky galleons upon unsuspecting settlements and retaliating ferociously if they encounter resistance.

They live near the South Pole. The main city lies on the shore of the underground Omean Sea. There is also a city called Kamtol, with a population of about 200,000, located in the Rift, the region between Horz and Gathol.

There are many contrasting legends about their origins, but they claim that they are descendants of the first Martians born from the legendary Tree of Life. The First Born therefore consider themselves holier than all other Barsoomian races and absolutely superior, likening themselves to gods. Issus, the leader of the First Born (until she was overthrown) was believed by the First Born and all of Barsoom to be a living goddess. The sense of superiority made the First Born think nothing of consuming human flesh.

There are no workers amongst the First Born, as they keep slaves to perform all tasks, save for fighting, which they consider a sacred duty.

First Born race modifiers: +1 LUCK
Archetypes: all apart from Illusionism (Fighter and
Berserker are the most common, Mesmerists and Telepaths are used to control the slaves)
Racial initial Talents: Swashbuckler.
Special Skills peculiarities: no Craft Special Skills and no Knowledge Special Skills outside the ones related to warfare and skyships navigation (but no skyship repair or construction, for example).
Other peculiarities: plant men and white apes appear to fear the First Born and leave them unmolested.
The OKARIANS (Yellow Martians) are a cold and distant people, separating themselves from the rest of Barsoom in great domed cities near the North Pole. They look like yellow-skinned humans and when outdoor wear heavy clothes made from apt and orluk fur to protect from the cold climate around the North Pole, but within their cities they are as naked as any other Martian. They used to be a dominating race of Barsoom but, as the oceans dried up, the Green Martians chased them to the North Pole, where they successfully made their last stand in the Carrion Caves.

Okarians race modifiers: +2 STAMINA
Archetypes: they are almost universally Warriors, no Illusionists are known
Racial initial Talents: Ambidextrous, Okarian Hooking.
Other peculiarities: Okarians are famous for their peculiar swordfighting style, that aims at “hooking” their opponents with two curved swords and drag them in for a close kill.
The THERNS (one of the three White Martians races) are wiry and cruel-visaged, with a fondness for tattoos and body markings. They are completely hairless, but have the custom of wearing blonde wigs, while their eyes are typically blue. Generally, this race seems to wear more clothing than other Martian races, as members are noted wearing robes. The Thern are cannibalistic and consider all other Martians to be fair game.

The Thern dwell in the Valley of Issus and hold sway over a thriving religion. Their worst enemies are the Black Martians that terrorize them with their surprise attacks and cruel retaliations.

Therns race modifiers: +2 STAMINA
Archetypes: all apart from Illusionists
The OROVARS (one of the three White Martians races), tall and powerful, are the last struggling remains of the original White Martian race, who ruled Barsoom when it was covered with oceans, that they used to dominate. They are the ancestors of the Therns. Their only remaining city is Horz, which has been disguised as a dead city. Being isolated from the rest of the planet, they are unaware of many developments, including other White Martian populations, like the similarly-reclusive Lotharians, and they are hostile to anyone who discovers their existence, killing them for fear that they will reveal Horz to the rest of the world. Their isolation means they do not have some of the more advanced Barsoomian technology such as firearms (instead relying on bows) and fliers.

Orovar race modifiers: +1 SKILL, -1 LUCK
Archetypes: Warrior or Berserker
Special Skills peculiarities: no initial Special Skills related to firearms, fliers and similar cutting edge technologies.
The LOTHARIANS (one of the three White Martians races) are reclusive auburn haired White Martian people wearing flowing robes, more clothes than most Barsoomians seem to wear. They are located in the lost city of Lothar, near the Gulf of Torquas, and there are only 1000 of them remaining, all of them male. They are unique among the Martian races in that they possess the ability to conjure up entire armies of phantom bowmen, whom they employ in the defence of their city. When the oceans receded from Mars, Lotharians had to retreat in front of the growing hordes of Green Martians to Lothar, the only city with sufficient defences to protect them. Shut off from the rest of Mars, the Lotharians developed the ability to project illusions. They also built a device in Lothar that makes their illusions even more powerful and eventually nobody, including themselves, can tell the illusions from reality.

The illusions of the Lotharians are powerful: through them the city of Lothar appears gleaming as it was thousands of years ago and Lotharians can defend themselves by manifesting their thoughts into powerful, illusionary forms capable of killing simply through the suggestion that they are real. When attacked, Lotharians therefore generate an illusionary army of warriors (wielding bows and short handled axes) to win battles for them. Illusion became so ingrained in their society, that with their abilities they have transcended even the need to consume physical food as the illusory version of it is enough for them.
Eventually they came to question the essence of reality and of themselves: what is real and what is illusory, are they reality or illusion? Lotharians therefore pass most of their time debating philosophy in their ivory tower of Lothar.

Despite all their philosophy, however, the unlikely god of Lothar is called Komal: no promises, no eternal life, Komal is hungry! Komal is in fact a very large banth, a kind of living god held captive in the bowel of Lothar and happy to eat all the unfortunate sent to meet him.

Lotharians race modifiers: +1 PSIONICS
Archetypes: only Illusionist
Special Skills peculiarities: no Special Skills related to combat and movement, as nobody used them in Lothar for so many years.

Other peculiarities: a special device, or artifact, in Lothar improves the effect of Illusionism Special Skill in a range of 10 haads. Within a radius of one haad from the device, all Illusionist rolls have a bonus of +10 and all the defensive rolls of their targets have a penalty of -10, turning de facto illusions into reality as long as the forgotten device keeps working. Within this range, creatures that die as part of an illusion, are actually dead under every point of view. Moving progressively away from the device, for every extra haad the bonus and penalties respectively decrease and increase by one point, so that at 10 haads from the artifact, hidden somewhere at the centre of Lothar, its effect fizzles out.
Within the range of the artifact, Illusionists have no STAMINA loss when casting illusions if they exceed required casting roll by 3 or more points.
The KALDANES are a highly intelligent (although rather narrowly focused) race inhabiting a small area on Barsoom known as Bantoom, whose form is almost all head but for six spider-like legs and a pair of chelae. Their ultimate goal is to become nothing more than the perfect brain; they consider in fact their physical bodies next to worthless except as necessary to support their brains. In order to function in the physical realm, they have bred the Rykors, a complementary species composed of a body similar to that of a Red Martian but lacking a head. When the Kaldane places itself upon the shoulders of the Rykor, a bundle of tentacles connects with the Rykor's spinal cord, allowing the brain of the Kaldane to interface with the body of the Rykor. Should the Rykor become damaged or die, the Kaldane merely climbs upon another as an Earthling might change a horse.

Lacking lungs they do not have to breath. Like most Martians they have psionic abilities, although more advanced than most other races: they are able to control Rykors and other Martians with their minds, and this power seems to be greater in “kings”. Kaldanes in fact live in different clans, each led by a king that produces the eggs from which all Kaldanes in their clan hatch. Every thousand or so eggs a new king egg is produced and is incubated for hatching when a king dies.

Like some other races (the Therns and Black Martians) they have a superiority complex, regarding all non-Kaldanes as inferior creatures to be exploited (if
useful) or destroyed (if not useful enough), and think nothing of eating Rykor flesh despite the creatures' human form.

Kaldanes race modifiers: +1 PSIONICS, all characteristics points are to be spent on PSIONICS and/or LUCK, with no limit

Archetypes: Telepath and Mesmerist (only occurrence of having two initial Archetypes, due to their superior brain power) – Keldanes' kings can couple the two Special Skills Telepathy and Mesmerism, exerting control as Mesmerists even without eye contact as normal, but just with telepathic contact.

Special Skills peculiarities: note that Combat or Movement Special Skills can be put in practice only through controlled Rykors bodies.

Other peculiarities: their psionic powers automatically succeed with Rykors with no risk whatsoever of losing STAMINA. When controlling Rykors, Kaldanes use Rykors' SKILL and STAMINA scores when rolling for physical actions and Combat or Movement Special Skills. See the Rykor description in the Creatures of Barsoom section. When fighting with Kaldanes attached on Rykor, if the Characters fight normally they will first kill the Rykors, giving the Keldanes a chance to escape. Otherwise, if the Characters aim only at the Keldane, the Characters will have a –4 penalty for a direct hit on them. If they fail by up to two points they will nevertheless hit the Rykor, who fight in a way that protects the Keldanes.
The KANGAROO MEN, or Goolians (from Gooli, their main settlement), also known as Marsupial Men, are an arrogant Martian race that exists in very small numbers upon the Island of Ompt in the Toonolian Marshes. They are essentially Human from the waist up, but they have powerful legs and long tails. Their powerful legs allow them to make great leaps and bounds. Like most Martian races they are oviparous, carrying their eggs in their pouches and, once hatched, the young remain within the pouch until they can fend for themselves. Because they carry and protect their young in pouches, they view non-marsupial females as "half-women" who cannot properly care for their young.

Though they believe themselves to be the bravest and strongest of the Martian races and like to boast about their leaping abilities, they are in fact inveterate cowards and as such, they are very isolated and play virtually no role in Martian politics. They hoard massive amounts of shells from their beaches, and it is widely believed that they consider these shells to be valuable treasure, but in truth, they have consciously assigned value to the shells to ensure no other race will plunder their tiny "city" Gooli. Though like most Martians they go about armed at all times, typically with a spear, sword and dagger, a Goolian will only fight if backed by at least ten others of his kind and, even then, he is far more likely to flee in terror if the enemy appears even slightly dangerous. The Goolians have at least one major enemy, a brutal
humanoid tribe known as the Man-eaters. The vicious Man-Eaters terrify the Goolians, who propitiate them by giving five sacrificial members of their tribe at an arranged time in return for the savages not killing them all, burning their village and taking their women. They seem psychologically unable to accept that they are not in fact a brave, mighty, wealthy people, even rationalizing panicked flight as heroic strategy.

Kangaroo Men race modifiers: +1 LUCK
Archetypes: all apart from Illusionist
Racial initial Talents: Packhorse (due to their natural pouches)
Special Skills peculiarities: Goolians start with Con and Jump (due to their powerful legs, as explained before)
Other peculiarities: Cowardly (-4 to all morale rolls) and thick skin (as Monster Light Armour, see AFF2, page 62 - this is one of the very few armours on Barsoom, although natural).
The THREE LEGGED RAT OF KORVAS (or Korvians) is the latest race of Barsoom to reach a level of intelligence above animal and a reasonably complex culture. As their name suggests, they have three legs, two in the back and one in the front, that can be used for many uses, including wielding weapons, while they stand on the back legs. They can have pink or green eyes.

Almost all of them live below the dead city of Korvas, where they became somewhat intelligent, building huts and performing strange, dark rituals. Apparently they are disliked a great deal by martian birds and Malagors flee in panic at the sight of them.

Three-legged rats of Korvias race modifiers: +1 LUCK and +1 PSIONICS

Archetype: Warrior, Scout, Berserker, Beastmaster or Medium (acquiring the latter Archetype and using it with profit, gathering lots of knowledge in the dead city of Korvas, is thought by many to be instrumental in the breakthrough of this “new” race)

Special Skills peculiarities: at the start of the game, only one Craft or Knowledge Special Skill can be chosen

Other peculiarities: can use only one arm for wielding weapons and therefore they can’t use two weapons at the same time or two-handed weapons (such as rifles or bows, for example). This has a logical impact also on available Talents and Skills (for example the Talent Ambidextrous won’t be available, of course).
Thick skin (as Monster Light Armour, see AFF2 page 62 - this is one of the very few armours on Barsoom, although natural)
The MAN-EATERS, as Kangaroo Men call them, are a semi-intelligent, brute humanoid race practicing cannibalism and living not too far from Gooli, the capital city of the Kangaroo Men. The vicious Man-Eaters terrify the Goolians, who propitiate them by giving them five sacrificial members of their tribe every year.

There are sparse canonic descriptions of the appearance of this race, however it can be imagined as similar to Neanderthals, but with sharp teeth.

Man-Eaters race modifiers: +1SKILL, -1 LUCK
Archetypes: Warrior or Berserker
Special Skills peculiarities: Barsoomian Speech (2), Survivor and only Movement, Stealth or Combat, (except from firearms) Special Skills can be chosen
The HORMADS are an organic, sexless race created artificially by the mastermind and mad scientist Ras Thavas. The Hormads resemble Red Martians but are much larger and almost always deformed. When Ras created the Hormad, he also rebuilt a dead city on an isolated island in the Toonolian marshes called Morbus to serve as a centre for their cultural development. All this with the final aim of conquering all of Barsoom. The Hormads are very large nearly indestructible creatures (only fire being able to ultimately kill them, apparently), they are grown in vats in massive numbers and can have all of their limbs severed and even their heads and still survive: the science of Ras Thavas able to make them regenerate their limbs and even whole bodies. Almost all Hormads are deformed in some way: body parts in wrong places, extra toes and thumbs, etc. The severed limbs and bodies of Hormads are recycled in the vats, and Hormads that fail to develop into functional beings are also recycled. Most Hormad's names are simply numbers in the Martian language, like Teeaytan-ov: “eleven hundred seven”. Only their leaders give themselves more meaningful names.

Hormads race modifiers: +3 SKILL, but PSIONICS and LUCK values are always = 0, so at character creation that extra points can be used instead to increase disproportionately SKILL and STAMINA

Archetypes: Warrior
Racial initial Talents: Regeneration (2), no Psychic Awareness can be gained, as Hormads have no PSIONICS
Special Skills peculiarities: apart from languages, only Combat, Movement or Stealth Special Skills can be chosen
In order to support Directors in “creating” Hormads, the following deformity tables are provided, but the Director should always feel free to propose stranger and “fancier” deformities.

Hormads master deformity table
Roll 1d6 twice on this table, then roll again in below tables for detailed deformity:
   1) head deformity (go to A)
   2) body deformity (go to B)
   3) right arm deformity (go to C)
   4) left hand deformity (go to C)
   5) right leg deformity (go to D)
   6) left leg deformity (go to D)

A) Hormads head deformity table
Roll 1d6 once and then go back to the master deformity table, unless instructed differently:
   1) extra eyes
   2) extra large head
   3) mouth on the forehead and eyes on the chin
   4) two faces on a single head
   5) roll one more time (cumulative)
   6) no head deformity from this roll

B) Hormads body deformity table
Roll 1d6 once and then go back to the master deformity table, unless instructed differently:
   1) extra head sticking out from the chest
   2) extra thin and tall body
3) extra broad body
4) tendrils sticking out from the body
5) roll one more time (cumulative)
6) no body deformity from this roll

C) Hormads arm deformity table
Roll 1d6 once and then go back to the master deformity table, unless instructed differently:
   1) extra fingers
   2) extra long hand
   3) extra long arm
   4) extra arm
   5) roll one more time (cumulative)
   6) no arm deformity from this roll

D) Hormads leg deformity table
Roll 1d6 once and then go back to the master deformity table, unless instructed differently:
   1) extra fingers
   2) extra long feet
   3) extra long leg
   4) extra leg
   5) roll one more time (cumulative)
   6) no leg deformity from this roll

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It is possible (for scientists, and even more for mad scientists, of course) turning people from other races into Hormads. This may be a forced transformation inflicted on the target, but sometimes it may appear as the only option available for characters on the verge of
death (perhaps due to deadly Radium bullets) and occasionally there are severely wounded or sick people that are “volunteered” to the treatment by their closest friends or relatives, just to save their lives. This is the only practical way of getting “resurrected” available for Barsoomians, although John Carter is a unique case where some kind of resurrection happened on Barsoom, following very complicate and unique ways.

