

SLAVERS OF MARS



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INTRODUCTION

“Slavers of Mars” is an introductory adventure for 3-5 third level characters. As such, it is suggested that the characters be made under the default assumption of an exclusively (or almost exclusively) Red Martian party. Earthmen are also welcome, but a group made up of Green Martians or White Apes will have a tough time getting an interview in Part One.

As an introductory adventure, it is assumed that the player characters will be gathering for the first time. The steward that hires them in Part One is looking for mercenaries, so almost any character concept will fit within the context of this adventure. With a little work, the Gamemaster (GM) should be able to accommodate any mercenary character, or at least dissuade a player from playing something that won't work.

Alternatively, some or all of the PCs could be sky-corsairs in the employ of Crimson Jayde. If the entire party is part of her crew, then Part One begins aboard the *Glashgar*, with Crimson Jayde announcing the mission and introducing Haiden, a desert scout hired by Lord Keldar.

The adventure starts in Yarvalla, a small city in the Kingdom of Callor Maralin, but by filing off the serial numbers a GM can use any Red Martian city.

PREMISE

Lord Keldar has a problem. His daughter, Mallora, is completing her missionary work with a Red Martian nomad tribe. The time has come to extract her, but Lord Keldar has fallen on hard times economically. He cannot afford to lose any of his airships or personnel, even for his own daughter. He must rely on mercenary aid to retrieve her and protect her on the homeward journey. He has instructed his steward to make the arrangements.

Unfortunately, a rival lord, Lord Tarask, has bribed a desert scout, Haiden, to arrange for Mallora to be kidnapped. Lord Tarask has been chipping away at Lord Keldar's business for several years

now, and a ransom for Mallora will dissolve Lord Keldar's business for good. The player characters (PCs) will go into the wastes, retrieve Mallora, and unknowingly deliver her into Lord Tarask's hands.

Even putting this wrinkle aside, the PCs will soon find out that nothing on Mars is easy. After surviving a pirate attack, the PCs arrive at the Red Nomad site to find it in ruins, destroyed by slavers. The PCs will have to do some legwork to discover Mallora's whereabouts. Once they find her, they will have to fight their way out of the wastes.

Of course, Lord Tarask's forces are waiting for them just outside Yarvalla's gates...

What is Lord Keldar's business?

The exact nature of Lord Keldar's business is left up to the GM, based on his needs for future campaigns. Obviously, if the PCs manage to evade Lord Tarask's plot and return Mallora safely, they will have Lord Keldar's eternal gratitude. While he might not have a lot of coin to throw around, Lord Keldar can certainly be of assistance in other ways.

The default assumption is that Lord Keldar is a meat merchant. While meat is a highly prized luxury on Mars, Lord Keldar belongs to a consortium that was importing meat from various hunting grounds. Unfortunately, the White Ape Empire has recently expanded into one of the prime territories, driving the already high cost of meat up and making it even more difficult for Lord Keldar to procure. Lord Tarask has his own animal farm, and is almost able to undercut Lord Keldar's prices. If Lord Tarask only waited a few more months, he'd probably price out Lord Keldar anyway, but Lord Tarask is shortsighted and doesn't want to give Lord Keldar the opportunity to get back on his feet.

Why is Mallora in the wastes?

The Keldar family is deeply religious. While they do pay homage to other gods, the Keldars consider Faina, the Provider, as their personal deity. One of Faina's dictates is that her followers spend a year outside of the city walls, doing missionary work.

Mallora has chosen to live with a nomad tribe, ministering to their needs. Mallora has physician training and uses her skills to heal in return for food and shelter.

SYNOPSIS

Part One deals with the characters accepting employment, getting to know the crew, and bonding in a little airship-to-airship combat.

In **Part Two**, the characters find the remains of the Nomad camp, with Mallora missing. They fend off some Green Martian scavengers and question some survivors.

In **Part Three**, the characters break into a Radium Mine to look for Mallora. They discover that she is not among them, but living as an enslaved concubine in another Nomad camp.

In **Part Four**, the characters free Mallora and start their journey home. The Slavers may make one last assault against them.

In **Part Five**, the characters believe that they are returning to a safe haven. In reality, their desert scout is leading them into a trap. The characters must defeat Lord Tarask's forces and get Mallora home.

THIS IS AN INTRODUCTORY ADVENTURE...

...SO WHY THIRD LEVEL?

"Slavers of Mars" is designed to be an introductory adventure for a *Mars* campaign. While this would normally presume that characters would start at first level, Mars is a harsh environment. It is a dying world and its inhabitants spend most of their time simply surviving. A first or even second level character would have a difficult time surviving in the wastelands of Mars. A Martian character would be very sure to get all of the training he needs before striking out from the safety of his home community.

At third level, a Martian character is well on his way to acquiring a prestige class, if he so desires. Starting him at third level not only gives him a better chance of survival in Mars' harsh wastes, but it also gives more shape and focus to his design. Even if you are not using "Slavers of Mars" as your first adventure, it is suggested that your *Mars* campaign start at third level.

If, however, the GM wants to start the campaign at first level, he will have to adjust the challenges accordingly. Even one hit on a first level character could have him cowering behind rocks for the rest of the adventure. Alternatively, the GM can run the characters through other adventures until they attain third level and run "Slavers of Mars" at that point.

PART ONE:

A SIMPLE MISSION

Lord Keldar orders his steward, Markon, to hire mercenaries to go into the Green Wastes, find Mallora, and return her home safely. In addition to the PCs, Markon has hired an airship, the *Glashgar*, to ferry them, and a desert scout, Haiden. Haiden knows the land and the movements of the Nomad tribes.

Once the PCs are on their way, the *Glashgar* is attacked by pirates! This will be the first of many tests for the fledgling heroes.

THE GATHERING

Steward Markon is tasked with hiring escorts for a journey into the Green Wastes to retrieve Mallora, only child of Lord Keldar. Since Markon believes this to be a relatively straightforward task, almost any able-bodied Martian will do.

Markon is short for a Red Martian. While not quite a dwarf, he is rather rotund and has a balding head that he keeps covered with a fez-like cap. He wears high quality clothes, and is escorted by Galtar, a large, bald, well-muscled Red Martian armed with a wicked-looking sword and radium pistol. Markon does all of the talking, and any backtalk or threatening words from others will result in a stern, warning gaze from the red giant.

Markon will travel through all of the usual places of recruitment in the small city of Yarvalla. Yarvalla exists on the outskirts of Callor Maralin, and unusual noises from its radium generator over the years have kept the population small. Still, Yarvalla sits on the outer edge of the Kingdom, making it a convenient place for travelers to stop to and from the Green Wastes.

The GM should place the PCs according to their occupations. By default, PCs can be sitting in the classic setting of a tavern, although it is more appropriate to have Markon and Galtar approach

them at their current jobs, such as on the docks, in repair shops, or in a local guild. PCs operating as part of a sky-corsair crew can either be one of Crimson Jayde's crew or a member of another crew that's awaiting repairs on their airship, freeing up availability for a side job.

Markon will *not* approach a non-Red Martian (although he may make an exception for an Earthman) unless one is part of a package deal with one or more Red Martians. Markon has even more prejudice than usual for members of other races, as he's lost a lot of family to Green Martians and a favorite cousin to the White Apes. Markon will never speak to a non-Red Martian directly.

THE PITCH

Markon's pitch is simple. His master (Markon remains vague during the pitching process) is looking for able-bodied men to escort his daughter out of the Green Wastes. Payment is in real meat, enough to feed each PC for a week (enterprising PCs will realize the value of this, even if they won't eat it themselves).

Markon will answer any questions to the best of his ability while not compromising identities. Transportation will be provided, and payment is made upon Mallora's safe return (this is non-negotiable; Lord Keldar cannot afford to pay them anything right now, as he's awaiting a meat shipment from the north). Markon expects that the PCs may encounter trouble with Green Martians and pirates, which is why he's looking for bodyguards.

If the PCs accept his offer, he will give them an invitation to Lord Keldar's residence the following evening. They should arrive by nightfall.

DINNER DETAILS

Lord Keldar lives near the center of the city. Characters making a DC 15 Knowledge (arts) or Knowledge (civics) check will notice that Lord Keldar has employed many cost-cutting measures in the maintenance of his home. His ceilings look like ornate sculptures, but close inspection reveals a painted design. The servants perform multiple duties so there is no need to hire more.

The PCs will be lead from the grand foyer to the main dining hall by door-greeter/butler Shaina. Shaina offers them fruit and wine as she waits for all of the invited PCs to arrive. Markon will not make an appearance during this time. There is a small shrine with a statuette of a naked woman holding a bow in one hand and a sickle in the other. Characters making a DC 15 Knowledge (theology & philosophy) check will recognize her as the goddess Faina, the Provider (simply asking Shaina will also garner this information).

Shaina will introduce the PCs to Haiden, a desert scout. Haiden is red even by Red Martian standards, having spent most of his life out in the wastes. Haiden is a wiry man that looks a decade older than he really is, thanks to years of sand beating against his face. Haiden is jovial and has many stories to share about his exploits in the Green Wastes, especially against Green Martians and sand creatures. A Sense Motive check against Haiden's Bluff check will reveal that Haiden, while telling true stories, is doing a lot of embellishing.

Once the PCs have gathered, Shaina will escort them to their seats. The PCs, of course, are not expected to sit until Lord Keldar has; any breaking this protocol will be gently reminded about it by Shaina. The GM is encouraged to use the normal Diplomacy rules if any PCs continue to be nuisance.

Markon will enter after the PCs and announce Lord Keldar. Lord Keldar will then enter, a tall man with a regal bearing. He wears the symbol of Faina, an amulet of a golden bow and sickle, around his neck. He invites the PCs to sit with him and insists that they be fed before any business is discussed.

The dinner is not fancy, but portions are ample. Dinner begins with a savory root soup, followed by fried vegetable balls on a bed of greens. The main course is bound to whet the PC's appetites, a vegetable stir-fry over rice with chunks of real meat! Afterwards, a chilled desert is served.

After dessert, Lord Keldar gets down to business. One of the duties of a servant of Faina is to spend a year out in the wastes doing missionary work after one has completed their studies. Lord Keldar's daughter, Mallora, has undertaken this duty. She went into the desert and joined the Sardai tribe, a group of Red Martian nomads that were used to hosting a missionary of Faina. A year has now past, and Lord Keldar is ready to bring her home.

Characters making a DC 15 Knowledge (history) check will note that Sardos was once a Red Martian city. When the canal plan was announced, the leaders of Sardos scoffed until it was too late. Its people were forced to become nomads, but kept their city name. They are now the Sardai, the people of Sardos.

Unfortunately, the Yarvalla meat market has been suffering of late, and Lord Keldar can't afford to send any of his own staff out to retrieve her. Instead, he is forced to hire independent aid. He reiterates Markon's offer to them; each character will receive a week's supply of meat to return his daughter to him.

Lord Keldar then introduces Haiden. Haiden is a desert scout and tracker that has kept an eye on Mallora for Lord Keldar over the last year. While he has not seen her for a couple of weeks, Haiden is an expert in the region where Mallora's tribe roams. He knows the movements of the various Red Martian Nomad tribes as well as concentrations of Green Martians. Haiden is certain that he can lead the PCs to Mallora within a week.

Assuming that the PCs accept the mission, Markon will hand each PC a small scroll with Lord Keldar's seal. The scroll is a letter of authorization. Each PC must present this scroll to the captain of the *Glashgar* in the southward port at dawn. With that, Lord Keldar thanks them for their assistance and begs them to get some sleep.

SUSPICIOUS MINDS

Some players might suspect Haiden early on, especially if there is another expert tracker in the PC group. Should the players spring a Sense Motive check on Haiden and discover his treacherous intent, don't panic. Simply allow the scene to play out and allow Haiden to be discovered. If necessary, Markon will hire a new, unbiased tracker and the adventure will still play out as planned. The PCs simply won't be met by Lord Tarask's forces for the final battle.

Also see the Plot Complications chapter for leaving Haiden out.

WELCOME TO THE GLASHGAR

The *Glashgar* is a large airship with a wooden sculpture of a glashgar rising from clouds on the bow. A radium gun is hidden in the open mouth of the sculpture. The airship is in serviceable condition, although there are many signs of wear and tear and patchwork repairs.

As the PCs arrive, the crew of the *Glashgar* is loading supplies from the dock to the ship. They are being overseen by the first mate, a Red Martian named Scarlon. The captain of the *Glashgar*, Crimson Jayde, stands on the open deck. A Green Martian stands mutely beside her. Crimson Jayde looks amused by Scarlon's angry outbursts as he tries to ensure that the ship is ready to "sail" within the hour.