When a character is turned into a Hormad, restore all scores to their full level (for example, SKILL and STAMINA of a character that received a highly damaging Radium bullet injury will be back to their initial values), then remove their race modifier and replace it with the Hormad race modifier. Replace whatever Defining Talent is present with Fighter and add the rest of Talents and Special Skills to the ones already available. Roll the deformities that will be acquired in the process through the Hormads deformity tables.

Finally, remember that the new creature, while it will retain somehow previous memories, will have a different ethos and will embrace Hormads values and “culture”.
CHAPTER 4: SOCIAL STATUS, EXPERIENCE, HONOUR AND COMBAT

Social status, social relationships (including hirelings and dominions) and experience follow the general guidelines of Advanced Fighting Fantasy rulebooks, but reactions, as it will be detailed below, are much more influenced by “honour”:

Social scale: AFF2, page 33
Social actions: AFF2, page 50
Hirelings: Heroes Companion, page 29
Holdings and Dominions: Heroes Companion, page 33
Experience and character development: AFF2, page 56
Honour is a big deal on Barsoom. Even the lowliest wretch is afforded respect if s/he displays that s/he has great honour and even the wealthiest and most grand Jeddek is looked upon with contempt if he conducts himself in a dishonourable fashion, losing this way much of his power and seriously risking to be exiled. 

Honour is reflected as a bonus or penalty to one's reaction roll and, if applicable, to his/her Hirelings' Morale. Thus, a character who is known to be honourable would gain a critical bonus to reaction rolls when meeting NPCs and trying to influence others.

This is ingrained in the game mechanics by introducing the Honour score and for every 50 points of Honour (rounded down), the character gains a +1 to his reaction roll, while of course if Honour becomes a negative number the reaction roll will similarly have a -1 penalty for every points of Honour lost.

For example, a character with 203 honour points gets a whopping +4 reaction & Morale check, while a filthy villain with -120 points gets a -2 reaction & Morale check.

The same modifier will be used when Hirelings or Followers will do their Morale checks.

As most Barsoomian societies are tribal or anyway are based on communal living, often with little room for privacy, as somebody sees your (honourable or dishonourable) behaviours, adapts immediately the way they relate to you, then other people quickly picks up your deeds and your honour level from them, even if they didn't witness your behaviour. Even if you
move from a tribe or a city to another, it is very likely that voice of your deeds will be transmitted by traders, cross marriages or (not uncommon at all) spies. This way, in order to “start anew” from a clean slate it is necessary a very dramatic change of environment and society on Barsoom.

Anyway, honour depends a lot from what other people sees and is told (by honourable people), therefore an heroic deed that nobody witnessed will not increase your honour and a well arranged lie told by somebody with a high Honour score can significantly reduce your status.

The general guidelines for updating the Honour score are:
Beating opponent in fair fight: +3 honour
Rescue of others: +4 honour
Swearing allegiance to a lord: +5 honour
Defending your good name: +5 honour
Defeating a great/powerful beast alone: +8 honour
Defending your lord's good name: +9 honour
Defending your mate's good name: +10 honour
Inappropriate public behaviour -1 to -5 honour
Lose a fight to an inferior opponent: -1 to -5 honour
Cruelty or disrespect to a woman: -5 honour
Public cowardice (includes using armours!): -8 honour
Attacking from behind: -20 honour
Slaying a woman: -10 honour
Betray your lord: -30 honour
Betray your mate/family: -40 honour
All characters begin with 0 honour, but usually swear allegiance to a lord early on in the game and get this way 5 honour points.
It must be remembered that Scouts and Assassins, as discussed as part of the respective Archetypes description, have a somehow different Code of Honour and are *expected* to do dishonourable deeds. However, their reaction rolls with people that do not know their real activities will be nevertheless penalized and for this reason they usually try concealing their real activities, specially away from their homes. Members of the same tribe or city will also have penalized reaction rolls with Scouts and Assassins: this means that they will probably treat them coldly, but will of course avoid attacking them, as everybody knows that Scouts and Assassins in war are invaluable assets and therefore a necessary evil.

**SWORD RITE AND OTHER DEMONSTRATIONS**

The Sword Rite is a very important rite connected to honour in Barsoom, a public oath of fealty sworn to truly exceptional leaders. The simple but deeply meaningful ritual action to be performed requires unbuckling oneself scabbard and flinging the sword upon the ground before the new chief.

The Sword Rite is equivalent to saying: "My sword, my body, my life, my soul are yours to do with as you wish. Until death and after death I look to you alone for authority for my every act. Be you right or wrong, your word shall be my only truth. Who so raises his hand against you must answer to my sword."
It is the oath of fealty that men occasionally pay to a Jeddak whose high character and chivalrous acts have inspired the enthusiastic love of his followers. Never was known this high tribute paid to a lesser mortal. There is but one honourable response possible from the chief: lifting the sword from the ground, raising the hilt to the lips, and then, stepping to the new followers, personally buckling the weapon upon them again. Not following this custom is a very deep offence.

Barsoomian handshake: hands gripped at the shoulder of the one greeted. Intensity of greeting indicated by one or two handed grip.

Barsoomian salute: hands held to the shoulders, palms backward.

TITLES ON BARSOOM

*Titles of Royalty*
Jed = King
Jeddak = Emperor, King of Kings
Jeddarra = Empress, Queen of Kings
King = used only to describe the Kaldane leaders
Prince or Princess = frequently appears in the royalty of the Red Martians, usually regarding off-spring of Jeddaks or Jeddaras
Chief = generic title of respect that may be appropriate for jeds, princes, or high-ranking officers. For Kaldanes it can be equivalent to "king"
Councillor of Seven Jeds = the ruling class of Morbus.
Dator = a prince of the First Born.

*Titles of Military*

Panthan = mercenary without house or nation, they wear one or two feather on their headdresses, depending if they are hired as Than or Padwar
Than = ordinary warrior or seaman, they wear one feather on their headdresses
Padwar = Lieutenant, ranks of first and second class, they wear two feathers on their headdresses
Dwar = Captain, commands 100 men (i.e. a Utan), they wear three feathers on their headdresses
Teedwar = Major, commands 1,000 men (i.e. a Dar, formed by 10 Utan), they wear four feathers on their headdresses
Odwar = General, commands 10,000 men (i.e. a Umak, formed by 10 Dar), they wear five feathers on their headdresses
Jedwar = General of Generals (a Warlord), commanding a number of Odwar and their men. No specific uniform is prescribed.

EXPERIENCE

Characters acquire experience and develop themselves (learning new Special Skills, Talents or increasing their characteristics) as indicated in AFF2, with the exception, of course, that they can increase PSIONICS instead of MAGIC, but following exactly the same mechanics and guidelines.
BARSOOMIAN COMBAT

On Barsoom honour is paramount and this is especially important in combat. For example, 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.

Apart from few primitive societies that use spears or bows and arrows, the most used ranged weapon for duels is the Radium Pistol, but ONLY against an opponent that has the same weapon, otherwise the duel will have to be fought with less powerful weapons, according to this priority list:

1) Radium Rifle (mostly used for hunting beasts or in war)
2) Radium Pistol
3) Bow (used mostly by Lotharian illusions)
4) Spear (used mostly by Green Martians)
5) Long Sword
6) Short Sword (this includes also Okarian Hook Swords)
7) Hatchet (used mostly by Lotharian illusions)
8) Dagger
9) Bare Hands

If a Fighter, attacked with, for example, a Long Sword draws a Radium Pistol and fires away, he suffers a massive loss of honour as previously mentioned and
by association his clan and city have a bad reflection from it. So, if a 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 honour.
Then, on his turn, the First Born will face the same dilemma and will probably put aside his Long Sword and fight bare handed as well!
Of course, when faced with certain death not everybody thinks only about honour, but the vast majority of Martians do!
There is no armour on hot, dry Barsoom. Chain or plate armour would ultimately lead to the death of its wearer as heatstroke and fatigue claim the heavily equipped warrior and also proud Barsoom warriors would not culturally accept this kind of protection, that would be seen as a shameful act of blatant cowardice. The traditional battle harness of Barsoom acts as light armour:

<table>
<thead>
<tr>
<th>Die roll</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7+</th>
</tr>
</thead>
<tbody>
<tr>
<td>Armour</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>-1</td>
<td>-2</td>
</tr>
</tbody>
</table>

These benefits can be simply added to other damage reduction features, such as the Hardening Flesh Talent and partial cover.

In addition, a Barsoomian armed with two weapons may count his off-hand weapon as a Small Shield (if the off-hand weapon is a Dagger) or a Large Shield (if the off-hand weapon is a Sword) with the related extra protection (as described in AFF2 page 62). This way a warrior with a Long Sword and Short Sword is considered to have parrying bonus equivalent to a Large Shield when fighting with both weapons and declaring that the second is used only for defence (please note that Berserkers can not use defensive combat maneuvers like this).

Missile weapons ranges have the same mechanic and bonuses explained in AFF2 page 59.
<table>
<thead>
<tr>
<th>Weapon</th>
<th>Short range</th>
<th>Medium range</th>
<th>Long range</th>
</tr>
</thead>
<tbody>
<tr>
<td>Radium Rifle</td>
<td>0-600 sofad</td>
<td>601-1,000 sofad</td>
<td>1,001-2,500 sofad</td>
</tr>
<tr>
<td>Radium Pistol</td>
<td>0-225 sofad</td>
<td>226-405 sofad</td>
<td>406-1,125 sofad</td>
</tr>
<tr>
<td>Bow</td>
<td>0-150 sofad</td>
<td>151-270 sofad</td>
<td>271-750 sofad</td>
</tr>
<tr>
<td>Spear *</td>
<td>0-30 sofad</td>
<td>31-60 sofad</td>
<td>61-120 sofad</td>
</tr>
<tr>
<td>Throwing Dagger</td>
<td>0-24 sofad</td>
<td>25-54 sofad</td>
<td>55-72 sofad</td>
</tr>
</tbody>
</table>
* double the ranges when hurled by Green Martians, if they can use both limbs on the same side of the body to propel with more strength.

Most Martian Warriors use an equipment package known as “the warriors' kit”, which consists of a harness that crosses across the chest and contains sheaths for the weapons of a true Barsoomian. The most common weapons are:

- Long Sword: A long, slim fighting blade that is the primary weapon of Barsoom.
- Short Sword: A fast, slender weapon often intended to be used in the off-hand.
- Dagger: A back-up weapon and all-purpose tool.
- Radium Pistol: this weapon 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”, a special ore mined in very dangerous conditions under the surface of Barsoom. While inert during night time, Radium at certain concentrations becomes explosive if exposed to sunlight. Thus, when a gun is fired the bead breaks and blast a big hole through whatever it hits.

Radium bullets can be a seriously deadly menace even with a single hit! Radium bullets damage is detailed below, but consider that, for every shot on target, the
injured character has to test for LUCK or get double damage. Targets will also get the very same amount of points reduced from their SKILL score, to represent the enormous shock, pain and damage that these weapons deal, leaving the Targets maimed. If the SKILL score this way is reduced to zero or below, the Targets become unconscious and won't be able to help themselves anymore. This SKILL reduction will be completely recovered in parallel with the STAMINA damage only if a test of LUCK with a +1 bonus (to account for the previous test to avoid for double damage) will be passed, otherwise half of it (rounded down) will become permanent!

On top of this, every single Radium bullet injury will bleed one point of STAMINA per turn (this won't affect the SKILL level, however) until the injury is treated and bandaged to a decent standard or the Target will bleed to death (of course this latest rule is not applicable to undeads or constructs or any other creature that don't have blood circulation!)

<table>
<thead>
<tr>
<th>Die roll</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7+</th>
</tr>
</thead>
<tbody>
<tr>
<td>Radium bullet (night)</td>
<td>1</td>
<td>2</td>
<td>2</td>
<td>3</td>
<td>3</td>
<td>4*</td>
<td>5*</td>
</tr>
<tr>
<td>Radium bullet (daylight)</td>
<td>2</td>
<td>3</td>
<td>4</td>
<td>5</td>
<td>6</td>
<td>8</td>
<td>10</td>
</tr>
</tbody>
</table>

* roll also on the radioactivity consequences table
Finally, a bullet that hits in the night with a die roll of 6 (or more), lodges into the target's body, dissolves in it and then causes medium radioactive poisoning that requires rolling in the radioactivity consequences table (see next chapter for more detail). In all other cases of night fire, bullets do not lodge into target's body and during daylight they do explode, causing much more damage, but no radioactive poisoning.
Due to the Barsoomian Warrior's Code, no true and honourable Fighter of Barsoom would ever use a Radium Pistol at point blank. A Radium Rifle uses the same bullets of a Radium Pistol and deals the same damage (the only difference is the range). Radium bullets are expensive and not to be wasted.

In general, Warriors and Assassins will use whatever weapons they can get their hands on. Scouts favour smaller weapons such as the short sword and dagger, and usually shun noisy firearms. Berserkers will likely fight with a blade in either hand, using both of them for attack, without thinking about their own defence. Psions often attempt to conceal their status and tend to be equipped as Fighters.
CHAPTER 5: RADIOACTIVITY AND ITS EFFECTS

The geology of Barsoom is characterized by deposits of a strange ore called “Radium”: apparently inert, at certain concentrations becomes explosive under sunlight or under certain other conditions. Radium can be mined in very dangerous conditions and can be used, as described in previous chapter, to produce bullets of devastating power.

The most terrible side effect of Radium is radioactivity, that causes a form of devastating sickness that can affect all living creatures exposed to it and even their descendants. Apart from Radium mines, that are notoriously dangerous due to radioactivity, there are old battlefields where ancient battles were fought and various radioactive deserts. All areas contaminated can be divided in three degrees of danger: low, medium and high, depending on the level of contamination.

In order to attempt to use any psionic power in a radioactive area, a preliminary test of LUCK must be passed first, or the attempt will fail: radioactivity seems to have a negative effect on psionics.

A layer of lead of approx one thirtieth of a sofad can protect from the strongest radiations (in fact lead is used also for the outer casings of bullets, for example, to avoid causing harm while transporting the bullet itself), but a lead armour is most impractical to carry around in the desertic climate of Barsoom.
Radioactive contamination requires each character to make a roll in the radioactivity consequences table (see below). In more contaminated areas, radiation has more dangerous consequences, according to the following guidelines:

- Low danger areas or actions require a roll in the radioactivity consequences table approx every Teean (67 days): these actions include walking through low contamination areas, such as very old battlefields or low radioactivity wastes, without eating food grown there or drinking water stagnant in the area and with no open wounds. Roll on the radioactivity consequences table with a +1 bonus.

- Medium danger areas or actions require a roll
in the radioactivity consequences table approx every day: these actions include walking in high radioactivity wastes, in the most dangerous parts of radioactive battlefields, inside Radium mines, in Radium bullets factories or they can be related to ingesting contaminated food or water, having open wounds in contaminated areas and being hit by a Radium bullet that lodges inside the body and is dissolved in it (see Chapter 4 to check exactly when this can happen). Survivor Talent in a low contamination area reduces consumption of food and drink from that environment from medium to low danger.

- High danger areas or actions require a roll in the radioactivity consequences table approx every Xat (177 seconds): these actions require close contact with Radium ore in fair quantities, for example as a consequence of incidents in a Radium bullets factories or in scientific labs. Roll on the radioactivity consequences table with a -1 penalty.

Please note: all rolls in the radioactivity consequences tables can be increased by 1 with a successful test of LUCK. This test can be done also after seeing the result of the roll for consequences.

On top of this, Green Martians and Hormads have a bonus on this roll of +2, Keldanes have a penalty of -1 and all other non-human races of Barsoom (Kangaroo Men, Man-Eaters, Korvians) have a bonus of +1.
Radioactivity consequences table (roll 2d6 and check the results)

<table>
<thead>
<tr>
<th>Roll</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>12+</td>
<td>After 7 days the target realizes that his/her PSIONICS increased by 1</td>
</tr>
<tr>
<td>11</td>
<td>No effect</td>
</tr>
<tr>
<td>10</td>
<td>No effect</td>
</tr>
<tr>
<td>9</td>
<td>No effect</td>
</tr>
<tr>
<td>8</td>
<td>No effect</td>
</tr>
<tr>
<td>7</td>
<td>Take an “impact on descendants” roll</td>
</tr>
<tr>
<td>6</td>
<td>Radioactive nausea (-1 SKILL until the radioactive area is abandoned for at least a day and an uncontaminated drink is taken) + take an “impact on descendants” roll</td>
</tr>
<tr>
<td>5</td>
<td>Radioactive sickness (see below) + take an “impact on descendants” roll</td>
</tr>
<tr>
<td>4</td>
<td>Radioactive burns cause 1 SKILL and 2 STAMINA permanent damage + radioactive sickness (see below) + take an “impact on descendants” roll</td>
</tr>
<tr>
<td>3</td>
<td>Radioactive burns cause 2 SKILL and 4 STAMINA permanent damage + radioactive sickness (see below) + take an “impact on descendants” roll</td>
</tr>
<tr>
<td>2-</td>
<td>Radioactive burns leading to immediate death</td>
</tr>
</tbody>
</table>
Radioactive sickness: every 7 days the target has to pass a tests of LUCK or loses 1 SKILL and 2 STAMINA points and has to repeat the test again after 7 more days. The test of LUCK is to be repeated until it is passed and only after that it will be possible recovering the SKILL and STAMINA that were lost due to this sickness and only at the same rate that they were lost. A “Cadmium” potion (see more detail below) allows rolling with initial LUCK score +1.

Impact on descendants: all races of Barsoom have big problems with high rate of unwhole births and most of them waste no time to kill their newborns when they show the slightest sign of physical deformity. This high rate of birth defects is of course a consequence of exposure to radioactivity and the following table provides more detail. It needs to be used when the roll on the radioactivity consequences table indicates that there is an “impact on descendants” roll to be made.

If no descendant is conceived within a year after radiation and during that year no further radiation is received, the body cleans itself of radioactivity and the impact is effectively avoided.
Impact on descendants table (roll 2d6 and check the results)

<table>
<thead>
<tr>
<th>Roll</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>12+</td>
<td>The newborn develops abnormally high intelligence and can therefore acquire the Talent “Scientists”. Test of LUCK with -3 penalty to avoid becoming a mad scientist.</td>
</tr>
<tr>
<td>11-8</td>
<td>No effect</td>
</tr>
<tr>
<td>7</td>
<td>The newborn has lower intelligence than normal and will never be able to acquire more than one PSIONICS point as well</td>
</tr>
<tr>
<td>6</td>
<td>The newborn has some physical deformity and in most places of Barsoom will be killed at birth: roll once on Hormads master deformity table, at the end of chapter 3</td>
</tr>
<tr>
<td>5</td>
<td>The newborn has major physical deformities and in most places of Barsoom will be killed at birth: roll twice on Hormads master deformity table, at the end of chapter 3</td>
</tr>
<tr>
<td>4</td>
<td>The target of irradiation becomes sterile for one year, then roll again on this table with a cumulative +1 bonus</td>
</tr>
<tr>
<td>3</td>
<td>The target of irradiation becomes sterile for 2d6 years, then roll again on this table with a cumulative +1 bonus</td>
</tr>
<tr>
<td>2-</td>
<td>The target of irradiation becomes permanently sterile: no more descendants!</td>
</tr>
</tbody>
</table>
On Barsoom there are special (horribly-tasting) potions, called “Cadmium” potions, that can prevent for a day the effects of low or medium radioactivity, but they have strong side-effects and during their activity they cause a kind of toxic (but not radioactive) sickness that reduces SKILL by one point and STAMINA by 2 points. These penalties are just temporary and recede right after the end of the effect, but if another Cadmium potion is taken before the effects of the first completely faded, the penalties are cumulative.

Cadmium potions unfortunately have no effect against high radioactivity danger situations.
CHAPTER 6: MONEY AND ECONOMY

The standard unit of currency on Barsoom is the tanpi, an oblong gold coin. For smaller transactions, there is the silver teepi, worth $\frac{1}{10}$th of a tanpi. Many times, currency is paid out in ornate jewellery instead. In general, most characters (including playing characters at the start of the game) will have $1d10$ tanpi in their pouches. A noble will have immediate access to $1d10\times100$ tanpi, although their true worth might be a thousand times that, well guarded or well hidden. In tribal societies, where there is no real trade between tribesmen, coins are available as well, but they are used mostly for decoration rather than for buying and selling goods.

For simplicity, existing price lists from Advanced Fighting Fantasy publications can be lifted with minimal changes as described below, with the assumption that one gold piece can be considered equivalent to one tanpi and one silver piece to one teepi. Price lists for common objects can be found in AFF2, pages 106-108, although they need some obvious adaptation to Barsoom (for example, Earth livestock is of course unknown on Barsoom, but there are other local animals that can be taken as “substitutes”, clothing is very seldom used, armour is never used, harnesses are used for personal decoration by every
Martian man and woman, spell components and magical sundries are not present, etc.)
As water, food and plant derivatives such as wood or similar are much scarcer on Barsoom than in other worlds, their price from the existing AFF2 price lists has to be multiplied by ten. Consider that in tribes and clans food and water are shared amongst tribesmen, depending on their social status, but buying food outside your tribe can be quite expensive and learning survival skills can be therefore extremely useful.

There are of course no Radium pistols mentioned in Advanced Fighting Fantasy publications, but a basic pistol cost can be taken from Blacksand, page 8. A Radium rifle costs 50% more than a Radium pistol and each Radium bullet costs $\frac{1}{20}^{th}$ of a Radium pistol.

Finally, for estimating the value of Barsoomian fliers, the corresponding naval prices can be found in Blacksand (page 39) and multiplied by 10 to account for the fact that these fliers, mostly ancient relics, actually fly!

Please note that fliers are great transports over Barsoom surface, but they are not able to reach other planets like spacecrafts.
CHAPTER 7: RELIGION

Most Barsoomians practice ancestors worship as their primary religion. Over the past 100,000 years, though, the worship of Issus has become common in parallel with ancestors worship. Issus is the goddess of Life and Death, which makes her pretty all-encompassing. When Barsoomians becomes over the hill (at around age 1,000 or so), they take a pilgrimage to the River Iss and the Valley of Dor to become one with the goddess.

The entire religion was discovered by John Carter to be an enormous sham: the Thern, 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, also with the support of a network of Thern spies.
However, Therns presided over this sham in “good faith”, thinking in fact that Issus was a real goddess and that they had the “divine duty” to do that.
Through complex means, however, the Black Martians controlled the Therns and the Therns controlled Barsoomian religion. The Holy Therns are as ignorant of Issus' true self as are the Barsoomians of the outer world. Her decrees are borne to the Therns written in blood upon strange parchment. They think that they are receiving the revelations of a goddess through some supernatural agency, since they find these messages upon their guarded altars to which none could have access without detection. The messages are carried by the First Born through a long tunnel secretly connecting the Temple of Issus with the principal temple of Matai Shang. Needless to say, membership of the Temple of Issus dropped dramatically after this discovery.

Of course it is up to the Director deciding if the game is set before or after the fall of Issus.
CHAPTER 8: HEROES AND OTHER PERSONALITIES

Please note that only most relevant Special Skills and Talents will be mentioned. The Director may feel free to add further detail as desired.

JOHN CARTER Jasoomian Warrior
SKILL 12
STAMINA 24
LUCK 12
PSIONICS 1
Talents: Psychic Awareness, Weaponmaster, Lightning Strike, Natural Leader, Robust
Special Skills: Rifles (6), Guns (2), Swords (6), Jump, Strength

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 Jeddek of Helium.

Carter's Jasoomian heritage provides him with several
advantages on the low gravity world, as he is far stronger than any other person of his size and his incredibly high leaps are legendary.

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 grey 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, as he is a man of action. Carter's overwhelming motivation is the safety and happiness of his wife. He would risk anything in her name.
DEJAH THORIS Red Martian Warrior
SKILL 9
STAMINA 16
LUCK 11
PSIONICS 6
Talents: Psychic Awareness, Weaponmaster, Lightning Strike, Etiquette, Hawk Eye, Natural Leader, Survivor (Helium Forest), Status
Special Skills: Guns (2), Swords (4), Knives (4), Navigation, First Aid
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 defence 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. She remains cool and aloof, unfazed by anything other than the thought of her husband in peril.
TARS TARKAS Green Martian Warrior
SKILL 10
STAMINA 20
LUCK 10
PSIONICS 1
Talents: Psychic Awareness, Weaponmaster, Lightning Strike, Ambidextrous, Hawkeye, Status, Survivor (salty desert), Hardening Flesh
Special Skills: Rifles (1), Lances (4), Swords (6)
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 one of the few Green Martians allowed to freely walk its streets.
Tars Tarkas is a typical Green Martian, 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 Martians comrades and his duty to his Green Martians followers.
CARTHORIS Barsoomian Warrior
SKILL 11
STAMINA 24
LUCK 12
PSIONICS 1
Talents: Psychic Awareness, Weaponmaster, Lightning Strike, Natural Leader, Strength
Special Skills: Rifles (2), Guns (2), Swords (6), Jump
Son of Jon Carter and Deja Thoris, Carthoris, Prince of Helium, inherited extra-ordinary strength and ability to jump from his father, making him the most powerful fighter on Barsoom, just after his father.

THUVIA OF PTARTH, MAID OF MARS
Barsoomian Beastmistress
SKILL 8
STAMINA 14
LUCK 9
PSIONICS 10
Talents: Psychic Awareness, Status, Etiquette
Special Skills: Calm Beast, Befriend Beast, Command Beast, World lore, First Aid, Banth lore, Religious lore
Thuvia is the aristocratic and fearless Princess of Ptarth, much loved by Carthoris. She was torn between Carthoris (heart) and the Jeddak of Kaol (duty), as she was promised to him. Perhaps for this reasons, she sets out to the final pilgrimage to the River Iss even if she is way too young and, as a consequence of this action, a lot of the plots behind
this religion are exposed. Thuvia is famous for her incredible ability to control the mightiest Banths.

ULYSSES PAXTON aka VAD VARO Jasoomian Scout
SKILL 10
STAMINA 20
LUCK 11
PSIONICS 1
Talents: Psychic Awareness, Precise Thrust, Silent Strike
Special Skills: Rifles (6), Guns (2), Swords (2), Jump, Medical Lore (4), Sneaking
Ulysses S. Paxton is the only Earthling to physically
travel to Mars (John Carter actually sent a projection of himself into a Barsoomian body). Becomes Ras Travas’ lieutenant and is taught advanced medical techniques (including brain transplant) by the mad scientist before leaving him. Marries Valla Dia, a princess of Duhor.

RAS THAVAS aka THE MASTER MIND OF MARS
Barsoomian Mad Scientist
SKILL 9
STAMINA 12
LUCK 10
PSIONICS 9
Talents: Psychic Awareness, Scientist
Special Skills: Mesmerist, Guns (1), Swords (1), Knives (1), Medical Lore (6), the Director can add any other medical or technological lore required by the situation.
Ras Thavas was evicted from his ancestral home in the Toonolian Marsh by Vobis Kan and later on settled in the dead city of Morbus, which he rebuilt as a modern city to be the capital of the Hormads, an artificial life form that he created for conquering Barsoom, amongst many other weird and cruel experiments. When he was over 1,000 years old and his body was failing, he trained his lieutenant Ulysses Paxton from Jasoom in his revolutionary medical techniques and had his own brain transplanted by Ulysses into a young, healthy body in order to extend his own life.
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 honour equal to any Barsoomian warrior.
CHAPTER 9: CREATURES OF BARSOOM

APT:

SKILL: 9
STAMINA: 18
ATTACKS: 2 or 1
WEAPON: two medium claws or one large bite (+immobilization)
ARMOUR: medium
DAMAGE MODIFIER: none
HABITAT: frozen tundra
NUMBER ENCOUNTERED: 1-3
TYPE: monster
REACTION: hostile
INTELLIGENCE: low

The apt is a huge, vaguely centaur-like 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. Its head is broad and flat with a long snout and massive jaws. Apts can strike with their corded arms and taloned paws twice per round or alternatively can bite once per round. Any bitten opponent must pass a test of (at choice) pure LUCK or SKILL + Strength Special Skill (repeatable every round if the Character desires so, but with a cumulative penalty of -1 at every successive attempt) or get stuck in the apt’s maw and vulnerable
to its talon attacks (+2 bonus for the apt’s attack rolls and no Armour damage reduction allowed for the victim) until freed.
The apt is a vicious predator with a dim intelligence that relishes hunting Barsoomians as much as they relish hunting it.
ARBOK

SKILL: 7
STAMINA: 12
ATTACKS: 2 or 1
WEAPON: two medium claws or one medium bite
ARMOUR: heavy
DAMAGE MODIFIER: none
HABITAT: forest of Helium
NUMBER ENCOUNTERED: 1-6
TYPE: reptile
REACTION: neutral
INTELLIGENCE: low

The Arbok is a tree-dwelling reptile native to the Forest of Helium. It has claws, fangs, and horny skin, and apparently roars as well. The ruling class of Helium tried to render the species extinct, but the efforts were not entirely successful.