The PCs are allowed to walk up the gangplank, but they cannot enter the vessel without handing their scroll to Crimson Jayde. A couple of crewmen armed with rapiers wait at the edge of the gangplank to deal with troublemakers.

If everything is in order, Crimson Jayde introduces herself (simply as "Captain Jayde") and orders one of the crew to show the PCs to their quarters, which consists of a small room strewn with hammocks. She'll ask them if they have airship experience, and any that do will be rewarded for helping with the crew duties (the nature of the reward is left to the GM).

CASTING OFF

The first day aboard the *Glashgar* is relatively quiet. The desert air is still, the only breeze coming from the movement of the airship. This would be a good time for the PCs to get to know each other and the crew. As "independents" go, Crimson Jayde's crew has a definite happy-go-lucky "pirate" vibe. They are pleasant to be around and, when not working, indulge in games of chance.

On the second day, the Martian winds kick up. The winds start light, reaching severe by nightfall. Crimson Jayde tries to pilot around it, but she warns the crew to prepare for a windstorm. The PCs are pressed into service helping to tie things down and secure loose items. GMs should describe PCs on the top deck getting battered with sand.

On the third day, the *Glashgar* hits a windstorm that progresses into a full-blown hurricane by mid-afternoon. While the GM would normally make a number of Pilot checks at this point, this hurricane is meant for dramatic purposes. Describe the violent rocking of the ship, sudden drops and gains in altitude, and small items breaking free and bouncing around the lower deck. PCs that go to the top deck will have to be lashed to the deck to avoid being flung off it. After a couple of hours, the winds die down. The *Glashgar* has weathered the storm.

SKY CORSAIR ATTACK!

On the fourth day, the winds have dissipated. Haiden plots a course through a small mountain range. All is well until the *Glashgar* winds its way around a mountain...and comes face to face with two sky corsair vessels.

The sky corsair vessels are medium size, but each carries 15 crewmen. The *Glashgar* is larger, but its crew is outnumbered. One of the sky corsair vessels uses a signal flash to order the *Glashgar* to surrender and prepare to be boarded. Crimson Jayde will have nothing to do with that.

She orders a signal flash of their surrender, then tells her crew to be prepared for the "blood drinker surprise." The crewmen carefully and covertly keep their weapons nearby as the two sky corsair

ships approach. Once the lead ship gets close enough, Crimson Jayde reveals the surprise: the hidden radium gun fires.

The GM should play out the battle as he sees fit. The smaller vessels will attempt to board, wanting to procure the *Glashgar* for themselves. Crimson Jayde won't fire the radium gun again (too wasteful), but her crewmen are hardly incapable of handling themselves. Crimson Jayde will ask

the PCs for aid, and this is a perfect opportunity to get the players familiar with airship battles and the boarding rules.

The enemy sky corsairs will fight until the tide turns against them; then they will attempt to flee. Crimson Jayde will not pursue them too far, as her primary mission is to get the PCs where they need to be. She will, however, loot any ruined ships.

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SKY CORSAIR CREWMEN

(Fast Ordinary 1/Tough Ordinary 1): CR 1; Medium-size red martian; HD 1d10+1d8+4; HP 14; Mas 15; Init +2; Spd 30 ft; Dodge DV 13, flatfooted 12 (+2 Dex, +1 class); Parry DV 12, flatfooted 11 (+1 Str, +1 class); BAB +0; Grap +1; Atk +1 melee (1d8+1, weapon); FS 5 ft by 5 ft; Reach 5 ft; AL captain; SV Fort +3, Ref +3, Will +1; AP 1; Rep +0; Str 13, Dex 14, Con 15, Int 10, Wis 12, Cha 8.

Occupation: Military (Climb, Survival)

Skills: Balance 4 (+6), Climb 4 (+6), Intimidate 4 (+6), Profession 4 (+5), Survival 4 (+6), Tumble 4 (+6)

Feats: Brawl, Dodge, Martial Weapon Proficiency (rapier), Simple Weapons Proficiency

Possessions: rapier

SKY CORSAIR CAPTAIN

(Fast Ordinary 2/Tough Ordinary 1): CR 2; Medium-size red martian; HD 1d10+2d8+6; HP 14; Mas 15; Init +6; Spd 30 ft; Dodge DV 13, flatfooted 12 (+2 Dex, +1 class); Parry DV 13, flatfooted 12 (+1 Str, +2 class); BAB +1; Grap +2; Atk +2 melee (1d8+1, weapon), or +3 ranged (1d8, radium pistol); FS 5 ft by 5 ft; Reach 5 ft; AL none; SV Fort +3, Ref +4, Will +3; AP 0; Rep +0; Str 13, Dex 14, Con 15, Int 10, Wis 12, Cha 12.

Occupation: Military (Climb, Survival)

Skills: Balance 4 (+6), Climb 4 (+6), Intimidate 4 (+6), Pilot Airship 5 (+7), Profession 4 (+5), Survival 4 (+6), Tumble 4 (+6)

Feats: Brawl, Dodge, Improved Initiative, Martial Weapon Proficiency (rapier), Personal Firearms Proficiency, Simple Weapons Proficiency

Possessions: radium pistol, radium rifle, rapier

SKY CORSAIR SKIFFS

These quick craft are designed to get in close for boarding and escaping quickly. The captain of each vessel is armed with a radium rifle that he uses to cover his men until they board. When it's time to get into battle, the captains usually discard their rifles for their pistols and rapiers.

Size	HP	Hard	Spd	Man	HardPCrew	DV	Weapons	
M	38	10	300	Good	3	15	5	None

THE GAME

Once the *Glashgar* has crossed the mountain range, it touches down. Crimson Jayde will order the prisoners to be offloaded. She informs them that she needs replacements for the crewmen she lost, and that she'll replace them with some of the prisoners. The prisoners may decide amongst themselves who gets to stay, and the others will be released with enough water for two days. Haiden will direct them towards the nearest settlement, but warns that there is an unusually high concentration of Green Martians in their way.

Crimson Jayde orders the ship to rise to a safe altitude while the prisoners decide who stays and who leaves. To help them with their decisions, Crimson Jayde orders that their swords be dropped to the ground.

The GM should dramatically describe the action. A few pirates choose to leave and separate from the rest. There are more pirates that wish to stay than there are slots, so the pirates first attempt to play games to determine the winner. Frustration and fear almost immediately drives some pirates to grab swords and duel for the available slots. This degenerates into a bloody battle to the death. (If the GM wishes, he can use this scene to give the players some practice with the combat system, giving each a pirate or two to run).

Crimson Jayde has no intention of allowing maimed or brutal pirates to become part of her crew. When the fighting is over, she drops the water and wishes them luck. She then orders the *Glashgar* to catch up to the pirates that chose not to stay and offers them a second chance. Haiden confirms that they will surely die if they don't join. Crimson Jayde regains 75% of her losses in this manner.



PART TWO: DESOLATE CAMPS



Around noon on the fifth day, Haiden tells Crimson Jayde that they are getting close to the Sardai camp. The *Glashgar* flies over a field of orange water-weeds. Haiden grows concerned, as he should be seeing signs of Red Nomad life at this point. The field is only half-cultivated. When they arrive at the location of the camp, there is nothing but barren plain. Haiden looks frustrated.

The *Glashgar* touches down at the supposed Sardai site. A DC 15 Spot check will reveal a group of 25 mounds just off to the side of the “camp.” A DC 15 Knowledge (behavioral sciences) or Knowledge (theology & philosophy) check will mark them as burial mounds. A DC 20 Navigate check (Knowledge (theology & philosophy) can provide a synergy bonus) ascertains the meaning (see “Red Nomad Burial Ritual” box text).

While Haiden wishes to pursue the tribe, Crimson Jayde suggests that they cultivate some of the water from the water-weed, since the journey is now going to be a bit longer than planned. Haiden agrees, and the PCs are pressed into service to essentially pull weeds (albeit carefully, as tearing a stem from the root will drain the water).

While pulling the weeds, the PCs will be attacked by a pack of Thares. Surprise rules apply. There should be one Thares per PC.

RED NOMAD BURIAL RITUAL

The Green Wastes are a harsh environment, and Red Nomads need to be ready to move at a moment's notice. Often, this is preceded by a violent encounter, usually with a Green Martian tribe. Many times, the Red Nomads need to move while some of their number is away, hunting, gathering, or scouting. The tribe needed to come up with a way to let their wayward comrades know where they've gone, as a single windstorm can wipe away tracks in an instant.

Most Red Nomad tribes revere the Wayfinder, a Martian Deity that was once a sea goddess (actually a composite of a number of sea deities). With the end of the seas, the Wayfinder became the goddess of oases and other water sources (the Red Nomads pray for guidance to lead them to a new water source). According to legend, a Red Nomad tribe had to flee after a pack of vicious creatures found their camp (the nature of the creature varies with each tribe). Many of the hunters were out of camp hunting these same creatures. The Wayfinder visited the tribal shaman and told her to bury the dead in the direction they were going, using the center of the camp as a guide. The tribe did as commanded. The Wayfinder then visited the lead hunter and told him the plan. Using the mounds, the hunters found their way back to the tribe.

WATER-WEEDS

Water-Weeds are a prized plant amongst the Red Nomads. In Earth terms, they resemble orange straw and grow to about a foot in height. Water-weeds produce their own water, which sits in the center of the straw. Properly cultivated, a small bundle of water-weeds can provide enough water for a Martian for a day.

Water-weeds have a side-benefit. Martian animals come to graze the water-weeds, making it a good hunting ground and a dangerous place to be. While Red Martians primarily go into a field of water-weeds for the water, Green Martians use it to hunt.

When cultivated, water-weeds need to be used almost immediately, as they quickly dry out. A Red Nomad tribe that finds a patch of water-weeds will normally stick around until the patch is used up. Some tribes take the seeds and plant them elsewhere. While this has the potential to turn a nomad tribe into an agrarian community, the Red Nomads find it safer not to plant the water-weeds in the same place twice. Water-weeds grow quickly, allowing for a full harvest within a month.

THARESH (FINBACK)

Tharesh have a rough, hairless hide, strong jaws, and a large sail that runs down the spine. As its feet are webbed, the Tharesh never uses its claws in combat. Tharesh often leap more than they run. Combining this with the extra joints in its limbs, the Tharesh moves so awkwardly (some say “wrongly”) that it actually makes them difficult to predict their movements (and, therefore, to hit).

Tharesh: CR 2; Medium-size animal; HD 2d8+4; hp 13; Mas 15; Init +2; Spd 40 ft.; Defense 14, touch 13, flat-footed 12 (+2 Dex, +1 size, +1 natural); BAB +1; Grap +6; Atk +6 melee (1d8+7, bite); Full Atk +6 melee (1d8+7, bite); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ distorting, padded, scent; AL none or owner; SV Fort +7, Ref +4, Will +1; AP 0; Rep +0; Str 23, Dex 13, Con 19, Int 2, Wis 12, Cha 6.

Skills: Jump +8, Listen +5, Spot +5, Survival +1 (+5 when tracking by scent), Swim +9.

Distorting: 20% miss chance when attacked.

Padded: Tough hide makes crushing attacks do only half damage.



THE SECOND CAMPSITE

With no tracks to follow, Haiden suggests that they take the *Glashgar* in the direction they were heading. After a day's flight, the flat plain gives way to broken ground. Haiden suggests that this would be a likely area for shelter, and his instincts are confirmed as tents come into view. Crimson Jayde suggests doing a fly-over before setting the *Glashgar* down on smooth ground.

The small campsite looks abandoned. A number of tents have been blown over and there are no Red Martians about. Overall, the camp looks as if it should've held 50 people, which is far less than the 200 Haiden expected.

Crimson Jayde asks if the Sardai might've moved on again, but Haiden does not believe so. Still, he'd like a closer look. Crimson Jayde orders the *Glashgar* to touch down a half mile from the site. Haiden asks the PCs to accompany him to the Sardai camp.

On the way in, characters with the Track feat that make a DC 19 Survival check will notice tracks in the sand, heading in and out of the camp. The tracks look like Green Martian tracks, and they're over a day old.

PCs examining the tents will notice that most of them are spattered with blood. There are also slash marks. A character making a DC 15 Knowledge (tactics) check will notice that most, if not all, of the slashes could not have been made by Green Martians. The cuts are too low and precise. A DC 20 Spot check will reveal a couple of burns from a radium gun. A DC 20 Survival check will reveal that the radium burns are not recent, and actually have sand over them. This suggests that the Sardai were previously attacked by someone else (possibly the reason for their first move).

SURPRISE!