BIRDS OF BARSOOM

SKILL: 3-4
STAMINA: 4-5
ATTACKS: 1
WEAPON: small beak
ARMOUR: none
DAMAGE MODIFIER: none
HABITAT: wet areas
NUMBER ENCOUNTERED: varies
TYPE: bird
REACTION: neutral
INTELLIGENCE: low

Small song-less birds with colourful plumage thrive in the few places with water and their flight is a good indication. This entry covers the most common (and not dangerous, if not provoked and cornered) species, but on Barsoom there are much larger birds, such as Malgors, that are reviewed in dedicated descriptions.

BANTH

SKILL: 10
STAMINA: 18
ATTACKS: 2 or 1 and howl
WEAPON: two large claws, or one large bite
ARMOUR: light
DAMAGE MODIFIER: +2 on damage rolls
HABITAT: everywhere on surface apart from the coldest regions
NUMBER ENCOUNTERED: 1-12
TYPE: cat
REACTION: hostile
INTELLIGENCE: low

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 pass a LUCK test or a Morale check (for Hirelings – see Heroes Companion, page 30) with a -1 penalty 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.
BLAZING EYES

SKILL: 7
STAMINA: 12
ATTACKS: 1
WEAPON: small claws or fangs
ARMOUR: light
DAMAGE MODIFIER: none
HABITAT: dungeons, ruines
NUMBER ENCOUNTERED: 1-12
TYPE: unknown
REACTION: unfriendly
INTELLIGENCE: medium

The Blazing Eyes are monstrous creatures that inhabit the catacombs and dungeons beneath the abandoned Barsoomian cities. No detailed description is ever given of them other than that they are about the size of a human and they never blink or make any sound (attacking by surprise as with Sneaking Special Skill – AFF2, page 28). They seem incapable of tolerating light, and though they will pounce upon anyone who is weak or dead, they will retreat from anyone who attacks them. These monsters have only been reported beneath the cities controlled by the Warhoons, but may be hiding also beneath other cities.
A Calot is a Martian creature that is the world's rough equivalent of a dog amongst the Green Martians, that are the only race on Barsoom that domesticated them. These creatures are about the size of a Shetland pony, with ten short legs, a frog-like head, and a small amount of bristly "hair". They are the fastest creatures on Mars, and are excellent at hunting game or guarding property.

Calots have been domesticated by the Green Martians who use them for multiple purposes, they use them for guard animals, in their arenas, and to guard the rears of their caravans.

Sometimes the term "Calot" is used in a derogatory manner by the various peoples of Barsoom.

Not much is known about the behaviour of wild calots,
apart that they are known to hunt in groups on the dead sea bottoms.
Those who treat their calots kindly will be rewarded with great loyalty; after befriending the calot Woola, John Carter was continually surprised when the ugly brute showed up just in the nick of time to save him from a number of otherwise deadly encounters. In fact, he found he had to go to great lengths to convince Woola to leave his side so that his beloved pet would not follow him into situations in which he would be more likely than his master to be harmed.
The Calot Tree is a dangerous carnivorous plant, about the size of a large sagebrush; each of its branches terminates in a set of powerful jaws. It has been known to trap even large predators, like the Banth, reeling them in to be devoured by its many jaws.
DARSEEN

SKILL: 7
STAMINA: 11
ATTACKS: 1 or 2
WEAPON: one large bite or 2 medium claws
ARMOUR: light
DAMAGE MODIFIER: -1 to damage rolls
HABITAT: varies, including underground
NUMBER ENCOUNTERED: 1-12
TYPE: reptile
REACTION: unfriendly
INTELLIGENCE: low

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 here. There are however bigger ones that if encountered, will require scores to be adjusted accordingly.

Great albino variety lizards live underneath the city of Tjanath, in a mighty underground cavern housing the River Syl and their mouths are large enough to swallow a man. They are fierce predators of this underground world, but have poor eyesight, apparently because of their subterranean existence, and their purple blood has a nauseating smell.
JOOG

SKILL: 14
STAMINA: 100
ATTACKS: 1 or 2
WEAPON: 2 huge punches, a huge kick or a huge uprooted tree used as a weapon
ARMOUR: none
DAMAGE MODIFIER: +3 to damage rolls
HABITAT: Korvas
NUMBER ENCOUNTERED: 1 (unique)
TYPE: construct
REACTION: hostile
INTELLIGENCE: low
SPECIAL: Talent Regeneration (25)

Joog, otherwise known as the "giant man of Mars", was created by the Hormad scientist Pew Mogel to be an indestructible engine of war in his attempt to conquer Barsoom. Joog is one hundred and thirty sofads tall, has a hairy face and two rows of teeth. He was constructed from corpses of ten thousand red martians and white apes. Despite the fact that his brain is a composite of many martian brains, he is seemingly unintelligent. In battle Joog wore a helmet where Pew Mogel sat in and controlled the giant, while the giant himself used an uprooted tree as a weapon.

Joog was used by Pew Mogel to attack Helium. The Helium fleet tried to destroy him, but Joog regenerated his body faster than they could damage it. When John Carter killed Pew Mogel, he got the microphone that controls Joog's actions and ordered him to retreat back to Korvas. What happened to him after this is unknown.
KOMAL

SKILL: 12
STAMINA: 24
ATTACKS: 2 or 1 and howl
WEAPON: two large claws, or one large bite
ARMOUR: light
DAMAGE MODIFIER: +2 damage rolls
HABITAT: the valley of Lothar
NUMBER ENCOUNTERED: 1
TYPE: cat
REACTION: hostile
INTELLIGENCE: low

Revered as a god by the Lotharians, Komal is nothing more than an unusually large Banth. According to canon, when the Jeddak of the Lotharians tried to feed the princess of Ptarth to the beast, she tamed it using her uncanny abilities. The Banth then accompanied her to outside of the valley which Lothar lay, where it met its end in a battle between the Red Martians of Dusar and the Green Martians of Torquas.

MALAGOR

SKILL: 7
STAMINA: 11
ATTACKS: 2 or 1
WEAPON: two medium talons or a large beak
ARMOUR: none
DAMAGE MODIFIER: none
HABITAT: everywhere, most often near cliffs
NUMBER ENCOUNTERED: 1-4
TYPE: birds
REACTION: unfriendly
INTELLIGENCE: low

This giant bird is very rare. It is of great size with a wing spread of about 2 ads. It can fly at a speed of about 180 haads per hour carrying a passenger, and it can carry even a Green Man or two human-sized 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.
MAN FLOWER

SKILL: 4
STAMINA: 6
ATTACKS: 1-6
WEAPON: small “hands”
ARMOUR: none
DAMAGE MODIFIER: none
HABITAT: everywhere, most often near cliffs
NUMBER ENCOUNTERED: 1-4
TYPE: vegetable
REACTION: unfriendly
INTELLIGENCE: low

There are several varieties of man flower on Barsoom, a plant that is a type of creeper or vine. The blooms of these plants have hands and eyes that they use to see and seize the small insects which their diet consists of. The plant is only noted as being found in the forests of Kaol.

ORLUK

SKILL: 7
STAMINA: 13
ATTACKS: 2 or 1
WEAPON: 2 medium claws or 1 medium bite
ARMOUR: light
DAMAGE MODIFIER: none
HABITAT: arctic
NUMBER ENCOUNTERED: 1-6
TYPE: cat
REACTION: hostile
INTELLIGENCE: low

The Orluk is a black and yellow striped, artic-dwelling carnivore about the size of a jaguar. Somebody describes it as weasel-like in appearance, others as a fierce "elephantine" beast. The orluk has four legs, great fangs and a lust for blood like the 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.

Its black and yellow striped fur is a major export of the kingdom of Okar, and is also used to create the clothing that protects them from the extreme cold.
PLANT MAN

SKILL: 7
STAMINA: 10
ATTACKS: 1
WEAPON: unarmed strike or medium bite
ARMOUR: light
DAMAGE MODIFIER: none
HABITAT:
NUMBER ENCOUNTERED: 4-24
TYPE: vegetable monster
REACTION: hostile
INTELLIGENCE: medium

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, batter their prey into submission and then devour them once they are unconscious.
RYKOR

SKILL: 5-9
STAMINA: 10-20
ATTACKS: 1
WEAPON: depends
ARMOUR: none
DAMAGE MODIFIER: none
HABITAT: Bantoom
NUMBER ENCOUNTERED: varies
TYPE: human
REACTION: no reaction if not controlled by a Kaldane
INTELLIGENCE: none

The rykors serve as all-purpose domesticated animals for the kaldane race, used for transportation and food as well as performing those tasks the kaldanes themselves are physically too weak to do. Physically the rykors appear to be headless Humans with light red skin, almost universally well-muscled and handsome or beautiful. They are, however, non-sentient and would be unable to survive without the care of the Kaldanes, as they cannot even find food for themselves when not directed by a Kaldane. Where the neck would be on a Red Martian, the Rykor simply has a gaping hole. A Kaldane riding a Rykor sits atop this hole and grasps its exposed spinal column, giving it control over the Rykor's limbs.

It is suggested that the Rykors have been bred from captive Red Martians and some non-sentient domestic animal formerly used by the Kaldanes.
SILIAN

SKILL: 7
STAMINA: 12
ATTACKS: 1
WEAPON: medium bite
ARMOUR: none
DAMAGE MODIFIER: none
HABITAT: sea of Korus
NUMBER ENCOUNTERED: varies
TYPE: sea reptiles
REACTION: hostile
INTELLIGENCE: medium

The aquatic creature called the silian lives in the lost sea of Korus, apparently nocturnal. The creature is known to Barsoom, thus possibly it inhabits other bodies of water. A statue of a silian was seen in a religious temple in the city of Phundahl.
SITH

SKILL: 7
STAMINA: 15
ATTACKS: 1
WEAPON: medium sting + poison
ARMOUR: light
DAMAGE MODIFIER: none
HABITAT: non-arctic areas
NUMBER ENCOUNTERED: 2-8
TYPE: insect
REACTION: hostile
INTELLIGENCE: low

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 and are relentless in their pursuit of fresh meat. The Sith possess a powerful sting that is often fatal. If a character is stung and no immediate relief is available in term or anti-poison potions or similar, test for LUCK: if successful, double the damage and, if unsuccessful, death by poison.
A Sith's gigantic eyes take up 90% of it's head, making it impossible to sneak up on them.
SNAKES OF BARSOOM

SKILL: 6
STAMINA: 6
ATTACKS: 1
WEAPON: small bite + poison
ARMOUR: none
DAMAGE MODIFIER: none
HABITAT: caverns
NUMBER ENCOUNTERED: 1-12
TYPE: reptile
REACTION: unfriendly
INTELLIGENCE: low

Reptiles are not common upon Barsoom and for some time snakes were believed to be extinct. John Carter however encountered some of these creatures in the caverns between the Valley Dor and the underground Omean Sea, revealing that some still live. They are similar to earth snake, but their venom would make the cobra seem as harmless as an angleworm (if bitten and no immediate relief is available in term of anti-poison potions or similar, test for LUCK: if successful, double the damage and, if unsuccessful, suffer death).
SORAK

SKILL: 4
STAMINA: 5
ATTACKS: none
WEAPON: none
ARMOUR: none
A Sorak is a small six legged creature the size of a Green Martian woman’s hand. Elderly Red Martian women keep them as pets and John Carter compares them to Earth cat.

THOAT

SKILL: 7
STAMINA: 12
ATTACKS: 1
WEAPON: charge / trample or medium bite
ARMOUR: none
DAMAGE MODIFIER: none
HABITAT: non-arctic areas
NUMBER ENCOUNTERED: varies
TYPE: N/A
REACTION: neutral, friendly if domesticated
INTELLIGENCE: medium

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 +1 on the dice roll to attack with a trample on any turn which they charge into combat.

ULSIO

SKILL: 6
STAMINA: 8
ATTACKS: 1
WEAPON: medium bite
ARMOUR: none
DAMAGE MODIFIER: none
HABITAT: underground
NUMBER ENCOUNTERED: 4-24
TYPE: mammal
REACTION: unfriendly
INTELLIGENCE: low
The Ulsio is a horrible Martian creature, somewhat analogous to the rat of Earth and clearly an entirely different race from the three-legged rats of Korvia. It resembles a baby mouse, grown to the size of an Airdale terrier. The eyes are small and close together, nearly hidden within fleshy sockets. Its jaws are pure bone, extending beyond the flesh of its face to give the appearance of a rotting face, with five sharp and spade-like teeth in each jaw. It has six legs with broad, blunted-taloned feet, which it uses to push dirt behind it when digging. The Ulsio can be found almost anywhere underground, though there are apparently no Ulsios to be found in the land of Bantoom, as they were considered a delicacy by the Kaldanes, who hunted the creatures into regional extinction.
UNCOUTH MONSTROSITIES / WILD BEASTS / GAR

SKILL: 7-10
STAMINA: 15-25
ATTACKS: 1 or 2
WEAPON: medium to large bite or two medium to large claws
ARMOUR: none or light
DAMAGE MODIFIER: none to +1 to damage rolls
HABITAT: Barsoom wilderness
NUMBER ENCOUNTERED: 1-4
TYPE: monster
REACTION: hostile
INTELLIGENCE: low

On Barsoom roam many kind of Wild Beasts called also Uncouth Monstrosities or Gar. They are usually nocturnal and leap on their prey as per Sneaking Special Skill. They possess vicious fangs, usually six limbs and hairy faces.
The large spiders of the Valley Hohr are a peculiar and unique species upon Barsoom. They are web weaving spiders, they hang upon these webs from twelve legs that grow upward from their back and are entirely dependent upon the web for transportation, as upon the ground their legs are entirely useless and the spider helpless. The spider is a predator and, when it bites, its victim has to test for LUCK – if unlucky, it inflicts double damage.

This creature can let out a shriek disproportionately loud compared to the creatures size. This sound summons hordes of these tiny creatures, thus even if their fangs are not filled with poison it is doubtful that any prey could survive an attack by thousands of these creatures.
WHITE APE

SKILL: 9
STAMINA: 14
ATTACKS: 2
WEAPON: medium punches, toss, rend
ARMOUR: none
DAMAGE MODIFIER: none
HABITAT: Barsoom wilderness
NUMBER ENCOUNTERED: 1-24
TYPE: mammal
REACTION: hostile
INTELLIGENCE: medium

The white ape is the only creature actually feared by the barbaric Green Martians. A towering, shaggy monster standing some 16 sofads 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 as if they had Sneaking Special Skill. Its 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 with its fists. However, if it hits with both fists, it automatically grapples its opponent and the following round it will hurl it against the ground or a wall for double damage. Finally, if it successfully grapples, it can attempt to rend the opponent limb from limb for triple damage after a SKILL + Strength opposed test. It prefers to attack young and inexperienced prey, be it Green Martian, Red Martian, or any other.
ZITIDAR

SKILL: 10 (adult), 7 (young)
STAMINA: 16 (adult), 10 (young)
ATTACKS: 1
WEAPON: large charge / trample
ARMOUR: light
DAMAGE MODIFIER: none
HABITAT: wild in arctic regions, domesticated in
dead seas bottoms
NUMBER ENCOUNTERED: 1-12
TYPE: mammal
REACTION: unfriendly
INTELLIGENCE: low

Another riding animal of Barsoom, the Zitidar is
nothing less than a woolly mammoth, just like those
found on prehistoric Jadoom.
Like the Thoat, when the Zitidar charges, it gains a +1
to attack rolls to trample opponents.
Zitidars are "mastodonian draught animals" found on
Barsoom, their hide can be used for clothing and they
are sometimes hunted as a food source, though more
often they are used to carry great loads over vast
distances. They are mostly used by Green Martians to
pull their giant three wheeled chariots, but have been
noted as being used for clothing by the Red Martians
of various nations as well, and they are seen in use by
Kaolians and Manatorites.
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<tr>
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* Director must determine what weird creature appears.
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<td><em>Scouts for a larger horde</em></td>
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</tr>
<tr>
<td>4</td>
<td><em>Party with flier</em></td>
<td><em>Nothing unusual</em></td>
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<tr>
<td>5</td>
<td><em>Party with flier &amp; prisoner</em></td>
<td><em>Party has 1-3 male prisoners</em></td>
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<tr>
<td>6</td>
<td><em>Party with flier &amp; 1-2 male prisoners</em></td>
<td><em>Party has noblewoman (1-4) or princess (5,6) prisoner</em></td>
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APPENDIX 1: OTHER BURROUGHS' WORLDS: THURIA AND CLUROS

A bit all Burroughs' world at some point have been connected (or sometimes ret-conned), so it is not impossible having inter-planetary travelling and adventuring, although it is very rare. After all, John Carter and Ulysses Paxton found their ways to Barsoom, isn't it?

For this reason, the following Appendices will present various planets and moons with a list of playable races and creatures, but their availability to the Players is strictly conceded by the Director on exceptional circumstances.

All Appendices will refer to other Burroughs' worlds, apart from the very last one, that contains adaptation notes for the planet of Lao Kwei, part of the World of Calidar, by Bruce Heard: a gaming world totally unrelated, but that I found somehow similar to Barsoom (at least according to currently available information, as previously mentioned).

First in the list are of course the two moons of Barsoom: Thuria and Cluros: there is a very peculiar relation between Barsoom and its satellites that does not exist between any other planet and its satellites in the solar system: any mass approaching the satellites will change in size and mass as to be proportioned the same as they are on Barsoom to the satellite they are now on.
THURIA
Thuria (Ladan, for its sentient inhabitants, Phobos, for Earthmen) is the closest and most studied moon of Barsoom and, just like the other moon of Cluros, that is still unknown under many other points of view, any mass (including Characters or NPCs) approaching the satellites will change in size and mass as to be proportioned the same as they are on Barsoom to the satellite they are now on.
About 5,800 miles distant from Mars, she makes a complete revolution around the planet (from west to east) in just over 7.5 hours. The moon is typically referred to using feminine pronouns.
Being relatively close to Barsoom, Thuria is one of the most likely starting places for Characters travelling from other worlds to Barsoom.
Thuria is inhabited by two sentient races: the Tarids and the Masena.

Unless specified, no race from outside Barsoom has any point of PSIONICS at Character Creation step, but most of them can acquire them as normal under instruction from a Barsoomian.

The TARIDS are white-skinned humanoids with blue hair and powerful psionic abilities, which they have long used to make themselves invisible to the people of Mars. Many of them showed signs of age, which is not commonly seen among Martians. They worship the
Sun, which they call the Fire God.
They used to be a powerful nation on Thuria, but constant attacks from local predators and other races forced them into hiding and developing their psionic skills in order to stay virtually invisible. Tharids are convinced that every other race is trying to destroy them.

Tarids race modifiers: +1 PSIONICS (Tarids are one of the few races outside Barsoom with psionic abilities from Character Creation stage)
Initial Talents: one Defining Talent of choice between Mesmerist and Illusionist, one other Talent
Initial Special Skills: six Special Skills
Other peculiarities: all Stealth Special Skills rolls by Tarids have a +2 bonus to roll.

The MASENA are grotesque, arboreal humanoids with one eye in the centre of their foreheads and two mouths. The upper mouth is small and round, with thin lips, and Masenas use this mouth to drink fluids. The lower mouth is wider and lipless, with the teeth set directly in the skin of the creature's face: this mouth handles the job of chewing the creature's solid food. The singular eye is brown with no sclerae (white), and the pupil is slit, like a cat's. The nose is flat and broad, with the nostrils turned upwards. The ears are two orifices located towards the top of the skull, and a stiff yellow mane flows down the back of the cranium. The
hands and feet are humanoid, but the fingers and toes are longer, while the thumbs and big toes stick out sideways, probably to facilitate climbing the trees where they build their homes. They also have the unique ability to change colour to match their background. They eat living prey, including human flesh and seem to delight in stalking it.

Masena race modifiers: +2 STAMINA
Initial Talents: Dark Seeing, Light Sleeper, Chameleon (change colour to match the background, +3 bonus to all Stealth rolls), Thick Bark (Medium Armour)
Initial Special Skills: Climbing
Other peculiarities: blunt weapons deal only half damage to the Masena
Other creatures of Thuria:
SCALED BIRD
A small creature native to the moon of Thuria, it is unnamed but has the appearance of a four legged, scales-covered bird, with wings and a beak. Not much is known about this creature, other than the fact that it is food for the native Masena.

CLUROS
Cluros (known to Earthmen as Deimos) is the more distant moon of Barsoom and the partner of Thuria. It is typically referred to using masculine pronouns. Little is known of it, although a Martian scientist did claim to have discovered human life upon him, but nothing more is known of them (which makes it an ideal place for the Director to set up some mysterious plot or to deploy some incredible creature).
APPENDIX 2: RASOOM

Rasoom (known to Earthmen as Mercury) is the first planet in the Solar System. Due to its heat and the distance from both Earth and Mars, no one has ever been known to have visited Rasoom.

Barsoomian scientists used their technology to learn about the intelligent life on distant planets, but all that has been communicated by them about Rasoom is that the people there "are of extreme refinement, power and flexibility."
APPENDIX 3: COSOOM

The second planet from the sun is referred to as Venus on Earth, Cosoom on Mars and Amtor by its natives, that consist of many sapient races: human amoebas, fishmen, birdmen, plant people, the hideous Cloud People and, as standard for most worlds, a race of humans. Though a variety of people inhabit the world, there are a few cultural norms carried across them all. The world is concealed underneath two layers of clouds, that prevent viewing the stars, the sun and the other planets, causing extremely warped views of the world by the inhabitants. The equivalent of a month is a twenty day period called an Ax, the day of the planet is exactly 26 hours, 56 minutes, and 4 Earth seconds long. The Native inhabitants divide this time into twenty equal units called Te, each 80.895 earth minutes long, and a smaller called a Vir approximately four minutes long is used as well.
Like in Barsoom, all the intelligent inhabitants of the planet share a single language. Generally they have no concept of god or any sort of deity whatsoever, with the exception of Brokols.

Amtor is quite far from Barsoom, but it is known that some Barsoomian managed to reach it. Maybe there is a way for Amtorians to travel to Barsoom too.

The BROKOLS inhabit Amtor's northern hemisphere and have green skin, with absolutely no hair. On top of their heads there is a knot that remains from their birth (somewhat similar to a belly button). The females of
the species give birth to a single nut which a tree
 grows from and tiny Brokols grow like fruit upon the
tree, but the vast majority of these young plants are
eaten by Guypals. Not much is known about the diet of
these creatures, but they do drink the blood of warm
blooded creatures including humans.
The Brokols are the only group of people upon Amtor
to have actually developed a religion in any sense.
Their religion was focused on a woman that they
called Loto-El-Ho-Ganja Kum O Raj which literally
translates into 'most high more than woman of the fire'
not much is known about her. They worshipped her
because she supposedly fell from the fire that
surrounds all of Amtor and therefore she was not born
from human or plant. They would perform ritual
sacrifices to her.

Brokols race modifiers: +2 STAMINA

The CLOUD PEOPLE live in the mountains, always
among the clouds. Their bodies are completely covered
with fur garments, with only holes for their eyes and a
hole to breathe through. They cannot stand a dry
atmosphere. Their own skin is hairless, extremely thin
and without pores: they perspire through their nose and
mouths, panting instead of sweating. When they die,
their skins shrivel up as though burned. Their eyes are
very large and round but they have tiny noses: the
combination gives them a owl-like expression.
Cloud People race modifiers: +1 LUCK
Other peculiarities: in a dry atmosphere and without protective fur garments, Cloud People lose one point of STAMINA per turn.

The GAN are humans with black hair, dark brown eyes, and dark skin. They do not grow facial hair. They are the most diverse group of people on Amtor, with many individual cultures and kingdoms (such as Thora, Vepaja and Korva), covering both the northern and southern hemisphere, often unaware of each other’s existence.

Gan race modifiers: +1 LUCK

The KLANGAN (klangan plural, angan singular, meaning: bird men) are the mellow voiced bird men of Amtor. They are a slave race of Thorists and are rather primitive, with little intelligence and no imagination. They conceive only primitive emotions such as hunger, love, fear, self preservation, and hate. They have no initiative and have absolute loyalty to whoever their master is.
They are capable of flying for hours non-stop, even when carrying humans. At a glance one wouldn’t think that their wings would be capable of carrying their own weight, but Amtor's lower gravity and the Klangans hollow bones aid them greatly.
Klangan race modifiers: +1 LUCK
Initial Talents: Flying

The MYPOSANS are fish people of Amtor, native to the northern hemisphere and inhabit a city called Mypos. Their fishlike faces have large beards and gills that allow them to breathe both air and water and, once fully developed, they are capable of walking on dry land with webbed feet and hands.
Having few facial expressions they typically use their
gills to show emotion. They can push air out between their teeth to create a whistle indicating anger, and form an “O” with their lips and suck in air to display laughter.

The Myposans have a radically different culture than the Humans of Amtor, being native to the northern hemisphere. Firearms are entirely unknown to them. They are an arrogant people and believe that Mypos is the largest city in the world. They do not use any beasts of burden or wheeled vehicles.

Klangan race modifiers: +2 STAMINA  
Initial Talents: Swimming, Breathing Water (and Air)

The KLOONOBARGAN (Norbargan singular) are the apelike hairy men of Amtor. With extremely close-set eyes and baboon like faces, they walk upright on two legs and have rough hair covering their entire body. Their smell is described as horrible and suffocating. Their flat feet and hands have heavy pointed talon-like nails on them. They are without a doubt the most primitive race on Amtor: they use only about one hundred words, live in poorly constructed huts and eat the flesh of the local human population with little care. Their weapons are crude bows and slings.

Kloonobargan race modifiers: +1 SKILL, -1 LUCK  
Initial Talents: Survivor (Amtorian forest), Thick hide (medium monster Armour)
The PYGMIES (actual name unknown) are a violent and territorial three foot tall Amtorian race. They use no weapons, and wear no clothes. They have sharp fangs, bulging muscles, and are covered in long hair. They are capable of speech, but do not seem overly cultured.

Pygmies race modifiers: +1 SKILL, -1 LUCK
Initial Talents: Survivor (Amtorian forest), Fangs (small monster natural weapon)

The TIMALS are a primitive race native to the northern hemisphere of Amtor. They appear human except for the fact that they have horns and tails, their faces are also hideously tattooed in many colours. Despite being considered savage aborigines they are surprisingly peaceful.

Timals race modifiers: +1 LUCK
Initial Talents: Survivor (Amtorian forest)

The VOOYORGAN appear to be human but they are most certainly not. Each member of the race has a red line running down the centre of their bodies, the two halves of their bodies are slightly less symmetrical than a true human, not enough to make them look unattractive though. The races method of reproduction is to split down this line into two halves.
Vooyorgan race modifiers: +2 STAMINA

The ZANGAN are the beast men of Amtor (name translation literally meaning beast-men). They do not seem to be an entirely intelligent race, but more like animals, somewhat like earthly apes, with flat noses and huge undershot jaws, although almost hairless and white skinned. Its hind legs are short, walking on its hind toes with its heels corresponding to hocks on an animal, Its hands are more human walking on its palms.

They hunt in packs devouring both men and beasts.

Zangan race modifiers: +1 SKILL, -1 LUCK
Initial Talents: Thick hide (medium monster Armour)

Other creatures of Amtor:

The BASTO is a large omnivorous creature native to Amtor. It is as tall as a man at the shoulder, and can weigh up to 3600 tob (1200 pounds). The creature somewhat resembles a cross between an American bison and a large boar. It has powerful jaws, four great fangs in addition to the other teeth, two heavy horns atop its head and a boar like snout. Its blue hide is similar in texture to that of elephants and has sparse hairs growing all over its body, but the tip of the tail is covered in hair. It stands highest at the shoulder
The GANTOR is a domestic amtorian animal, larger than an african elephant and with similar legs. It has a bull like head, and a stout four foot long horn growing out from the centre of its forehead. It has a large mouth and a powerful jaw filled with teeth. the coat, back of the shoulders, is short and a light tawny yellow marked with white splotches like a pinto horse, while covering the shoulders and short neck was a heavy dark mane. The tail is like that of a bull. Three enormous horny toes covered the entire bottoms of the feet, forming hoofs.

The GUYPALS are a species of fiercely predatory Amtorian bird. These birds actively prey upon the infant forms of the Myposans and Brokols.