A couple of Green Martians are still in the camp. They were cunning enough to believe that perhaps not all of the Nomads perished, and they laid in wait for any scouts or wanderers to return. They see an opportunity with the arrival of the PCs.

The Green Martians are hiding, waiting until one of the PCs gets too close. The GM should choose a PC (or PCs) at random and have them make an opposed Spot check against the Green Martian's Hide check. If the PC fails, he is surprised for the first round. The Green Martians leap into action and attack. They fight to the death.

SCAVENGERS

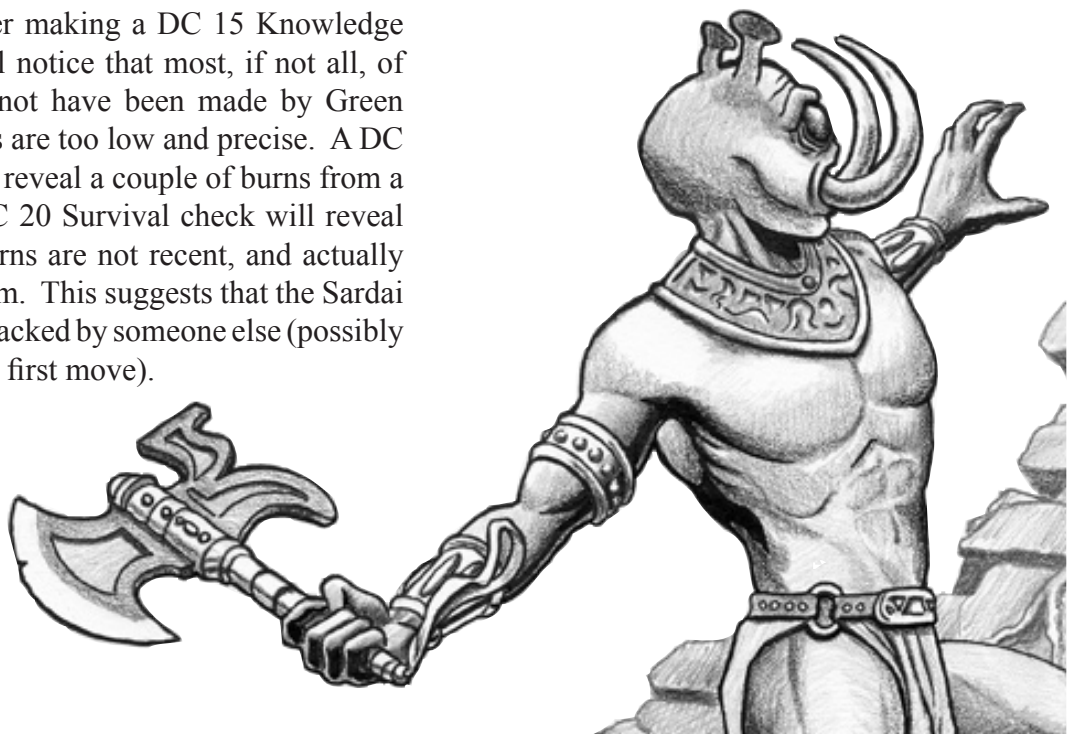
(Strong Ordinary 1, Tough Ordinary 1): CR 2; large green martian; HD 1d10+1d8+4; HP 13; Mas 15; Init +1; Spd 40 ft; Dodge DV 10, flatfooted 9 (-1 size, +1 Dex, +0 class); Parry DV 15, flatfooted 11 (-1 size, +4 Str, +2 class); BAB +0 (-1 size); Grap +4; Atk +4 melee (1d12+4, war sword); FS 5 ft by 5 ft; Reach 10 ft; SQ ; AL none; SV Fort +4, Ref +1, Will +1; AP 0; Rep +0; Str 19, Dex 12, Con 15, Int 6, Wis 12, Cha 8.

Occupation: Tribal (bonus skills: Hide, Survival)

Skills: Intimidate 1 (+2), Survival 1 (+4)

Feats: Martial Weapon Proficiency (war sword), Simple Weapons Proficiency

Possessions: war sword



FOLLOWING THE TRAIL

With the lack of any Red Martian bodies, the PCs will probably want to follow the Green Martian tracks out of the camp. There are some Red Martian tracks, probably captives, going with them. The tracks are heading away from the storm into semi-protected broken land. Finally, making a DC 15 Knowledge (behavioral sciences) check will reveal that the scavenging Green Martians probably wouldn't wander far from the tribe.

Crimson Jayde will not participate in the hunt for Green Martians. With a storm coming, it is too dangerous to launch the airship, and she will not lose valuable crewmen to find a Green Martian tribe, especially when it's likely that the Green Martians will attack the *Glashgar*. She'll need all hands to protect the ship from both the storm and possible attack. Besides, she was hired to ferry around the PCs, not get involved in their disputes.

Haiden, on the other hand, volunteers his services. He is upset that his advice has led to a dead end, and he wants to make amends by finding any survivors (he also has a vested interest in finding Mallora. A contested Sense Motive check vs. his Bluff check will reveal that Haiden has a personal interest. He will shrug it off as pride).

GREEN MARTIAN CAMP

The Green Martian camp is about four miles away. It is almost sunset as the PCs arrive. The camp is built within a long-dried out riverbed. If the PCs don't suggest it, Haiden will mention that it would probably be suicide to charge in while the sun is still in the sky.

There are a number of Green Martian sentries wandering around the perimeter of the camp, usually in groups of two or three (the exact number should be left to the GM). If the PCs are spotted, they will have to deal with the sentries quietly or they will alert the rest of the camp. Being spotted really only becomes an issue if the PCs are trying to slip past. It is actually easier to travel up the river bed, as it provides partial cover (the bed is between three-six feet deep). There will only be a couple of sentries at the edge of camp.

TRIBAL MEMBER

(Tough Ordinary 1): CR 1; large green martian; HD 1d10+2; HP 8; Mas 15; Init +1; Spd 40 ft; Dodge DV 11, flatfooted 10 (+0 size, +1 Dex, +0 class); Parry DV 15, flatfooted 13 (+0 size, +4 Str, +1 class); BAB +0; Grap +2; Atk +2 melee (1d8+4, spear); FS 5 ft by 5 ft; Reach 10 ft; SQ ; AL tribe; SV Fort +2, Ref +1, Will +0; AP 0; Rep +0; Str 19, Dex 12, Con 15, Int 12, Wis 10, Cha 8.

Occupation: Tribal (bonus skills: Spot, Survival)

Skills: Intimidate 4 (+5), Spot 4 (+5), Survival 4 (+7)

Feats: Brawl, Simple Weapons Proficiency

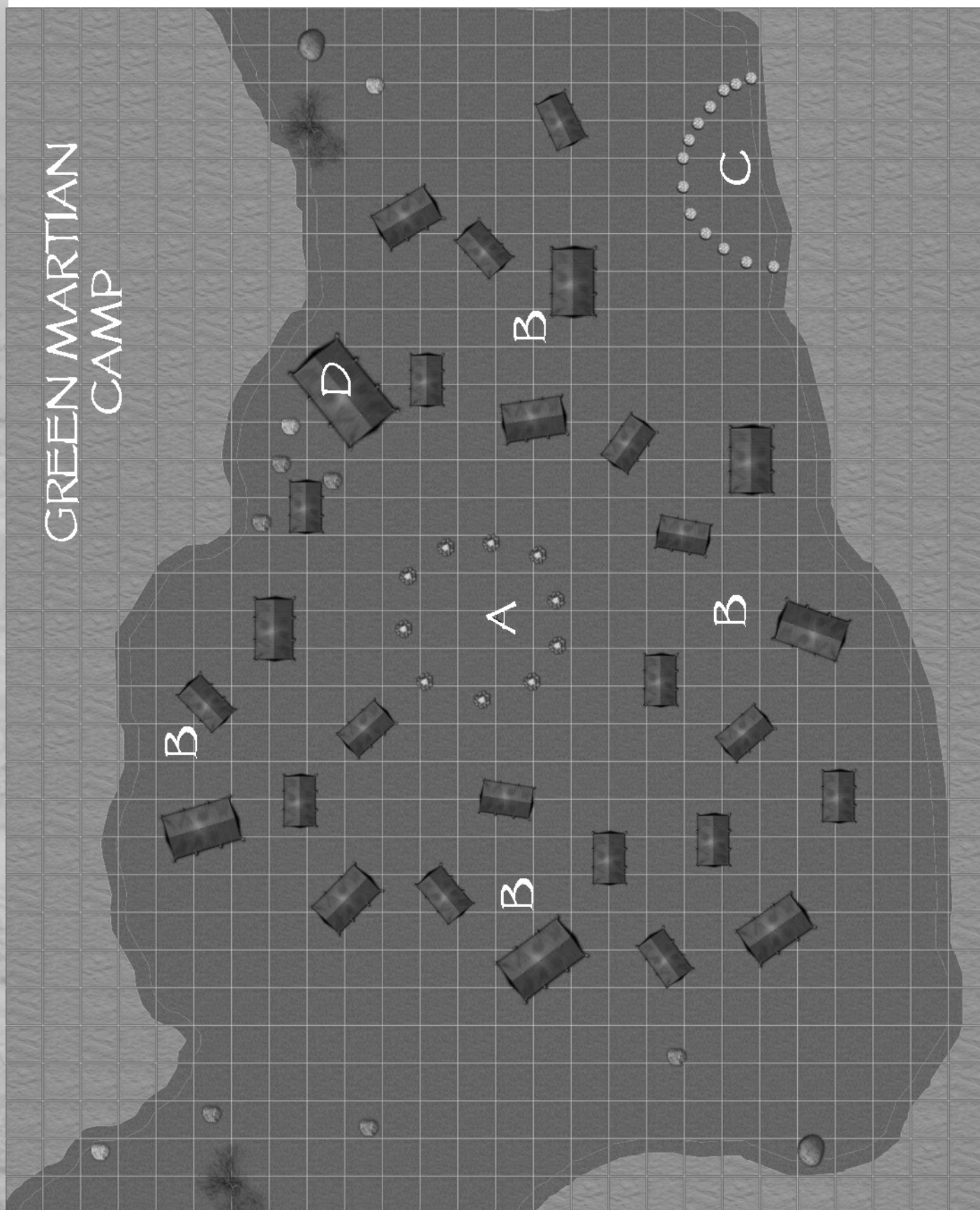
Possessions: dagger, spear

Green Martians come in all shapes and sizes. There are forty in this particular tribe. Obviously, creating a unique stat block for each of them would be a major headache for the GM (not to mention the author!). Instead, a general "first level" stat block is offered to cover everyone.

While this is intended to give the PCs a fighting chance should they find themselves surrounded by Green Martians, a less forgiving GM may use the "second level" scavenger stat block from the previous encounter for sentries and other tough Green Martians. Especially tough Green Martians may even use the Tribal Chieftain stat block.



GREEN MARTIAN CAMP



CAMP LEGEND

There are about forty Green Martians in and around the camp. The GM should keep a tally of how many are killed. Obviously, the GM should also feel free to adjust the number as necessary, but keep in mind that the PCs are supposed to be discouraged from making a full frontal assault.

A: The Circle of Fire

The Circle of Fire is a large circle roughly 25' in diameter. It sits in the center of camp. At night, it is lit by ten torches. The circle is used for combat and cooking (see "Playing with their food," below).

B: Green Martian Tent

These tents usually hold two Green Martians (male or female or both). In "mixed" tents, there is often an egg. A small stash of trinkets can also be found, the newest looking like they were taken from the Sardai.

C: The Cage

The Cage holds the survivors of the Green Martian attack on the Sardai. There are 20 prisoners, and only five are men. The cage is made of wood, with a 5 Hardness and 5 hit points per pole. The cage is guarded by two sentries. A DC 25 Disable Device check is necessary to break the deadbolt-style lock.

Should the PCs get to the cage, the prisoners will plead for release. Nearby sentries may hear them (DC 20 Listen check), so the PCs will need to quiet them quickly. The best chance the PCs have of helping them escape is during the coming storm, unless they can provide a suitable distraction.

SARDAI PRISONERS

(Tough Ordinary 1): CR 0; Medium-size red martian; HD 1d10+2; HP 8; Mas 15; Init +1; Spd 30 ft; Dodge DV 11, flatfooted 10 (+1 Dex, +0 class); Parry DV 12, flatfooted 11 (+1 Str, +1 class); BAB +0; Grap +1; Atk +2 melee (1d6+1, unarmed); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL Sardai; SV Fort +3, Ref +1, Will +2; AP 0; Rep +0; Str 12, Dex 13, Con 15, Int 10, Wis 14, Cha 8.

Occupation: Tribal (Handle Animal, Survival)

Skills: Climb 4 (+5), Handle Animal 4 (+3), Listen 0 (+4), Spot 4 (+8), Survival 4 (+7)

Feats: Alertness, Brawl, Simple Weapons Proficiency, Track

Possessions: None

D: The Chieftain's Tent

The Chieftain's tent is constantly guarded by two sentries. The Chief rarely leaves the tent, preferring the company of two Green Martian women. His tent is open on one end to allow a view of the Circle of Fire.

CHIEFTAIN

(Strong Ordinary 2, Tough Ordinary 2): CR 4; large green martian; HD 2d10+2d8+6; HP 30; Mas 15; Init +1; Spd 40 ft; Dodge DV 11, flatfooted 10 (-1 size, +1 Dex, +1 class); Parry DV 17, flatfooted 12 (-1 size, +5 Str, +3 class); BAB +1 (-1 size); Grap +5; Atk +6 melee (1d12+5, war sword); FS 5 ft by 5 ft; Reach 10 ft; SQ ; AL none; SV Fort +6, Ref +1, Will +1; AP 0; Rep +0; Str 20, Dex 12, Con 15, Int 6, Wis 12, Cha 8.

Occupation: Tribal (bonus skills: Hide, Survival)

Skills: Climb 2 (+7), Intimidate 1 (+2), Survival 1 (+4)

Feats: Martial Weapon Proficiency (war sword), Power Attack, Simple Weapons Proficiency, Toughness, Weapon Focus (war sword)

Possessions: dagger, spear, war sword

PLAYING WITH THEIR FOOD

At nightfall, an interesting sport takes place. Prior to dinner, a prisoner is chosen to be eaten. He is lead to the Circle of Fire. A champion is chosen from the Green Martians by the Chieftain. Each is given a dagger and must battle each other to the death. The Green Martians within the camp gather around to watch. Should either combatant step beyond the torches, they will be needled and prodded back into the circle. The winner gets to live another day, while the loser is cooked and eaten (a fire is built in the center of the arena after the combat is over).

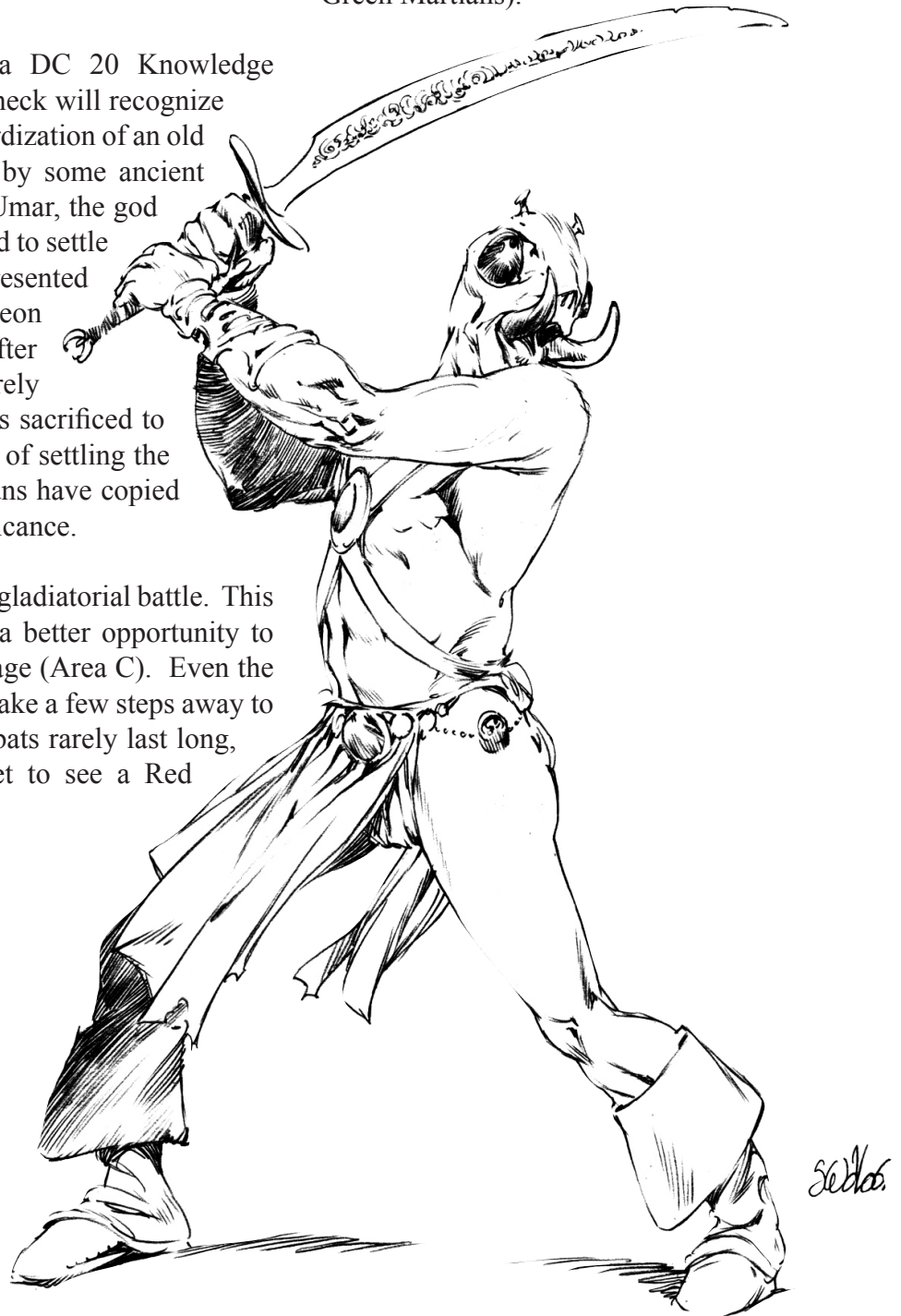
A character that makes a DC 20 Knowledge (theology & philosophy) check will recognize the combat ritual as a bastardization of an old Rite of Combat practiced by some ancient Red Martians in honor of Umar, the god of might. The Rite was used to settle disputes. The ten poles represented the rest of the pantheon watching in judgment, and after the combat (which was rarely to the death) an animal was sacrificed to be eaten as a formalization of settling the dispute. The Green Martians have copied the ritual but lost the significance.

The sentries also watch the gladiatorial battle. This distraction offers the PCs a better opportunity to get to the captives in the cage (Area C). Even the sentries guarding the cage take a few steps away to get a better view (the combats rarely last long, and the prisoners have yet to see a Red Martian win).

THE COMING STORM

The Martian winds kick up during the combat. It's not enough to cause trouble, but the PCs know that the storm isn't far behind. This provides a perfect opportunity to get to the prisoners, as the storm will provide cover during an escape.

The storm will rage for two hours before passing through. PCs are advised to find a safe place to shelter themselves. Once the storm has passed, the *Glashgar* will come looking for them (they are the last-minute cavalry if the PCs can't quite elude the Green Martians).



PRISON STORY

At some point, the PCs should communicate with the prisoners. This could either be a whispered conversation while caged, quick conversation during the escape, or a more relaxed conversation aboard the *Glashgar*.

Two weeks ago, a Barudai (another Red Nomad tribe) trade caravan came to the Sardai. Since the Barudai were bringing fresh water from their oasis, they were welcomed with open arms. During a feast, slavers attacked. The Barudai showed their true colors and fought the Sardai from within as the slavers attacked. The slavers took all of the able-bodied men and women that they could, as well as Mallora. Some slavers were overheard talking about delivering them to a radium mine. The Sardai tribe was left with the wounded and a few hunters that weren't in camp during the attack.

For better protection, the remains of the Sardai headed toward the broken lands. Unfortunately, they were unaware of a nearby Green Martian settlement. Two days ago, the Green Martians attacked. They ate the wounded and the small children immediately, saving the healthy specimens for ritual feasts.

Haiden listens to their story with great interest. He knows of only one radium mine in the region. It is run by a Baltan, Lord Arkon. The mine is located within the Ashghar mountain range. From here, it's only a three-day flight.

PRESSED INTO SERVICE

Crimson Jayde will allow the Red Nomads to stay aboard her ship providing that they can make themselves useful. She will offer to drop them off to another Red Nomad tribe or Red Martian city at the earliest opportunity.

CAPTURED! NOW WHAT?

It is entirely possible that the PCs will get captured by the sentries. In fact, if a fight is going badly, it is a good idea to have the Green Martians allow the PCs to surrender. It provides them with new fodder for the Circle of Fire.

Since the PCs had the audacity to attack the Green Martian camp, their action is seen as a challenge to the Chieftain's authority. The Chieftain will challenge one of them to a duel in the Circle of Fire. This provides an opportunity for an "Indiana Jones" moment, as a character with a radium gun will have an opportunity to shoot the Chieftain down before he closes. Still, the combatants are limited to the area within the circle. The battle is to the death.

Should the PC win, he will be considered the new Chieftain. If the PC wins, but allows the Chieftain to live, the Chieftain will grant him any reasonable terms (such as freeing the prisoners and allowing everyone to leave). In either case, it won't be long before another strong Green Martian bellows a challenge (if given permission to leave, the PCs will soon find themselves pursued after a few minutes). The sandstorm will hopefully provide cover.

PART THREE:

ASSAULT ON THE RADIUM MINE

The flight to the Radium Mine will be largely uneventful. The weather is calm and the *Glashgar* gets an opportunity to resupply with another Red Nomad tribe. The problem is the mine itself. It is deep within a treacherous mountain range.

LAST STOP

On the second day towards the Asghar mountain range, the *Glashgar* passes the Voruni Red Nomad tribe. Crimson Jayde suggests that they stop and barter with the water and goods that they have. Most of the Sardai (assuming there are any aboard the airship) will take this opportunity to join the Voruni tribe.

PREPARATIONS

Crimson Jayde will invite the PCs into the map room. Haiden is already there, scrutinizing the maps. The mine actually sits near the far side of the range, dumping radium into the waiting cargo hold of a Baltan airship. It is likely that other Baltan airships will be in the area as well. The best chance the PCs have of entering the mine is an abandoned shaft entrance in the center of the range. The *Glashgar* will have nowhere to land, so the PCs will have to rappel down and climb into the shaft. The *Glashgar* will remain in the area as long as it can.

LANDING ZONE

The third day is relatively calm, with only a light wind. As the *Glashgar* enters the mountain range, however, the winds between peaks are whipped into a frenzy. The landing just got more difficult.

A DC 20 Spot check reveals the location of the old

LETHALITY NOTE

There are quite a number of dangerous encounters in Part Three, with little time to rest. It is not necessary to run every encounter. You should monitor the PC's health and adjust or eliminate encounters as needed.

On the other hand, you may want to add encounters. The radium mine is very deep within the ground, and the "backdoor" could stretch for miles. If you have an old fantasy cavern map, you could incorporate it here, using the "marsifier" on the inhabitants (treasure should be limited to things the ancient miners would have had).

mine shaft entrance. It is filled with rubble and the once smooth landing spot is broken and cracked.

With the wind whipping around, the airship can't get above the drop point without risking a crash. The PCs will have to make a DC 15 Jump check in order to clear the distance safely. A DC 15 Balance check will be necessary to remain on one's feet. Failure on the Balance check by 5 or more means that the character slipped off the side of the landing.

Crimson Jayde will suggest that the PCs tie themselves to the *Glashgar* in case they fail. The PCs will then need to make Climb checks back up the rope to try again. Haiden volunteers to go with the PCs.

CHORAK ATTACK

Just beneath the landing site is a chorak (bleeding hawk) nest. The PCs activity disturbs them, and they attack the same round as the PCs are jumping across (possibly gaining surprise). There is one chorak per PC (and Haiden).

A chorak looks like a large hawk with a scaly hide. Their most disturbing feature is their inner eyelid, which enables them to see while keeping sand from their eyes. The inner eyelid makes it look like the chorak does not have eyes at all, only skin. The natural cleaning capability of these eyelids also makes it look like these “non-eyes” are constantly bleeding (the reddish sand-colored fluid makes it almost look like blood).

The chorak remain close to the PCs, making it difficult for the *Glashgar* crewmen to get a clear shot at them. Chorak fight to the death.

CHORAK:

CR 2; large animal; HD 2d8+3; hp 12; Mas 12; Init +3; Spd 10 ft., fly 60 ft. (average); Defense 16, flat-footed 16 (-1 size, +0 Dex, +5 natural); BAB +0; Grap +3; Atk +6 melee (1d8-2, claw); Full Atk +6 melee (1d8-2, claw); FS 10 ft. by 10 ft.; Reach 10 ft.; AL none or owner; SV Fort +5, Ref +2, Will +2; AP 0; Rep +0; Str 22, Dex 11, Con 16, Int 2, Wis 14, Cha 6.