The KAZAR is an Amtor birdlike animal the size of a big dog. There are domesticated examples that are used for hunting and as guards. It has four legs and its body is covered with feathers. It has a huge beak similar to parrots’ and two short ears. It has three horns two in front of its ears and one between the other two horns. It's seen hunting in packs and is highly cannibalistic. This creature is not found in vepaja.
MISTAL rat-like creatures the size of a house cat. Calling someone a mistal is considered an insult, similar to calling someone a pig!

The ROTIK is the most numerous of the leviathans that haunt the waters of Amtor: it may attain a length of fully a thousand feet. It has a wide mouth and huge protruding eyes between which is a smaller eye perched on a cylindrical shaft some fifteen feet above its head. The shaft is erectile, and when the creature is at rest upon the surface or when it is swimming normally beneath, it reclines along its back. But when alarmed or searching for food, the shaft springs erect. It also functions as a periscope as the beast swims a few feet beneath the surface.
SNAKES OF AMTOR are of many types. When Carson Napier was locked in the room of seven doors the room was flooded with many varieties of snakes. Snakes with horns, saber-like fangs and ears. Many variations in colour also appeared in the room: blue, red, green, white and purple were noted. A huge twenty foot specimen was noted as well and it was able to kill a Tharban with assistance from the smaller snakes.

TARGO is a large web-weaving, spider-like predator. It has multiple eyes, each with a yellow saucer size spot above it. It is covered in long black hair, has poisonous fangs and long claws capable of grasping a man. The web (called tarel) of the creature is of great importance to the people of vepaja having many uses, not the least of which it’s what they make their clothes from.

THARBAN is a large feline predator that is larger than a lion. It has stiff bristly hair that is reddish with white stripes going lengthwise on its body, and has a black horse-like mane. It has powerful jaws and its three-toed feet are armed with sharp talons. It preys on the kloonobargan and the basto. They have been seen hunting alone and in groups.

The TONGZAN is a predator the size of a puma that lives amongst the giant trees of the world. It has hand-like feet (suggesting a wholly arboreal existence) and
its front legs are longer than the back, with red and yellow longitudinal striped fur covering its body. It has sharp fangs, four inch long antennae with round eyes on the end, and two long chelae sticking out from its neck that it uses to hunt prey.

The VERE is a large lizard like creature with red, yellow and black scales: its beautiful colour and ornamentation are the only good things about this creature. It has a long powerful tail, and is twenty feet in length. Its head is similar to crocodiles’, and has a row of gleaming white horns on the upper jaw, a single eye with a myriad of facets starts at the top and goes down the sides. It has a long chameleon-like tongue that it uses to ensnare prey, which it swallows whole with its toothless mouth. When captured there is a horrible smell from within the beasts mouth possibly vapours to anesthetize prey.

The ZORAT is a domestic riding creature on Amtor. It has long slender legs with round heavily calloused nail-less feet. It is capable of great speed. Above its withers and just forward of its kidneys there are soft pads or miniature humps which form a perfect saddle with natural pommel and cantle. It is herbivore and its only means of defence is its speed. Its head is short and broad, with two large, saucer-like eyes and pendulous ears. Even though it has short teeth it can use them effectively when its temper is aroused.
APPENDIX 4: JASOOM

Jasoom (known to its natives as Earth) is the third planet of the solar system, located between Barsoom (Mars) and Cosoom (Venus). It is home of John Carter and Ulysses Paxton, who were relative unknowns on Earth but became distinguished heroes on Mars. The higher gravity of the Earth compared to Mars causes Earthmen to be much stronger than Martians.

The distance between Jasoom and Barsoom is 48 million miles, only two Earthmen are known to have travelled to Barsoom (John Carter and Ulysses Paxton) and no Martian is known to have travelled to Jasoom, though Martian science had, by 1917, developed the means to view and hear many things on Earth, to the point that the study of Chinese, English, French, Russian and Urdu became a hobby of wealthy intellectuals in kingdoms like Toonol, particularly when news began to spread of the exploits of Carter and Paxton. The Earth has one natural satellite, called "the Moon", or Luna.

The planet is of course a romantic, XIX century-style projection of real-life Earth and is excessively complex, with many races, nations and secrets (such as Caspak and Pellucidar). Africa in particular has many secrets unknown to the great world, such as the lost valley of Pal-ul-don.
The above map was copied and to some extent redrawn from a rough sketch found among the notes made by Lord Greystoke of his experiences in Pal-ul-don
Please note that following modifiers etc. do refer to Earthlings on Barsoom, where they are overpowered by the low gravity, and not on Earth.

The EARTHMEN are the dominating human race of the planet Earth.
Mars has a lower gravity the Earth which endows native of Earth with superior strength (strong enough to kill a full grown Green Martian with one punch) and incredibly enhanced agility, thus being able to jump up to one hundred and fifty feet in the air. Earthmen on Barsoom can acquire PSIONICS and learn Psionic Archetypes or Psychic Awareness.

Earthmen race modifiers: +4 SKILL, +2 STAMINA, +2 LUCK
Initial Special Skills: Jump (Earthmen can jump up to one hundred and fifty feet in the air), sinitial Knowledge Special Skills will refer to Earth lore, that is often useless on Barsoom.
The MAGANI are a race of great anthropoid apes native to Africa, that fostered the mighty Tarzan of the Apes.
It is not known what are the exact effects of low gravity on them, but, being on average much stronger than the typical Earthmen, it is expected that they overpower them also on Barsoom.

Magani race modifiers: +6 SKILL, +2 STAMINA
Initial Special Skills: Jump (Magani can jump over one hundred and fifty feet in the air), initial Knowledge Special Skills will refer to Earth lore, mostly useless on Barsoom.
The NIPON are a tribe of small humans that live in the mountains of California. The adults only reach three feet in height. They are seemingly of Japanese descent: they believe they are descended from the first Nipon who they call Mik-do, that they believe they will meet on an island far out in the middle of the sea when they die.
Nipon race modifiers: +1 SKILL, +2 STAMINA, +2 LUCK
Initial Special Skills: Jump (Nipon can jump up to one hundred feet in the air), initial Knowledge Special Skills will refer to Earth lore, mostly useless on Barsoom.

Other creatures:

GORILLA are large apes native to Earth, they are vicious creatures! They are a relative of the Mangani, and are known in the Mangani language as Bolgani.

The savage Triceratops-like GRYFS of the lost valley of Pal-ul-don, on Earth, unlike their prehistoric counterparts are predatory.
The HO-DON are a hairless and white skinned race of tailed human-looking creatures on Pal-ul-don, a lost valley on Earth.

HELHOUNDS are a doglike predator descended from feral dogs, they are said to have airdale and collie blood. These strong beasts roam the north American continent. They started as a problem from the time of Kalkar domination, continuing until the time of red hawks peoples.

JA are lions native to Pal-ul-don that retains its spots from its youth.
LIONS are fierce predator native to Earth on the continent of Africa. It is a large cat, the males have a thick mane that the female lacks. In the Mangani language female lions are referred to as Sabor and males as Numa.

SNAKES on Earth: the Mangani of Africa call snakes Histah.

The WAZ-DON are a hairy and black-skinned race of tailed human-looking creatures on Pal-ul-don, a lost valley on Earth.
Caspak (as it is called by its native humanoid inhabitants), also known as Caprona by most Earthmen, isn't strictly speaking a planet or a moon, but it is arguably a separate world in itself, although located on the surface of the Earth. Caprona is described as a land mass near Antarctica, first reported by the Italian explorer Caproni in 1721, the location of which was subsequently lost. The island is ringed by high cliffs, making it inaccessible to all but the most intrepid (its first explorers accessed it by taking a submarine through an underground tunnel). It has a tropical river teeming with primitive creatures extinct elsewhere and a thermal inland sea, essentially a huge crater lake, whose heat sustains Caprona’s tropical climate.
Caspak supports a unique biological system for his lost world, in which the slow progress of evolution in the world outside is recapitulated as a matter of individual metamorphosis. Dinosaurs, mammals, and primitive humans coexist on the island.
APPENDIX 6: PELLUCIDAR

Pellucidar is the interior world of the planet Earth and is a warm and vibrant environment filled with creatures long since extinct upon the surface. Earth is in fact a hollow shell with Pellucidar as the internal surface of that shell. Pellucidar is accessible to the surface world via a polar opening allowing passage. Although the inner surface of the Earth has an absolute smaller area than the outer, Pellucidar actually has a greater land area, as its continents mirror the surface world's oceans and its oceans mirror the surface continents.

A peculiarity of Pellucidar's geography is that due to the concave curvature of its surface there is no horizon; the further distant something is, the higher it appears to be, until it is finally lost in the atmospheric haze.

Pellucidar is lit by a miniature sun suspended at the centre of the hollow sphere, so it is perpetually overhead wherever one is in Pellucidar. The sole exception is the region directly under a tiny geostationary moon of the internal sun (called the Dead World): that region as a result is under a perpetual eclipse and is known as the Land of Awful Shadow. The miniature sun never changes in brightness, and never sets; so with no night or seasonal progression, the natives have little concept of time.

Pellucidar is populated by primitive people and prehistoric creatures, notably dinosaurs. A remarkable
region is ruled by the cities of the Mahars, intelligent flying reptiles resembling Rhamphorhynchus with dangerous Psychic powers, who keep the local tribelets of Stone Age human beings in subjugation with the help of the Sagoths). Technically more advanced civilizations include the Korsars (corsairs), a maritime raiding society descended from surface-world pirates, and the Xexots, an indigenous Bronze Age civilization. All or most of the human inhabitants of Pellucidar share a common language.
THE DEAD WORLD
The Dead World, also known as the Pendent World, is the moon of Pellucidar. It hovers roughly a mile above the surface of Pellucidar. It rotates at the same rate as the Earth. The moon contains mountains, oceans,
lakes, rivers, grassy plains, and dense forests. It is called the Dead World because the Mezops lay their dead to rest in trees so that birds may find them and carry them off to this moon. It casts a shadow over the land, create a place known as the Land of Awful Shadow.
It's unheard of creatures from Pellucidar on Barsoom, but there should be a chance at least on par with all other races from the Earth.

The AZARIANS are man eating giants that stand over seven feet tall. They have ugly faces and tusk-like yellow teeth. They are native to the interior world of Earth, Pellucidar.

Azarians race modifiers: +2 SKILL, +2 STAMINA, +1 LUCK
Initial Talents: Thick hide (medium monster Armour)

GILAKS, the native human species to earth’s interior world of Pellucidar. They differ little from the humans on the surface, and there are multiple racial groups of Gilaks. They all have a distinct trait that sets them apart from humans on the surface, a homing instinct that allows them to find their home wherever it may be, they also never forget any location they have been.

Gilaks race modifiers: +1 SKILL, +2 STAMINA, +2 LUCK
Initial Talents: Great Memory
The HORIBS are a race of Reptilian Lizards Men native to the interior world of Pellucidar. They are very vicious and are known to kidnap Gilaks to feed to their newly hatched young. They are cold blooded, have horns and are said to lack hearts and the ability to feel anything like sympathy, friendship or love. They live in the Phelian Swamp and ride Giant Lizard-like mounts called Gorobor and hunt the Gyor.

Horibs race modifiers: +2 SKILL, +2 STAMINA

The MAHAR are a species of intelligent flying reptiles from Pellucidar. They are civilized but they prey on the Stone Age humans of Pellucidar and use the Sagoth as servants. The Mahar are somewhat like the Rhompharynchus. The entire race lacks the ability to hear or to even comprehend the idea of sound: they communicate through a strange means that is equally incomprehensible to a human as sound is to them. The entire race is female, as a formula was discovered that allowed them to reproduce without males, allowing the extermination of their entire male population!

Mahar race modifiers: +1 SKILL, +2 STAMINA, +1 LUCK, +1 PSIONICS (very uncommon ability outside Barsoom)
Initial Talents: Flying, Psychic Awareness
Archetypes: Telepath, Flying - occasionally they can acquire also Mesmerist
The MAMMOTH-MEN are a tribe of humans who live in the caves of Ja-Ru, a region in the northeast of Pellucidar. Like most if not all tribes of Pellucidar, the Mammoth-Men are fierce and generally uninterested in making friends with those outside their tribes. Perhaps what most sets the Mammoth-Men apart from other tribes is their custom of capturing the mighty Tandor (mammoths, hence the tribe's name) and training them as mounts.

Mammoth-Men are simple and only use basic clothing items, such as mammoth-hide sandals, and utilize generic tools and weapons such as stone knives and spears. Their diet is very meat-oriented and dried venison is a staple of their diet. Tubers and maize are also common food items, and the latter can be fermented into a potent drink.
Mammoth-Men race modifiers: +2 SKILL, +2 STAMINA
Initial Talents: Familiar (Tandor)

The SAGOTH are a race of ape-like men of Pellucidar, servant of the Mahar, used to capture Gilak slaves to toil in the Mahar City or be eaten by the voracious creatures. It is clearly evident that the Mahars exert tremendous mental control over the Sagoth, making them, in a very real sense, slaves as well.

Sagoth race modifiers: +2 SKILL, +2 STAMINA

Other creatures of Pellucidar:

The DYAL is a giant bird native to the interior world Pellucidar; it is flightless.

The DYRODR is a stegosaur like animal found in Pellucidar.

The DYRYTH is a giant sloth-like animal similar to a megatherium. This creature is found in Pellucidar.

The GYOR is a triceratops-like creature native to Pellucidar.

The LIDI is a Pellucidar animal similar to the
Diplodocus. It is eighty to one hundred feet in length, and has a tiny head atop a long neck about forty feet off the ground. It is a beast of burden ridden by the Thorians and travels considerably faster than a man can walk. This animal is found only in the land of awful shadow.

The MAJ is the mastodon of Pellucidar.

The ORTHOPI is a small horse the size of a fox found in all parts of Pellucidar.

SNAKES on Pellucidar: in the savage land of Pellucidar snakes grow to titanic proportions, in the Pheli swamp some grow to such large sizes that they are able to swallow a trachodon.

The TANDOR, or mammoth, is a species of animal found in Pellucidar. They do not seem to differ from the extinct mammoths of the Outer Crust in any way, save for the fact that they are apparently quite tamable. In fact, the warriors of a Pellucidarian tribe known as the Mammoth-Men customarily capture, train, and ride Tandors. Other tribes apparently hunt them, and their relationships to the various tribes seem to mirror those shared between elephants and mankind of the Outer Crust. Tandors are among the largest herbivores in Pellucidar and are notable members of the ecosystem. Not only are they big and dangerous, they are also considerably
intelligent and command the respect of some men. They are preyed upon by the Zarith, a carnivorous species of dinosaur that closely resembles Tyrannosaurus rex and may in fact be the very same animal.

The TARAG is a saber toothed tiger native to Pellucidar.

TRACHODON is a species of dinosaur that lives in Pellucidar, they are Hadrosaurs which were one of the most common groups of dinosaurs that roamed the Outer Crust during the Late Cretaceous, they are roughly the size of an elephant and are gentle herbivores. They live in the Phelian Swamp in herds, they are preyed upon by both Giant Snakes and the Horibs, the Tarag and presumably the Zarith prey on them as well their Native Pellucidarian name is unknown.

The ZARITH is a Tyrannosaurus rex of Pellucidar. A young Zarith is roughly the size of a Shetland pony but presents a serious threat to animals at least as large as humans. These young animals are capable of delivering powerful blows with their fore paws which can knock a man senseless. An adult Zarith is much bigger and hunts suitably large game such as the Tandor and the Thag.
APPENDIX 7: VA-NAH

Va-nah is the name of the Earth's "Moon" (or Luna) in the native tongue of its inhabitants. The surface of Va-nah has practically no atmosphere, so the inhabited parts are in the interior, where there are a full atmosphere, lush forests, grass, and many bodies of water. The interior is illuminated by Radium particles and light from the sun shining through the hoos: the craters upon the surface of the moon that penetrated the crust into the interior world.

There are many types of life within the moon, the three sentient races (Kalkars, U-gas and Va-gas) feed upon other sapient life because much of the non-toxic animal life was wiped out long ago. There is abundant non-toxic fruit on the world, flesh coloured grass, and other strange coloured flora.
Once the U-gos had a prosperous and technologically advanced culture, but the civil war that divided them from the Kalkars forced the world into a barbaric and primitive state. Because of the continuous daylight, time means little to the Denizens of the moon. Due to the structure of the moon, like the inhabitants of Venus and Pellucidar, the people of the world have little to no concept of outer space.
Nobody is known to have travelled from Va-nah to Barsoom, although the distance is approximately the same of Earth and some of them are known to have travelled to Earth.

The KALKARS are the result of a civil war in the moon. During a prosperous age a group called 'the thinkers' rose to power by convincing the people of the moon that they were oppressed, after the civil war they became the Kalkars (a term they do not use when referring to themselves). The kalkars are basically human, with a wide array of a hair colours and sizes. The two most consistent traits of the Kalkars is their large size (although some small kalkars do exist) and their hooked noses. Not much is known about kalkar religion, the believe in some form of reincarnation, they believe that if they die by falling into the hoos they will not be able to move onto another incarnation

Kalkars race modifiers: +1 SKILL, +2 STAMINA, +2 LUCK
Initial Talents: one suitable Talent of choice
Initial Special Skills: eight suitable Special Skills.

U-GAS look like normal humans with marble white skin and glossy black hair. Very few remain within Va-nah when their race split from the Kalkars they hid mostly in the city of Laythe. Not much is known about their religion, but they believe in reincarnation.
U-gas race modifiers: +1 SKILL, +2 STAMINA, +2 LUCK
Initial Talents: one suitable Talent of choice
Initial Special Skills: eight suitable Special Skills.

VA-GAS are highly cannibalistic and warlike, as most remaining animal life is toxic to them. They are swift and strong quadrupeds, and capable of carrying people upon their backs. They have four limbs, their front limbs function as arms and as legs, they are capable of standing upon their hind legs with the same ease as any human. They have lavender skin that can get almost purple, and skulls that are broader than human skulls but otherwise identical.

Va-gas race modifiers: +2 SKILL, +2 STAMINA
Initial Talents: one suitable Talent of choice
Initial Special Skills: four suitable Special Skills.

Other creatures of Va-nah:

The FLYING TOAD is a creature native to the interior world of Earth's Moon. It has bat-like wings, and like all reptile life on the world it is toxic and unsafe to eat except by other toxic creatures such as the Tor-ho.

The RYMPTH is a five foot long snake-like animal native to Va-nah. It has four frog like legs, and a single
eye on its broad flat head, it is amphibious, and like all reptile life in the moon its flesh is toxic. This animal is considered the lowest form of life in the moon, calling someone a rympth is a great insult to them

The TOR-HO is a large reptilian predator native to Earth's Moon, it is extremely rare and very deadly. It has a cat-like face, and long fangs and claws. Its fangs and claws are poisonous, apparently from the creatures’ diet of the native toxic life, specifically the flying toads and the rympth.
This large planet (called Sasoom by Martians, Jupiter by Earthmen, and Eurobus by its natives) is the fifth planet in the solar system. The surface of the world is completely liveable by human life and has gravity slightly lower than Barsoom despite the planet size. To its inhabitants there is no day and night, the volcanoes that dot the world acting like torches lighting the atmosphere making the day perpetual and everything cast under a red light. The world is also covered in oceans and jungles, with no defined climate zones because of the volcanoes. Many animals on the planet are ungulates, having hooves because they insulate them from the hot volcanic terrain. Almost all plant life have features of animal life.

It has two native intelligent species, the dreaded Morgors and the Human Savators.

The MOGORS are one of two native races to Eurobus and have a rather ghoulish appearance, so that they are also known as the Skeleton Men of Jupiter. These Skeleton Men have thin parchment-like skin that is very tight, making them appear skeletal, the slight transparency makes their internal organs visible. The Morgors are an extremely warlike race. Their every thought is of war, and their entire society is dedicated to it. They have absolutely no interest in things like art, music and literature. This is reflected in
their clothing and architecture. All Morgors, even influential ones like military commanders and emperor Bandolian, dress in very simple harnesses that feature no ornaments or jewellery other than a small metal plate with a hieroglyph that indicates a Morgors rank. Their cities consist of gloomy, brown buildings built of volcanic rock, with no vegetation. Military training of new soldiers is very harsh. At the end of their education, new soldiers have to pass a graduation exam by fighting prisoners in an arena in a duel to the death.

Although they do fight in man to man combat with swords, U-Dan warns John Carter that the Morgors also have lethal weapons of which Barsoomians know nothing. These weapons however are not described in any detail in canon. The Morgors have space ships as well, which are not only capable of interplanetary travel, but can also be rendered invisible by coating them in sub microscopic, magnetic sand composed of prismatic crystals.

Morgors race modifiers: +3 SKILL, +2 STAMINA

SAVATORS are blue skinned Humans native to Eurobus. The race is actively enslaved by the horrid Skeleton Men of the planet. Many members of this race hide in invisible homes.
Zanor is an island country on Sasoom. It is the homeland of a group of Savators and it is one of the few countries on Sasoom that has remained unconquered by the Morgors. Zan Dar describes it to Carter as a land of tremendous mountains, thickly forested with trees of great size and height. The tallest mountain rises twenty miles above sea level. The mountains and thick forests make it an easy place to hide from, and defend against, an airborne enemy like the Morgors, although Zan Dar believes the Morgors could eventually conquer it if they really wanted to. The reason they don't is because it's not worth the effort since it would require lots of men and ships. The island is now mostly used by the Morgors to give new recruits some practice at warfare by sending them on small scale invasions against the Savators.

Savators race modifiers: +2 STAMINA, +2 LUCK
While they come from very different authors at very different times, Barsoom and Lao Kwei have a lot in common, starting with the fact that both planets are inspired by similar Martian fantasies, describing the planet as a red, barren desert that once was rich of water and life.

Several cultural aspects (such as the sense of honour, the importance of belonging to a tribe or nation, the respect of hierarchy, etc.) are often along the very same guidelines in both worlds, sometimes to a remarkable extent, such as, for example, the perfect parallel of Panthan on Barsoom and (arguably) Ronin on Lao-Kwei.

Sometimes there are weird surprises, such as the Cloud People, that for Burroughs are creatures of Amtor (Venus), as explained in Appendix 3, and that exist with the very same name on Kumoshima (the only Lao-Kwei satellite, rich of water) in Heard’s universe! I’ll leave this minor detail for the Director to iron out, as I’m concentrating on Barsoom / Lao-Kwei, on this occasion.

Lao Kwei, however, besides slight differences in size, day times and axial tilt, etc. all things that can be easily harmonized by the Director, has a distinct Oriental flavour that isn't really contemplated in Barsoom. This can be dealt with minor name changes, to make them sound more “oriental” (so Dusar becomes, Doo-sa, Gathol becomes Ga-doh, Hastor becomes Hak-toh, Jahar becomes Ja-ha, Lothar becomes Long-tah, Okar becomes Ho-kah, Ptarth becomes Taw, Shandor
becomes Shang-dong, Thark becomes Hak, Valley of Dor becomes Valley of Doh, Zodanga becomes Ho-dang and so on).
Of course also the various races and tribes need as well new, oriental-sounding names in line with Lao Kwei flavour, perhaps using colours as part of their names, such as, for example:
Green Martians of Thark, Thurd, Torquas, Waroon tribes become Green Hak, Green Haad, Green Tor-haa, Green Wang-hung etc.
Black Martians (First Born) becomes Black Kam-toh Okarians (Yellow Martians) becomes Yellow Ho-kah Therns (White Martians) becomes White Deng Orovans (White Martians) becomes White Long-hang Lotharians (White Martians) becomes White Long-tah Kaldanes becomes Kai-dang Kangaroo Men becomes Kung-lee Three-legged-rats of Korvas becomes Ho-Yat Man-Eaters becomes Wu-Tang Hormads becomes Ho-mat

Please note that, strictly speaking, we don't necessarily need to “adapt” Barsoom to Lao Kwei simply in the name of the Director’s in game all-might, but we can
imagine that Barsoom inhabitants detailed insofar were transferred to Lao Kwei via the Vortex, as actually mentioned in canon about current Lao-Kwei inhabitants (apart from Kahuulkin) and only later on, due to contacts with the culture of the Turtle Empire, they took the “oriental” twist.

The Barsoomian races in the Calidar universe, however, will look much more “human” on Lao-Kwei than in Burroughs’ fantasy: the equivalent on Lao-Kwei of Red, Black, Yellow and White Martians will not lay eggs, but will bear babies like all humans on Earth, will have a comparable life-span (and grow old in time), wear some dresses (you can well imagine traditional patterns for every tribe, with their specific colour having a prominent role), use occasionally leather armours, but mostly at wartime, follow a number of religious philosophies, the majority of them hinging on the cult of ancestors and the respect of duty as a way to bring harmony, order and renovation to Lao-Kwei. There will be more “philosophies” than “proper” worshipping of deities, as the local World Soul is too weak to support many active deities like on Calidar and other planets.

It is not uncommon for this cultural approach to breed organizations of oppressive hierarchies, heavy bureaucracy and submission of the single to the system, but Lao-Kwei is very big and underpopulated, so there is plenty of room for free minds as well. Only in the Turtle Empire there is a widespread faith that, although starting from the very same basic cult of
ancestors and respect of duties, motives perhaps more related to philosophy, introduces also worship of proper deities. Another aspect less adherent to Burroughs’ Barsoom is the fact that there is perhaps less romance and more sense of duty in the relations between men and women, but once again, appearance may be often wrong.
Besides the Barsoomian “transplanted” races and tribes, on Lao-Kwei there are at least two more important groups that are worth mentioning in more detail: the subjects of the Turtle Empire, the most powerful political organization on Lao-Kwei, occupying the most fertile lands, and the Kahuulkin, a despised, destitute slave-race that in the very far past, before every other race moved in, turn Lao Kwei from a green planet with five oceans to the desert, scorched world that it is now.

This way, if we want to keep looking for similarities with ancient oriental cultures, we can think about the Turtle Empire somehow as the early Chinese Empire and all other races and tribes from Barsoom as other nearby tribes and nations of the time, some more civilized and some other more barbaric.

One element of the Oriental Adventures that I always loved and that I found a perfect match with Lao-Kwei flavour and culture is the “sight duel”, i.e. when duellists stare into each other’s eyes and “live” the future fight in their minds. The loser of the sight duel will have a very significant hit on his/her morale and fairly high chances of losing also the real duel: the best win is the one that you don’t need to fight for.

In order to “fight” a sight duel, both duellists add up their SKILL + LUCK and roll 3d6:

- if both sums (SKILL+LUCK) are equal to or above the total rolled by the dices, the sight duel continues: reduce both totals
(SKILL+LUCK) by one point (cumulative, but only for the purpose of running this sight duel and reinstate the scores after it) and roll again 3d6, until at least one of the duellists fails

- if both duellists fail at the same time, both their morale and their rolls to hit and damage will suffer a -3 penalty for the subsequent fight and, if a duellist will receive a deadly blow in that fight, s/he will have a free “final” attack, with a +3 bonus to hit and damage. This way there are realistic chances that both duellists will die in the duel, so usually both players will withdraw if they can. Sometimes on these occasions bitter foes became close friends
- if only one duellist fails, his/her morale and rolls to hit and damage will suffer a -3 penalty in the subsequent fight, so usually s/he will try avoiding the fight.

If this is a repeated duel and in the past one of the duellists withdrew from combat without fighting, then the SKILL+LUCK initial sum will be reduced by one point, while if one of them withdrew (or lost) after the fight was initiated, then the reduction will be by 2 points.

Another important feature of Lao-Kwei are the mysterious teleportation gates: they are magical or techno-magical relics from the times when the Kahuulkin dominated Lao-Kwei, allowing direct movement from place to place on the planet and
sometimes also between planets. Each gate can have very different sizes, effects and often variable effects in time or depending on who is attempting to cross them, therefore they can be very hazardous. Kahuulkin are now degenerated to the point that they don’t remember the secrets of the gates anymore (they can’t even read their ancient writings), but wizards and sages of the Turtle Empire are using all their magical resources to study the gates and can safely use many of them. The Turtle Empire is therefore the only organization currently on Lao-Kwei that regularly flies between planets using teleportation gates from the Kahuulkin era with their skyships.