Skills: Listen +6, Spot +6 (+14 in daylight).

Feats: Weapon Finesse (claw).

Skill Bonus: Hawks gain a +8 species bonus on Spot checks in daylight.

Bonus Feat: Hawks gain the bonus feat Weapon Finesse (claw).

INTO THE MINE

It takes about three man-hours of work to clear the entrance. This shaft has not been used in a long time, and it shows. Once inside, the shaft is completely dark. The floor is slippery (DC 10 Balance check), but the slope is gentle. PCs that make a DC 15 Knowledge (technology) check will notice telltale signs of light sources and tracks, all ripped out centuries ago.

The slope continues for half a mile. Finally, the corridor opens into a large circular room, about 25' radius. In the center is a circular shaft about 10' radius. This was obviously an elevator of some sort, but the equipment is no longer here.

Haiden will suggest rappelling down. As he prepares to get the climbing ropes ready, a lusker (huge spider) climbs out of the shaft.

Luskers look like huge spiders with a gray-white spiny carapace. They are deceptively quick.

LUSKER:

CR 4; Huge vermin; HD 10d8+10; hp 55; Mas 12; Init +3; Spd 50 ft., climb 30 ft.; Defense 16, touch 11, flat-footed 13 (-2 size, +3 Dex, +5 natural); BAB +7; Grap +19; Atk +4 melee (2d6+6 plus poison, bite); Full Atk +4 melee (2d6+6 plus poison, bite); FS 15 ft. by 15 ft.; Reach 10 ft.; SQ poison, darkvision 60 ft., immune to mind-affecting attacks, resistance to massive damage; AL none; SV Fort +8, Ref +6, Will +3; AP 0; Rep +0; Str 19, Dex 17, Con 12, Int —, Wis 10, Cha 2.

Skills: Climb +16, Hide +1, Jump +4 (+10 for hunting spiders), Move Silently +9, Spot +12.

Feats: None.



DOWN THE SHAFT

Dropping light down the shaft will reveal a long plunge, perhaps a thousand feet. Curiously, there seems to be a bottom to the shaft, and it's made of metal. A DC 15 Knowledge (technology) check will reveal it to be the small elevator. The ancient remains of a skeleton lies atop it.

The PCs will have to make a few DC 15 Climb checks (there are holes where a safety ladder used to be fastened, providing hand and footholds) to get to the elevator (the GM should cut down on the number of Climb checks; one every 100 or 200 ft should be enough).

Interestingly, there are no pulleys or other means of support for the elevator. The shaft is literally just a hole. A DC 15 Spot check will reveal large holes in the sides of the shaft. These are asymmetrical, and a character with the Track feat that makes a DC 15 Survival check will realize that they are burrowed Lusker holes.

At the GM's option, the PCs can be subject to further Lusker attacks on the way down to the elevator. In fact, a group of Luskers descending the shaft could provide a sense of urgency for the PCs to get the access door open. The GM should be careful, however, not to soften them up too much.

THE ELEVATOR

The elevator itself is a cylinder about 10' tall and 20' in diameter. There is an access hatch at the top, but it is rusted shut from centuries of neglect. It takes a combined Strength of 25 to wrench it free (at which point it simply snaps off the hinges). Alternatively, it can be cut open (HD 5, HP 10).

The elevator's interior looks like the inside of a hollow metal cylinder, which is exactly what it is. A handrail lines the inside of the wall, and a control mechanism sits next to a metal door. The control mechanism is similar to that of an airship. A DC 15 Pilot check will enable a character to operate the elevator.

GOING DOWN

Presumably, the PCs will want to go deeper into the mine. Haiden will definitely suggest this if the PCs seem more interested in going back up. The elevator will travel at a brisk pace down the mine shaft. Anyone not holding the handrail must make a DC 20 Reflex save or be thrown to the ceiling (suffering 1d4 points of damage). A GM with a mean streak may have a Lusker sitting atop the elevator. While it is too big to climb through the access hatch, it could scratch and nibble on any PC that was sucked up to the ceiling.

After a few minutes, the elevator stops. A DC 15 Navigate check will reveal that the PCs are now several miles within the mountain, perhaps even ten. The elevator glides to a stop, unceremoniously slamming any characters that were plastered on the ceiling onto the floor. Spinning the small wheel on the door opens it into another cavern.

JOURNEY TO THE PIT

The burrowed out corridor leads deeper into the darkness. A DC 20 Listen check reveals the sound of machinery echoing in the corridor. The PCs are close.

After walking about 500 yards, the corridor opens into a large cavern with a deep crevice dropping down out of sight. The PCs can feel warm air coming from the depths. Lighting this room causes the native rogun to take flight.

The rogun aren't fighters. Their natural instinct is to flee, but the insects they feed off of have hard carapaces. As such, the rogun have developed rather nasty serrated teeth that they use to strike predators as they take flight. The GM should have 1d4+1 rogun attack each character as they fly past, lighting up the cavern like giant fireflies.

ROGUN (TORCH BAT):

CR 1/2; Diminutive animal; HD 1/4 d8; hp 1; Mas 10; Init +2; Spd 5 ft., fly 40 ft. (good); Defense 18, touch 18, flat-footed 16 (+4 size, +2 Dex, +2 natural); BAB +0; Grap -17; Atk +0 (1 point); Full Atk +0 (1 point); FS 1 ft. by 1 ft.; Reach 0 ft.; SA Wounding; AL none; SV Fort +2, Ref +4, Will +2; AP 0; Rep +0; Str 1, Dex 15, Con 10, Int 2, Wis 14; Cha 4.

Wounding: The damage from one of the creature's attacks causes grievous wounding. It will bleed at 1 point per round unless a Treat Injury (DC 10) check is made.

Luminescent Skin: The Rogun's skin glows brightly, granting it a +2 defense bonus.

Skills: Listen +9, Move Silently +6, Spot +9.

The next problem the PCs face is crossing the chasm. Judging by the marks in the ground near the edge, there must've been a bridge or other apparatus to cross the 20' distance. Now, there is nothing but air. There are stalagmites on the floor, allowing for ropes to be affixed, but someone will still have to spring across.

Falling need not lead to instant death. If the PCs are tethered together, a slip may only cause a temporary inconvenience. Also, as a natural (rather than artificial) chasm, there are bound to be ledges and things jutting out for a character to land on (or, for a pulpier feel, the character could get snatched up by a giant flying beastie and freed as the other PCs attack it).

THE OTHER SIDE

Another corridor is burrowed through the wall on the other side of the cave. The machinery noises are louder now, and emanate from deep down the corridor.

A DC 15 Spot check will reveal that there are booted footprints on the floor. Bits and pieces of Lusker and Rogun carcasses are also strewn about. A PC with the track feat can make a DC 20 Survival check to determine the number of different types of

footprints on the floor (see below). The footprints go to the edge of the ledge and back.

The footprints are the mark of synthe-men, created ages ago. Unlike modern sythe-men, these did not decay after 100 years. They were designed of more durable stuff. Unfortunately, their programming has dulled over the centuries, such that they remember only a simple order, "kill within this area."

The Baltan miners decided that the synthe-men were more useful alive than dead, as the dim warriors kept the mountain creatures away from the mines. As a precaution, the Red Martian miners walled them in, but they needn't have bothered. The synthe-men do their job, killing creatures and eating them for sustenance. Unfortunately, these synthe-men can't distinguish between creatures and intelligent life. The PCs are fair game.

There should be approximately one synthe-man per PC. They are armed with fresh weapons supplied by the miners. The synthe-men fight to the death.

EXTERMINATOR

(Tough Ordinary 2/Strong Ordinary 1): CR 2; Medium-size synthe-man; HD 2d10+1d8+3; HP 18; Mas 13; Init +2; Spd 30 ft; Dodge DV 12, flatfooted 10 (+2 Dex); Parry DV 15, flatfooted 12 (+3 Str, +2 class); BAB +2; Grap +5; Atk +5 melee (1d10+3, weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL none; SV Fort +4, Ref +2, Will +1; AP 1; Rep +0; Str 17, Dex 14, Con 13, Int 8, Wis 12, Cha 8.

Occupation: Adventurer (Climb, Spot)

Skills: Climb 5 (+9), Jump 5 (+8), Spot 2 (+4)

Feats: Cleave, Combat Martial Arts, Martial Weapon Proficiency (battleaxe), Power Attack, Simple Weapons Proficiency

Possessions: Battleaxe

THE GATE

Once the PCs get past the synthe-men, they will need to go through the gate constructed to keep the synthe-men away from the mine. The machinery echo is very loud here. A DC 15 Spot check will note that none of the synthe-men footprints get within five feet of the gate, although there are other footprints stepping through the gate (Red Martian footprints when deemed necessary to rearm or provide food for the synthe-men). The gate is unguarded when the PCs arrive.

The gate is simply columns of iron bars with a door built into it. A DC 25 Disable Device check should pop the lock. The bars themselves are HD 6, HP 12. About 100 yards down the corridor from the gate turns slightly. Light illuminates the curve from the other side.

THE PIT

Once the PCs traverse the 100 yards and make the turn, the last 50 feet are illuminated. The PCs can see a ledge beyond, with a metal guardrail. If the PCs venture out, they will find themselves in a massive chasm with many rings of levels both above and below them. The sound of machinery hums, scratches, and clangs from below. The sound of whips cracking and barked orders also fill the chasm.

The ring that the PCs are on is abandoned. So are all of the levels above and two rings below them.

These levels have already been mined for all their worth. The chasm is illuminated by small, hovering lights, remnants of an ancient technology.

Further below, the PCs can see armed Red Martians ordering Red Martian slaves to dig out the small amounts of radium ore found in the broken rocks dispensed by ancient burrowing machines. It is a long, laborious process. Two medium airships hover in the center of the chasm below. One floats three levels down, gathering the deposited radium. As the PCs watch, the airship floats into a tunnel, presumably to a larger airship waiting outside. The other looks more official, with a well-adorned administrator barking orders from the deck. He has four guards with him.

SLAVE DRIVER

(Strong Ordinary 1/Tough Ordinary 1): CR 1; Medium-size red martian; HD 1d10+1d8+4; HP 13; Mas 15; Init +1; Spd 30 ft; Dodge DV 11, flatfooted 10 (+1 Dex); Parry DV 14, flatfooted 12 (+2 Str, +2 class); BAB +1; Grap +3; Atk +3 melee (1d8+2, club), or +2 ranged (1d2, whip); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL Overseer; SV Fort +4, Ref +1, Will +0; AP 0; Rep +0; Str 14, Dex 13, Con 15, Int 8, Wis 10, Cha 12.

Occupation: Law Enforcement (Diplomacy, Intimidate)

Skills: Climb 5 (+7), Intimidate 5 (+7), Spot 5 (+5)

Feats: Armor Proficiency, Martial Weapons Proficiency (rapier), Personal Firearms Proficiency, Simple Weapons Proficiency

Possessions: club, whip, wireweave vest (DR 5)

Weapon	Damage	Critical	Damage Type	Range Increment	Rate of Fire	Magazine	Size	Weight
Whip	1d2	20	Slashing	15 ft. ³	1	—	Small	2 lb.

Whip: Whips deal a small amount of lethal damage. Although a character doesn't "fire" the weapon, treat a whip as a ranged weapon with a maximum range of 15 feet and no range penalties. Because a whip can wrap around an enemy's leg or other limb, a character can make a trip attack with it by succeeding at a ranged touch attack. The character does not provoke an attack of opportunity when using a whip in this way. If the character is tripped during his or her own trip attempt, the character can drop the whip to avoid being tripped. When using a whip, a character gets a +2 bonus on an opposed attack roll when attempting to disarm an opponent (including the roll to keep from being disarmed if the character fails to disarm the opponent). Using a whip requires the Simple Weapons Proficiency feat.

OVERSEER

(Charismatic Ordinary 4): CR 3; Medium-size red martian; HD 4d6; HP 12; Mas 10; Init +1; Spd 30 ft; Dodge DV 12, flatfooted 11 (+1 Dex, +1 class); Parry DV 10, flatfooted 11 (-1 Str, +1 class); BAB +2; Grap +1; Atk +1 melee (1d4-1, dagger), or +3 ranged (1d8, radium pistol); FS 5 ft by 5 ft; Reach 5 ft; AL Arkon; SV Fort +2, Ref +3, Will +3; AP 2; Rep +4; Str 8, Dex 12, Con 10, Int 13, Wis 14, Cha 15.