THE KAHUULKIN

The Kahuulkin are the slaves to the slaves on Lao-Kwei, due to some past crime committed by their ancestors before all other races arrived on Lao-Kwei (in fact they still call their planet “Kahuul” and all other races “Newcomers”). Nobody can give more detail than this on their original sin, but nevertheless they are the only slaves that can not be given a chance of gaining their freedom in the arena like all other races, even after so many generations of harsh punishment. Kahuulkin are tall (easily eight feet tall when fully grown), extremely skinny, with reddish-brown, leathery skin, four fingers in each hand, opposing each
other in couples, and vaguely human-like faces, although with a slight insectoid twist. No other race of Lao-Kwei can understand their language, as they just emit weird clicks, rasps and hisses, often beyond audible range. The fact that they can’t speak to their masters, however, is not an issue, as nobody wants to hear what they may have to say: they just have to understand simple orders and obey them without question. They are considered stupid, lazy, pathological liars and vicious by all Newcomers, that call them rats, ant-heads¹, worms, scum, bugs, etc. Hurting or killing a Kahuulkin is never considered a crime, although sometimes a small fine is to be paid to their owners to cover for the loss of money if a particularly valuable Kahuulkin is killed. Kahuulkin are remarkably resistant to dehydration and radioactivity (for them, the most likely consequence from radiation is having lower intelligence descendants and that’s why they are all considered stupid ant-heads), so they are very often deployed in Radium mines and bullet factories: extremely dangerous places that everybody else avoids. This is a mixed blessing for Kahuulkin, as in that dangerous areas supervision is not too strict, so they sometimes manage to escape and hide in Kahuulderekh (literally: “the Way of Kahuul”): the most radioactive desert of Lao-Kwei (if you are using the map from Chapter 1,

¹ Of course, as you surely guessed, this is a tribute to Philip K. Dick.
you can place it in the vast unexplored region in the western hemisphere). Here, after passing some extremely harsh survival and fighting tests, they can join a free Kahuulkin population that survives by trading Radium ore and Cadmium potions with some nomadic rogue tribes of the Green group (as that race is the most resistant to radioactivity of the Newcomers) and to some very daring merchants guild officer from the Turtle Empire in exchange for food, water and other trinkets.\textsuperscript{2}

Unknown to the overwhelming majority of Lao Kwei population, that free Kahuulkin community is also the only reliable source of the Cadmium potions that are widely traded across all Lao-Kwei.

Kahuulderekh is the head quarter of an underground movement for recovering and studying relics of the ancient Kahuulkin civilization, hoping that in future their ancient technologies will help restoring Kahuul and the Kahuulkin to where they deserve to be. There are various secret bases all over Lao-Kwei, usually deep underground in ancient Kahuulkin dungeons and often behind teleportation gates that work only when crossed by Kahuulkins. This movement developed a philosophy that denies any wrongdoing on Kahuulkin side and blames current depleted planet situation on the Newcomers, waiting for a powerful leader to come and lead them to victory and revenge, using ancient

\textsuperscript{2} I’m reasonably sure that also in Calidar canon these loose references to Dune are not a mere coincidence, but rather a tribute.
Kahuulkin weapons and technologies. As part of their plots, besides collecting ancient weapons and relics, they also trap water beneath the ground and oppose Lao-Kweian development. Kahuulkin reproduce by laying eggs and, when their young ones show very low intelligence due to exposure of their parents to radioactivity, instead of killing them as other tribes of Lao-Kwei do, they find ways to sell them to some Newcomers. They will treat their children as slaves and will give them a painful life, but this way they will not be a burden for the free community, that lives a very harsh life in the radioactive desert. There is an alleged prophecy that says that “the mindless ones will rise at the call of the Leader of Freedom and will turn against their cruel masters with the fury of a swarm of locusts”, so this way Kahuulkin are planting their time bomb in the houses of their enemies.

Kahuulkin have no psionic nor magic powers, but their thought-patterns are so different compared to the Newcomers that they can’t read their minds with Telepathy, although they are subject to Psychic Awareness (with a -3 penalty, like Green Martians) and to Mesmerism as normal. Mesmerists, however, are usually disgusted by low intelligence Kahuulkin mind-structures and usually don’t waste their powers on them.

Starfolks discreetly keep an eye on Kahuulkin secret activities, remembering the previous bad experiences that they had with them aeons before, when Kahuul
was almost obliterated.

Kahuulkin race modifiers: +2 STAMINA

Archetypes: Warrior or, rarely, Berserker (when trained since young to fight and die in the arena for the fun of their masters)

Racial initial Talents: Awareness (due to their highly sensitive ears), they can acquire Survivor (radioactive wastes) with half experience points compared to all other races

Special Skills peculiarities: Kahuulkin language (4) + Long Range Communication (they can communicate with their strange language that Newcomers can’t understand also beyond audible range and at long distances - in a flat desert they can communicate clearly at 10 kilometres of distance), a Special Skills specially suitable for Kahuulkin is Radium mining, for example

Other peculiarities:

Kahuulkin can never acquire points of PSIONICS or MAGIC and therefore they can’t of course acquire related Talents or Special Skills.

On the “Radioactivity consequences table”, roll with a +4 bonus. On the radioactivity related “Impact on descendants table”, the only possible effect, when there is actually a consequence, is descendants with low intelligence.

Kahuulkin mind structures can’t be read by Telepaths. They understand simple Newcomers' expressions.

Please note that, for the lowest intelligence specimens (typically result of radiation of their parents), the term
“ant-heads” is not far from reality and for them Talents and Special Skills are not really meaningful.

THE TURTLE EMPIRE

The inhabitants and even the very core lands of the Turtle Empire are the latest addition to Lao-Kwei as it is now: in fact they are the consequence of a massive spell gone wrong, that moved this huge chunk of land and all the people on it from another (fertile) planet of Soltan Ephemeris to scorched Lao-Kwei (if you are using the map from Chapter 1, you can place it in the vast unexplored region in the eastern hemisphere).
For this reason, all its inhabitants can use magic and not psionic powers. In fact, they worship Lord Aó, The Great Turtle, patron of magic and head of the local pantheon.
There is limited exchange between the Turtle Empire and the rest of Lao-Kwei, that they consider dangerous, barren and barbaric. The Turtle Empire, besides progressive expansion in the surrounding lands, that were consequently blessed by improved fertility, is mostly interested in slaves and raw materials, such as Radium and, perhaps, Cadmium that, amongst other ingredients, are used to produce a special red powder that can be used in cannons and rockets of all shapes and sizes as an explosive: its recipe is jealously protected by the Alchemists Guild of the Turtle Empire.
Another Lao-Kwei feature heavily studied in the Turtle Empire are the mysterious teleporting gates from Kahuul era, as often their divination magic can unlock more information and more quickly than plain research and experimentation on the field. All information about the gates is very highly confidential, reserved to the highest military ranks and to the lords of the merchant guilds that use that gates extensively for planetary and interplanetary travel.

The ability to access teleporting gates with their magic skyships harnessing ethereal winds makes the Turtle Empire the only organization on Lao-Kwei reliably and continuously capable of travelling in space.

The centre of the Empire is the Imperial Palace, where a huge, secret artefact, jealously protected, allows the Emperor a fair degree of control on the climate, making his lands by far the most fertile of the planet and, as a side effect kept extremely secret, making at the same time all other lands even drier, as rain falls almost only on the Turtle Empire. This artefact, real source of the imperial power, can only be operated by males, so in the inner Palace no man is allowed apart from the Emperor, that is therefore surrounded by women and eunuchs.

The comparatively high fertility of the Turtle Empire of course makes it a perfect target of the dreams of domination of all the other leaders of Lao-Kwei, so the Emperor and his subjects are always busy deploying special defences against “barbarians”, a recurring motive in the history of this highly refined nation,
dating before their “relocation” to Lao-Kwei. This includes also bribing, political marriages, hiring entire tribes as mercenaries to fight against others, infiltration of agents between the many traders from the Empire to gather information and keep tribal wars always raging, creative uses of teleportation gates, settling of “Turtletowns”, i.e. little enclaves in many of the most civilized cities outsides the Empire, where many trades and information exchanges can happen every day, some normal, some other much more unexpected, and many more, including some really amazing one.

Please note that all the Followers of the Great Turtle are generated according standard characters creation rules on AFF2, Chapter 1, for Humans. This includes having MAGIC characteristic instead of PSIONICS, not having “Barsoomian” Archetypes, Talents or Special Skills mentioned earlier in this book, but just the “canon” Talents and Special Skills detailed in AFF2 and expansions, including all magic related Talents, all the available magic styles, although probably the Director will have to adapt Naval Sorcery (from Blacksand, chapter 2) to skyships and add some extra Tattoo Magic (Heroes Companion, chapter 3) related to protection from radioactivity and, perhaps, bullets as well. The use of red powder in cannons etc. can be adapted straightforwardly from gunpowder guidelines on Blacksand, chapter 1. Psychic Awareness Talent affects the Followers of the Great Turtle as if they were from another planet (i.e.
there is a penalty of -8 to detect them).
Followers of the Great Turtle may wear any armour, even the heavier ones, when staying on their fertile lands but not in the scorching heat of the desert.
Amongst the magic stiles available, of course, there is also Priestly Magic and Lord Aó’s Priestly powers, being him the Turtle-God do usually follow the same guidelines of the Beast Lords as described in AFF2 ruleset (page 95).
Lord Aó’s signature power for his Priors is the possibility to dismiss damage (to themselves) from one specific physical blow. The other Priestly powers associated are: Shape Change (preferably into turtles or similar creatures), Heal and Commune (divination spell extremely useful to spot teleporting gates). Lord Aó grants SALVATION to his Priors as normal, as long as they are on Lao-Kwei Ephemeris.
On top of this, the armours of Lord Aó’s Priors provide an extra -3 bonus when damage is calculated after backstabbing or other forms of dorsal attack (as Scouts discovered with big surprise). Priors have to wear their armours, decorated with turtle shell patterns, in all occasions.

Lord Aó also grants a special power to all his followers: a +1 bonus against all magic attacks, as long as they make sure that no direct or indirect harm is brought to turtle-like creatures under their vigilance. In fact most followers that can afford it, take care of pet turtles in their houses or in their gardens, eventually
passing them on to their descendants. When the turtles, nurtured for generations, die of natural causes, they are used to prepare special turtle soups that sometimes have very unexpected, if not extravagant, effects on members of the families that took care of them. The effects depends on how the turtles were treated and, of course, on the Director’s fantasy.

In the Turtle Empire slavery is common as well, although they are called “servants” and treated a bit better than in most other parts of the planet. The servants descendants of the original inhabitants of the Turtle Empire are of course forbidden to carry weapons, but for self defense and survival they developed and passed on through generations some popular Martial Arts that allow unarmed combat or combat with improvised weapons (see AFF2, pages 60-62), but without the penalties detailed in AFF2, page 62. Most Martial Artists learn also the Special Skill Dodge, to complement their fighting style, as servats are not allowed armour as well. No foreigners and very few people from upper classes are willingly taught this fighting style.

ASTRAL SPIRITS

While Lao-Kwei World Soul hasn’t visibly manifested itself with monstrous creatures for ages, as all other World Sould in the Soltan Ephemeris do (apart from
Ghüle), there are some very strange creatures, called Astral Spirits by folklore, that may perhaps remind similar behaviours, but with much more refined strategies. It is not clear if they are a manifestation of Lao-Kwei World Soul, if they are a side effect of the magic that transferred the Turtle Empire to Lao-Kwei, or if they are something entirely different.

According to folklore, there are twelve “kind” of Astral Spirits, each of them related to an animal (rat, ox, tiger, rabbit, dragon, snake, horse, goat, monkey, rooster, dog, pig) and to specific star influxes. Besides inter-stellar relations, each of the twelve animals “presides” over a year, in twelve-years long turns: so, for example, a certain year is called “year of the rat”, the following one “year of the ox”, then “year of the tiger” and so on for twelve years, until a new “year of the rat” re-starts the cycle.

Depending on the animal presiding the year and on the positions of the stars on any specific day, seers of the Turtle Empire can tell your horoscope, forecasting fasti and nefasti days for each specific activity, such as closing business deals, buying houses, getting married, starting a new job, going on a journey and so on.

What most people ignore is that actually there are living personifications of the Astral Spirits, that can shapechange themselves into normal humans or part-humans/part-animals (or swarms) or totally animals (or swarms). They prefer keeping their true nature

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discreetly hidden and for this reason they are usually unknown. These highly magic creatures have behaviours always somehow related to the animal that they represent and have powers that allow them to progress their plots: Clairvoyance, Telepathy, Persuasion and Invisibility. When an Astral Sprit is “born”, in a way that will be explained later, it looks like a young man or woman (when shapechanged into human or part-human form) or like the animal that it represents (rat, ox, tiger, rabbit, dragon, snake, horse, goat, monkey, rooster, dog, pig).

“Initial” Astral Spirit characteristics are:
SKILL 6
STAMINA 12
LUCK 12
MAGIC 12
Following its nature the Spirit can contact telepathically some suitably high level magic user on another planet, discreetly communicating the detail for constructing of a new, mysterious magic item, that usually will bear some symbolic representation of the animal related to that specific Astral Spirit.

Once that magic item will be ready (it will trap a little bit of the World Soul of that planet), still by using very discreetly telepathy and persuasion, the Astral Spirit will try sending some hero on a quest to retrieve that magic item from the planet where it was manufactured and take it to the very hands of the Astral Spirit on Lao-Kwei (Astral Spirits occasionally may leave the planet as well, but only on desperate occasions).

For every magic item retrieved this way, the Astral Spirit gains +1 SKILL and +2 STAMINA, until the following scores are reached and its appearance will progressively become that of an old man or woman (of course when in human or part-human form):

SKILL 12
STAMINA 24
LUCK 12
MAGIC 12

Then, at some specific time during “their” year, the Astral Spirits can “split” themselves into two (young looking) Astral Spirits, each of them with the early mentioned initial scores, while the various magic items that they inspired in other planets disappear, releasing in the process a significant amount of energy to the Lao-Kweian World Soul, “healing” this way the
planet, before starting again from scratch with new items and new plots.
The magic items that are inspired by their influence are pretty unique in Soltan Ephemeris as they can actually trap bits of World Souls from other planets to be transferred to Lao-Kwei. Many wizards, priors and sages are of course very interested on acquiring them, so this is an endless source of quests and adventures both on the side of the Astral Spirits and on the side of the seekers of knowledge and power that want to study and use that magic items for their ends.

NAGA

SKILL: 10
STAMINA: 18
LUCK 10
ATTACKS: 1
WEAPON: huge bite, or a blown sphere of negative energy (3d6 damages)
ARMOUR: heavy (huge scales)
DAMAGE MODIFIER: +1 to hit and damage in their habitat
HABITAT: rivers, ethereal
NUMBER ENCOUNTERED: 1
TYPE: magic creature
REACTION: neutral
INTELLIGENCE: high
Nagas are highly magical, deeply wise river-dragons widely considered to bring good luck and prosperity. Occasionally they can communicate with other intelligent creatures, but they have wild spirits, are diffident and approaching them is difficult. As rivers are very few and most of them flow only for limited time after ice melt when the season is favourable, Nagas can't be encountered on Lao-Kwei for most of the year, as they turn ethereal and float freely in space. However, at a specific time of the year (Naga week), they do swim in the deepest rivers of Lao-Kwei and, from there, they blow certain spheres of energy high in the night sky, where they pop, creating a fantastic show (+1 to initial LUCK for a year to all that can see the show, non-cumulative). This is a slow but sure way to expel from Lao-Kwei negative energies, including radioactivity.
Most scholars believe that Nagas came to Lao-Kwei in connection with the Turtle Empire and then adapted to the new environment.
LIFE ON BARSOOM

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