Occupation: Celebrity (Diplomacy)

Skills: Bluff 7 (+11), Diplomacy 7 (+10), Gather Information 7 (+9), Intimidate 7 (+9), Knowledge (Behavioral Sciences) 7 (+8), Knowledge (Business) 7 (+10), Knowledge (Civics) 7 (+10), Knowledge (History) 7 (+8), Knowledge (Theology and Philosophy) 7 (+8), Pilot Airship 4 (+5)

Feats: Creative, Deceptive, Defensive Martial Arts, Educated (Business, Civics), Personal Firearms Proficiency, Point Blank Shot, Simple Weapons Proficiency

Possessions: Dagger, Radium Pistol

OVERSEER'S BODYGUARD

(Fast Ordinary 3): CR 2; Medium-size red martian; HD 3d8+3; HP 18; Mas 13; Init +2; Spd 30 ft; Dodge DV 13, flatfooted 11 (+2 Dex, +1 class); Parry DV 13, flatfooted 11 (+2 Str, +1 class); BAB +2; Grap +4; Atk +4 melee (2d6+2, pike), or +4 ranged (2d8, weapon); FS 5 ft by 5 ft; Reach 5 ft; AL Overseer; SV Fort +2, Ref +4, Will +0; AP 0; Rep +1; Str 14, Dex 15, Con 13, Int 10, Wis 8, Cha 12.

Occupation: Military (Pilot, Survival)

Skills: Balance +8, Pilot +9, Profession +5, Survival +5, Tumble +8

Feats: Armor Proficiency, Martial Weapons Proficiency (pike), Martial Weapons Proficiency (pike), Simple Weapons Proficiency

Possessions: pike, radium rifle, rapier

BALTAN MINING SKIFF

There are two medium skiffs in the shaft. They have identical statistics. For the mining skiff, there are two slave drivers aboard (holding radium pistols and rapiers). The Overseer's skiff has the Overseer and his four bodyguards aboard.

Size: M

HP: 33

Hard: 10

Spd: 280

Man: Good

Hardpoints: 3

Crew: varies

DV: 5

Weapons: None

DESCENDING THE PIT

Each ring level is approximately 8 feet high. Small burrowing machines bore into the walls and a slave or two follows behind, sifting through the debris and collecting the precious ore. Some of the overseers carry handheld ore detectors that tell the machines where to dig. There is one armed guard per three slaves. Any given level has about 10 guards and 30 slaves, give or take a couple.

For all of the technology, climbing from level to level is done through a system of ladders. This keeps slaves from escaping to other levels simply by removing them. There are no ladders on the level that the PCs are on. They will have to climb or jump down.

The PCs are in no real danger of being seen on the current ring or the first two below, providing that they aren't drawing attention to themselves. Once they get on the last unmanned level, they will have to make Hide and Move Silently checks to avoid being seen.

Haiden will recognize one of the slaves, an older man with long hair and a scraggly beard, as one of the Sardai. Specifically, he was a veteran hunter named Aken. Aken works with two younger male slaves and have only a single guard. Luckily, there are no other lodes nearby, so if the PCs can quietly

overpower the guard they will gain a few moments with Aken.

How the PCs overpower the guard is up to them, using their ingenuity. As long as the guard goes down in the first round of combat, he will not be able to raise the alarm (a good plan would be to grapple the guard and clamp his mouth shut while another character incapacitates him). Aken and company won't be able to help (they are prostrate sifting through rubble), unless the combat enters the third round.

SARDAI MINERS

(Tough Ordinary 1): CR 0; Medium-size red martian; HD 1d10+2; HP 8; Mas 15; Init +1; Spd 30 ft; Dodge DV 11, flatfooted 10 (+1 Dex, +0 class); Parry DV 12, flatfooted 11 (+1 Str, +1 class); BAB +0; Grap +1; Atk +2 melee (1d6+1, unarmed); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL Sardai; SV Fort +3, Ref +1, Will +2; AP 0; Rep +0; Str 12, Dex 13, Con 15, Int 10, Wis 14, Cha 8.

Occupation: Tribal (Handle Animal, Survival)

Skills: Climb 4 (+5), Handle Animal 4 (+3), Listen 0 (+4), Spot 4 (+8), Survival 4 (+7)

Feats: Alertness, Brawl, Simple Weapons Proficiency, Track

Possessions: None

AKEN'S INFORMATION

Aken can reveal that Mallora never came to the mine. Borast, Chieftain of the treacherous Barudai tribe, took a liking to her and paid the slavers to keep her as a concubine. Aken presumes that she is still with the Barudai.

GETTING OUT

The simplest thing for the PCs to do is to go back the way they came before they are spotted (or to go back a little more quickly if they are). Trying to free the slaves is simply too great a task for so few of them. Aken has accepted his fate, for the Sardai have effectively been destroyed.

Still, if the PCs want to mount a small scale rescue operation they could free a handful of slaves and maybe commandeer one of the airships. Unfortunately, the only airship exit leads to a colossal Baltan airship outside (a sympathetic GM may give them another tunnel out). The administrator has the ability to call the colossal ship for reinforcements, which will be two or three medium airships filled with soldiers. If the PCs stir up enough trouble and take down enough guards, the slaves may revolt on their own. The PCs could give them knowledge of their escape route, and perhaps there are others.

If the PCs do return the way they came, the GM may wish to throw another lusker or two their way. The elevator can be ridden to the top of the shaft (with non-handholding characters that miss their Reflex save finding themselves pinned to the floor.

The *Glashgar* is waiting for them outside. If the PCs managed to alert the Baltanese to their presence, the *Glashgar* might have to evade a large Baltanese airship or two as it winds its way out of the mountains.

Haiden knows where the Barudai are currently camped. It is an oasis about four days flight away (toward Callor). If the PCs did alert the miners, then Crimson Jayde will insist that they move quickly before the Barudai are warned.

BALTAN CREWMAN

(Strong Ordinary 1, Fast Ordinary 1): CR 1; Medium-size red martian; HD 2d8+2; HP 10; Mas 13; Init +2; Spd 30 ft; Dodge DV 13, flatfooted 11 (+2 Dex, +1 class); Parry DV 13, flatfooted 11 (+2 Str, +1 class); BAB +0; Grap +2; Atk +2 melee (1d8+2, rapier) or +2 ranged (2d6, crossbow); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL Arkon; SV Fort +2, Ref +3, Will -1; AP 0; Rep +0; Str 14, Dex 15, Con 13, Int 12, Wis 8, Cha 10.

Occupation: Military (bonus skill: Demolitions, Survival)

Skills: Balance 4 (+6), Climb 4 (+6), Demolitions 4 (+5), Profession (airship crew) 4 (+3), Repair 4 (+5), Survival 4 (+3), Tumble 2 (+6)

Feats: Armor Proficiency, Martial Weapon Proficiency (crossbow), Martial Weapon Proficiency (rapier), Simple Weapons Proficiency

Possessions: crossbow, rapier, wireweave (heavy) (DR 6)

BALTAN CAPTAIN

(Strong Ordinary 2, Fast Ordinary 1): CR 2; Medium-size red martian; HD 3d8+3; HP 24; Mas 13; Init +2; Spd 30 ft; Dodge DV 14, flatfooted 12 (+2 Dex, +2 class); Parry DV 13, flatfooted 11 (+2 Str, +1 class); BAB +1; Grap +3; Atk +3 melee (1d8+2, rapier) or +3 ranged (1d8, pistol); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL Arkon; SV Fort +3, Ref +3, Will -1; AP 0; Rep +0; Str 14, Dex 15, Con 13, Int 12, Wis 8, Cha 10.

Occupation: Military (bonus skill: Demolitions, Survival)

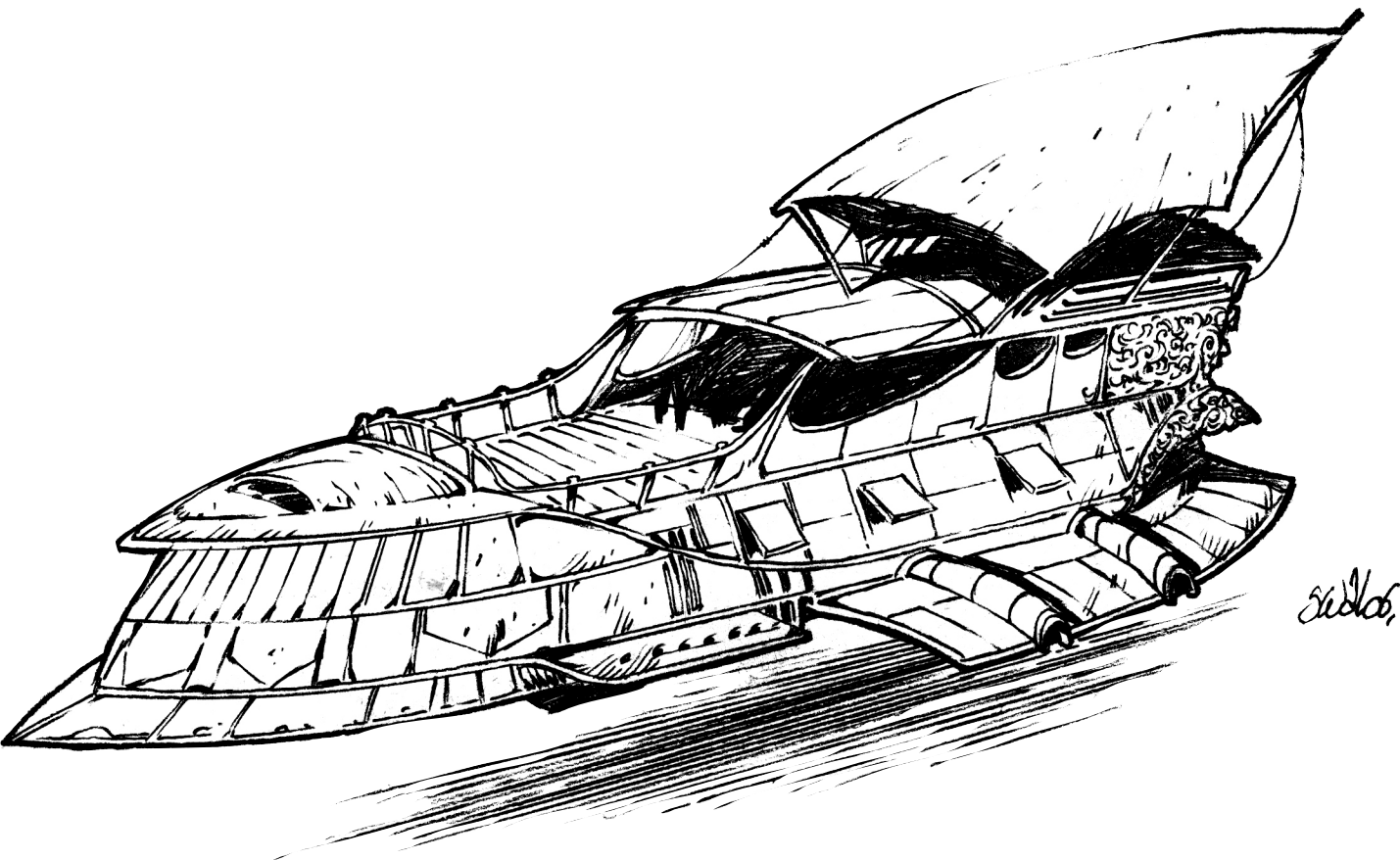
Skills: Balance 4 (+6), Climb 4 (+6), Demolitions 4 (+5), Knowledge (tactics) 5 (+6), Profession (airship crew) 4 (+3), Repair 4 (+5), Survival 4 (+3), Tumble 2 (+6)

Feats: Armor Proficiency, Martial Weapon Proficiency (crossbow), Martial Weapon Proficiency (rapier), Personal Firearms Proficiency, Simple Weapons Proficiency, Toughness

Possessions: double-cell radium pistol, rapier, wireweave vest (DR 5)

BALTAN AIRSHIP

Size	HP	Hard	Spd	Man	HardP	Crew	DV	Weapons
L	82	10	220	Avg	5	20	4	4 radium cannons



PART FOUR: THE RESCUE

In the penultimate part, the PCs finally get the chance to rescue Mallora from the Green Wastes. Unfortunately, the slavers are also in the area, giving the *Glashgar* a ship-to-ship battle as the PCs struggle to return to civilization.

DROPPING IN

While the PCs are reasonably certain that Mallora is in the hands of the Barudai chieftain, there is no reason to sneak in unannounced. The Barudai have no reason to suspect the PCs of mounting a rescue operation, especially since the *Glashgar* is not a Callor vessel.

If the PCs think to mention this, Crimson Jayde will readily agree to drop her vessel near the camp. She'll simply say that she is interested in bartering for fresh water (which isn't a lie). If she plays her cards right, she may even get to take some of the water aboard before they have to make their escape. Haiden knows what Mallora looks like, and once her location is verified the PCs can spring into action.

BARUDAI OASIS

The Barudai camp surrounds an oasis. The Barudai are a large tribe of about 400. The oasis is a large pond of water surrounded by almost a quarter of a mile of fertile soil (the Barudai would never pitch a tent atop the fertile ground; every square inch is being farmed). The Chieftain's tent sits at the edge of the oasis. The largest concentration of tents surround it.

One interesting thing of note in the oasis is the number of manufactured (especially Baltan) goods. The Barudai look much better equipped and dressed than other red nomad tribes. The tools used in farming the soil are also brand new. It's

pretty obvious that someone is bestowing a great number of gifts on the Barudai (i.e. the Slavers).

As the *Glashgar* descends on the oasis, observant characters will notice another large airship docked nearby, flying no flag. PCs that correctly guess that this is the slaver ship may have cause for alarm. The *Glashgar* won't be able to escape without a fight. PCs that suggest turning away will be overruled by Crimson Jayde, as she is certain that her ship has already been seen and she doesn't want to make any suspicious course changes.

WELCOMING COMMITTEE

Should the *Glashgar* touch down reasonably close to the Barudai camp, it will be approached by a few Barudai merchants and buyers. The cargo hold has a number of items that Captain Jayde's crew has gathered over the last year or so, and Crimson Jayde is perfectly willing to trade for fresh water, vegetables, and other goods.

SLAVE AUCTION

The Slave ship is owned and operated by a Baltan priest, Brother Vosk, and his second-in-command, Tyrek Vonn. The Slavers are conducting a slave auction just outside their airship. Tyrek Vonn runs the auction, parading Red Martians in chains up onto the makeshift auction platform. The slaves come in all shapes and sizes; men, women, and even children. None have problems attracting bidders. It's a sickening sight to behold.

The Slavers will be very interested in Crimson Jayde, her crew, and her passengers. Brother Vosk will attempt to share a drink with some of them in the hopes of learning why they are here. The Barudai don't sit along any trade routes.

SPOTLIGHT

Chieftain Borast is sitting near the auction, enjoying the show. He has two wives, Karna and Fellen, sitting with him. Mallora sits at his feet, leashed by the neck like a pet. Interestingly, Karna, not Borast, holds the leash.

Haiden picks her out in an instant. If Haiden is dead, then Mallora is recognizable due to an uncanny resemblance to her father. If the PCs seek an audience with Borast, he will introduce his wives but ignore Mallora. If asked about her, Borast will shrug and say that she's a gift.

BORAST

(Charismatic Ordinary 1/Tough Ordinary 2): CR 2; Medium-size humanoid; HD 2d10+1d6+3; HP 22; Mas 13; Init +6; Spd 30 ft; Dodge DV 12, flatfooted 10 (+2 Dex); Parry DV 12, flatfooted 11 (+1 Str, +1 class); BAB +1; Grap +2; Atk +2 melee (1d6+1, weapon), or +3 ranged (1d6+0, weapon); FS 5 ft by 5 ft; Reach 5 ft; AL none; SV Fort +4, Ref +3, Will +0; AP 1; Rep +2; Str 12, Dex 14, Con 13, Int 12, Wis 10, Cha 14.

Occupation: Rural (Climb, Survival)

Skills: Bluff 6 (+8), Climb 4 (+6), Diplomacy 4 (+6), Gather Information 6 (+8), Intimidate 6 (+8), Knowledge (Business) 4 (+5), Knowledge (Civics) 4 (+5), Perform 4 (+6), Spot 6 (+6), Survival 4 (+7)

Feats: Armor Proficiency, Improved Initiative, Personal Firearms Proficiency, Simple Weapons Proficiency, Toughness

Possessions: broadsword, heavy silkweave (DR 2), holdout radium pistol, spear

**Borast does not make it common knowledge that he has a radium pistol (a gift from Brother Vosk). He will use this surprise to his advantage.*

PLAYING POLITICS

There is an opportunity for Charismatic Heroes to shine in this scene. Brother Vosk and Chieftain Borast have an equally beneficial arrangement. Borast leads Vosk to new nomad tribes and helps with their subjugation, while Vosk provides Borast with protection, slaves, and manufactured goods. This arrangement, however, will not go on in perpetuity.

PCs that make a DC 15 Knowledge (theology & philosophy) check will notice that there are no altars or icons to Ghandar or the Baltan faith in general. PCs that have met Brother Vosk will recognize how devout he is. If they manage to get Vosk to proffer his opinion on the slaves, the PCs should realize that Vosk doesn't see the Barudai any differently than the other Red Nomad tribes. At some point, he'll come for them.

If the PCs can convince Borast of this, they may find an unlikely ally against the slavers. While he is loathe to give up Mallora, Borast will order an attack on the grounded slave vessel if he believes that it is in his best interest.

MOUNTING A RESCUE

The PCs may mount the rescue attempt in any manner they wish. Stealth is probably the best option, perhaps with a bit of sabotage on the *Wayfinder*. Perhaps the PCs could out-con Tyrek Vonn into taking the slaver ship elsewhere.

The brute force approach is probably not a good idea. While the Barudai tribesmen are not much of a challenge individually, there are a lot of them. If the PCs are going to attempt this, their best shot would be to have the *Glashgar* swoop in low, allow the PCs to get out and snatch Mallora, and then take off before the Barudai can mount a concerted counterattack.

Mallora won't go easily at first. She is aware of five other Sardai slaves in camp, and she'll insist on saving them. The PCs will probably have to talk her out of it (it's only probable if the PCs are using

a stealthy approach. Even then, it won't be long before someone notices that slaves are missing).

BARUDAI TRIBESMAN

(Tough Ordinary 1): CR 1; Medium-size humanoid; HD 1d10+2; HP 11; Mas 15; Init +1; Spd 30 ft; Dodge DV 11, flatfooted 10 (+1 Dex); Parry DV 13, flatfooted 11 (+2 Str, +1 class); BAB +0; Grap +2; Atk +2 melee (1d6+2, weapon), or +1 ranged (1d6+0, weapon); FS 5 ft by 5 ft; Reach 5 ft; AL chieftain; SV Fort +3, Ref +1, Will -1; AP 0; Rep +0; Str 14, Dex 13, Con 15, Int 12, Wis 8, Cha 10.

Occupation: Rural (Handle Animal, Survival)

Skills: Intimidate +4, Spot +3, Survival +4

Feats: Martial Weapons Proficiency (broadsword), Simple Weapons Proficiency, Toughness

Possessions: broadsword, spear

AIRBORNE ASSAULT!

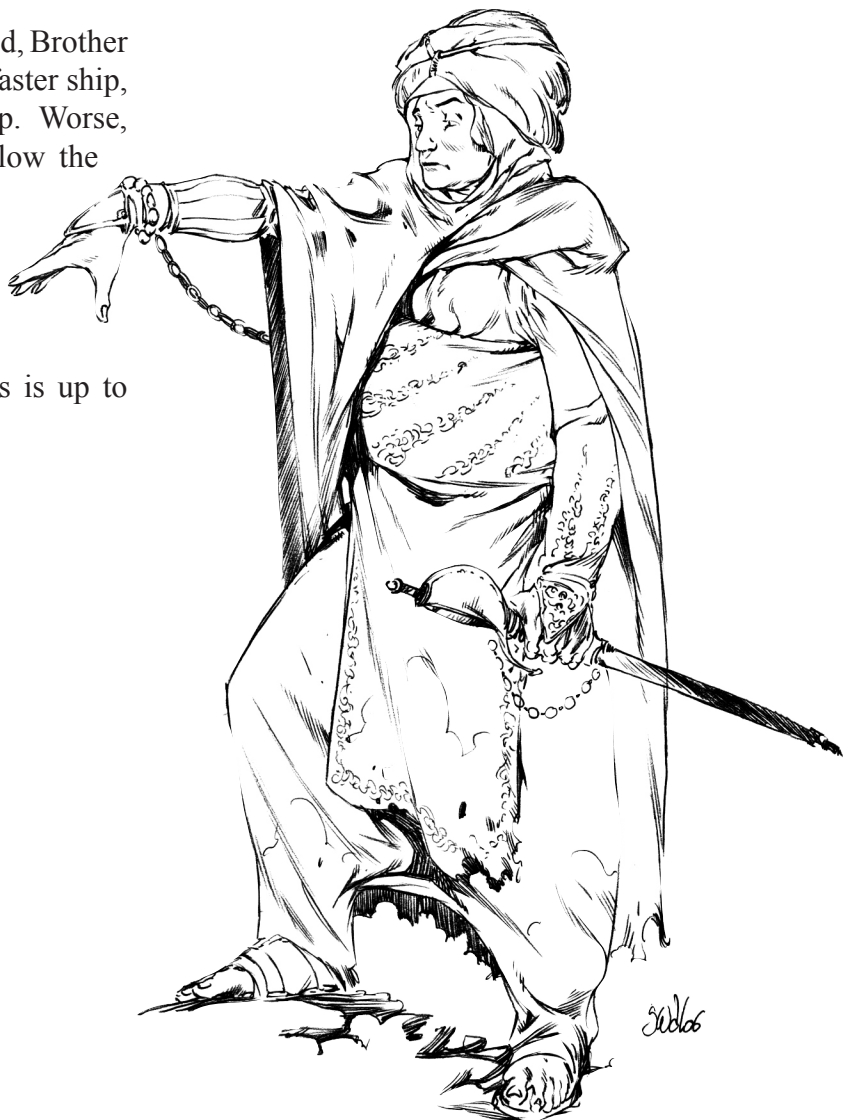
Assuming that the *Wayfinder* isn't disabled, Brother Vosk will take off after them. He has a faster ship, and it won't be long before they catch up. Worse, there is a storm ahead. It will only slow the *Glashgar* down.

The slavers will only fight until it looks like they can't win. At this point, they break off. Whether the PCs decide to definitively end their slave trading days is up to their own moral concern.

SO WHAT'S WRONG WITH THE STEALTH APPROACH?

Absolutely nothing. If the PCs prefer docking the *Glashgar* out of sight and running a commando raid into the camp, then go for it. The PCs might even wish to walk in as wandering merchants to leave their mode of egress as a surprise.

In any case, the PCs will still need to identify and extract Mallorca. This will probably lead the slavers to follow them, which may still set up a battle between the slave ship and the *Glashgar*.



PART FIVE: BETRAYAL!

In this final part of the adventure, the PCs are confronted by Lord Keldar's nemesis. Haiden is revealed as a traitor, and the PCs must battle to keep Mallora and themselves alive.

A PERFECT STORM

On the way back to Yavalla, Haiden mentions to Crimson Jayde that there is an underground oasis along the way. She could recoup some of her losses for the extended length of the mission by collecting the water (the additional complications actually worked in Haiden's favor; he didn't have to resort to more drastic means to divert the *Glashgar*). Jayde readily agrees.

Unfortunately for Jayde and crew, there is no oasis. One of Lord Tarask's airships is waiting for them just beyond the broken land where the oasis purports to be. In addition, another storm is coming. Crimson Jayde orders the ship forward, hoping to take advantage of the sheltered locale. She's flying right into a trap.

ILL WINDS ARE BLOWING

The *Glashgar* is racing a hurricane to see who can get to the oasis first. It looks like the airship will win, but not by much. Crimson Jayde is barking orders to Scarlon, who barks them to the rest of the crew. The *Glashgar* drops low to the ground.

Any character on the open deck can make a DC 25 Spot check. Success means that he sees someone out on the rocks, glancing in the *Glashgar's* direction.

Should this be brought to Crimson Jayde's attention, there is little she can do. It could be anyone; red nomads, green martians, or even another ship. With the hurricane almost on top of them, Jayde

can't risk turning away. They'll have to deal with whoever it is. Jayde orders the crew to prepare weapons as they approach the rocks.

Haiden will get worried if he hears this. A prepared Jayde might overcome Tarask's forces. Haiden begins an internal debate in his head whether it is better to leave things as they are or try to abscond with Mallora before the battle. Any PCs in Haiden's presence during the discovery can make a Sense Motive check against him. Success indicates that Haiden seems to know something he isn't telling (this check can take place at any time before the *Chalnoth* makes its presence known. If cornered, Haiden will relate a story of how he saw a ghost the last time he was trapped in a hurricane (requiring another Sense Motive against his Bluff).

RIDING OUT THE STORM

The sky darkens as the *Glashgar* comes to rest. Powerful winds rip across the ship, causing it to sway and rock. Crimson Jayde orders everyone to stay below deck until the storm passes.

Haiden has other ideas. He attempts to get to the surface deck (if cornered, he'll explain that he needs to tell Jayde something about the oasis). Once there, he holds up a blue strip of cloth. He's announcing to a small group of soldiers in a nearby cave to board the ship and take Mallora.

The soldiers quickly climb aboard the vessel. PCs that make a DC 20 Listen check will become aware of quick footsteps on the surface deck. Ten soldiers are aboard, making their way to Mallora's quarters.

If the PCs intercept them, they should be able to hold off the soldiers until the *Glashgar* crew can join them. If they decide to warn Jayde first, then the soldiers will kidnap Mallora and be running

across the sand when Jayde and the PCs spot them. The PCs will have to chase them down (Jayde won't risk her crew in this storm). Should the soldiers get this far, Haiden will be with them. He will be shot with a radium gun by one of the soldiers just as he enters the cave.

COMMANDOS

(Fast Ordinary 2): CR 1; Medium-size red martian; HD 2d8+2; HP 14; Mas 13; Init +6; Spd 30 ft; Dodge DV 13, flatfooted 11 (+2 Dex, +1 class); Parry DV 13, flatfooted 11 (+2 Str, +1 class); BAB +1; Grap +3; Atk +3 melee (1d8+2, rapier), or +3 ranged (1d8, handbow); FS 5 ft by 5 ft; Reach 5 ft; AL Tarask; SV Fort +1, Ref +4, Will +1; AP 0; Rep +0; Str 14, Dex 15, Con 13, Int 10, Wis 12, Cha 8.

Occupation: Criminal (Hide, Move Silently)

Skills: Balance 5 (+7), Escape Artist 5 (+7), Hide 5 (+8), Move Silently 5 (+8), Profession (soldier) 5 (+6), Tumble 5 (+7)

Feats: Improved Initiative, Martial Weapons Proficiency (handbow, self-loading), Martial Weapons Proficiency (rapier), Simple Weapons Proficiency

Possessions: dagger, handbow (self-loading), rapier

UNDERGROUND ROUTE

The "cavern" is actually a natural tunnel between the *Glashgar's* resting place and the *Chalnoth*. If desired, the PCs and Crimson Jayde can use this tunnel to mount their own attack against the *Chalnoth*. The tunnel is guarded, so the PCs will have to quietly deal with the two sentries before assaulting the enemy airship.

THE FINAL BATTLE

Once the storm passes, the *Glashgar* will find itself face to face with the *Chalnoth*. The captain of the enemy vessel offers Crimson Jayde an opportunity to hand over Mallorca and the PCs and leave safely. He also "outs" Haiden as the traitor (the captain will find it amusing to watch Haiden get torn apart by the *Glashgar* crew).

Obviously (and correctly), Crimson Jayde doesn't trust him. She answers with her radium cannon and the sky battle is joined! The *Chalnoth* fights until the tide turns against them. Lord Tarask will attempt to turn this into an indictment against Crimson Jayde for "attacking his vessel." Any captured soldiers will be loathe to admit to the kidnapping absent great persuasion.

CHALNOTH CREWMAN

(Tough Ordinary 2): CR 1; Medium-size red martian; HD 2d10+4; HP 14; Mas 14; Init +1; Spd 30 ft; Dodge DV 11, flatfooted 10 (+1 Dex); Parry DV 13, flatfooted 11 (+2 Str, +1 class); BAB +1; Grap +3; Atk +3 melee (1d8+2, rapier), or +2 ranged (2d6, crossbow); FS 5 ft by 5 ft; Reach 5 ft; AL Tarask; SV Fort +4, Ref +1, Will +1; AP 0; Rep +0; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Occupation: Military (Knowledge [Tactics], Survival)

Skills: Intimidate 5 (+4), Knowledge (tactics) 5 (+5), Spot 5 (+6), Survival 5 (+7)

Feats: Armor Proficiency, Martial Weapons Proficiency (crossbow), Martial Weapons Proficiency (rapier), Simple Weapons Proficiency

Possessions: crossbow, dagger, rapier, wireweave vest (DR 5)

CHALNOTH CAPTAIN

(Tough Ordinary 2, Charismatic Ordinary 2): CR 3; Medium-size red martian; HD 2d10+2d6+8; HP 26; Mas 14; Init +1; Spd 30 ft; Dodge DV 11, flatfooted 10 (+1 Dex); Parry DV 13, flatfooted 11 (+2 Str, +1 class); BAB +2; Grap +5; Atk +4 melee (1d8+2, rapier), or +3 ranged (1d10, pistol); FS 5 ft by 5 ft; Reach 5 ft; AL Tarask; SV Fort +6, Ref +3, Will +5; AP 0; Rep +2; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 12.

Occupation: Military (Knowledge [Tactics], Survival)

Skills: Bluff 7 (+8), Diplomacy 7 (+8), Intimidate 7 (+9), Knowledge (tactics) 5 (+5), Spot 5 (+6), Survival 5 (+7)

Feats: Armor Proficiency, Iron Will, Martial Weapons Proficiency (crossbow), Martial Weapons Proficiency (rapier), Personal Firearms Proficiency, Simple Weapons Proficiency

Possessions: dagger, heavy radium pistol, rapier, wireweave vest (DR 5)

THE CHALNOTH

The *Chalnoth* is a Callolean merchant vessel modified with two mounted radium guns. The GM should subtract any commandoes/crewmen that were defeated on the ground from the crew total.

Size	HP	Hard	Spd	Man	HardPCrew	DV	Weapons	
L	82	10	220	Avg	5	30	4	2 mounted radium guns

A GRATEFUL FATHER

Once Lord Tarask's forces have been defeated, it will be smooth sailing to Yavalla. Lord Keldar is anxious; the PCs have been gone a lot longer than they were supposed to be. Markon will be waiting at the docks for any news.

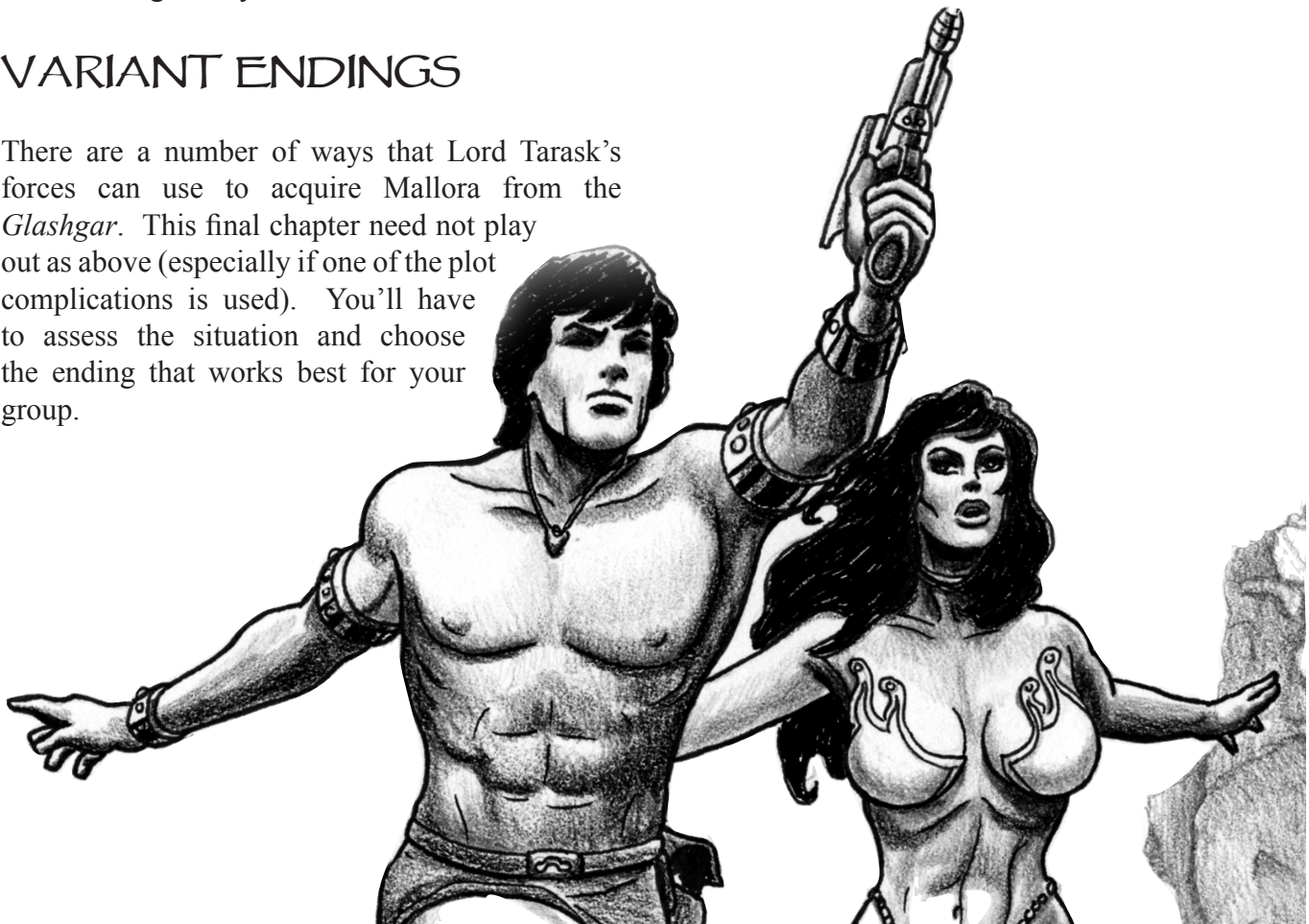
Lord Keldar will be thrilled if the PCs bring Mallora to him. He will be especially happy if they have evidence that Lord Tarask tried to kidnap her. He will gladly pay his reward to the PCs and throw another in another half-week of fresh meat in gratitude. The PCs will be invited to stay for Mallora's big "Entry into Adulthood" feast.

If, for example, you want to end with a big airship battle, then you might not want the "commando raid" to take place (as it could lead to diffusing the situation without the battle). In contrast, if you felt that the final battle with the slavers was enough airship-to-airship combat for one evening, you might want to bulk up the "commando raid" as a full ground assault by Tarask's forces.

You're in control. Choose the ending conflict that works best for you and your players.

VARIANT ENDINGS

There are a number of ways that Lord Tarask's forces can use to acquire Mallora from the *Glashgar*. This final chapter need not play out as above (especially if one of the plot complications is used). You'll have to assess the situation and choose the ending that works best for your group.



EPILOGUE

Depending on the outcome of the adventure, the GM will have many strands to build future adventures around. Some possibilities are outlined below.

Assuming the PCs succeed, they now have a Lord as a friend, possibly to call on for favors later. If Mallora found one of the PCs attractive, there may even be a courtship in the works (a courtship that certain enemies might wish to disrupt).

By the same token, they have made an enemy of Lord Tarask. This can't be helped, as Lord Tarask was going to kill them anyway. In the near future, the PCs may have to dodge assassins or other forms of trouble as Lord Tarask vies for revenge.

Depending on how she was used in the adventure, Crimson Jayde could also become a PC ally. She may even offer them positions aboard the *Glashgar* if she feels that they've sufficiently proven themselves.

Lord Arkon of Baltan will also be out for the PCs if they disrupted operations at his mine. He'll certainly beef up security and try to find other sources of slave labor. The PCs have cost him a lot of money, and he'll want revenge.

COMPLICATIONS

A Quicker Adventure

There are a number of ways to make the adventure shorter, if necessary. The easiest way is to drop the slaver angle: the Sardai were attacked by the Green Martians. Mallora is a prisoner in the Green Martian camp (a devious GM may even have her entering the Circle of Fire as the PCs approach). After rescuing her, the PCs still encounter Tarask's crew on the way back.

If desired, the Green Martian chapter can also be ignored. The PCs find the remainder of the Sardai tribe intact, and they tell them of the abduction (which leads to the mine or, for a shorter adventure, the Barudai).

An Inside Job

GMs wishing to add an extra layer of intrigue may have the steward, Markon, be in league with Lord Tarask. Markon has seen the writing on the wall and believes that Lord Keldar will have to dismiss him, leaving him with little opportunities elsewhere. Lord Tarask has offered him job security.

This option works especially well if there is a PC scout/tracker/nomad in the party and the inclusion of Haiden seems too forced or convenient. With Markon as the traitor, the PCs will still have to fight their way through Tarask's forces in Part Five. Markon will simply tell Crimson Jaydee to meet Lord Keldar's vessel outside the city (and it will be Tarask's ship, not Keldar's, waiting there).

Crimson Treachery

Crimson Jayde could also be a traitor. This works well if Haiden was discovered, killed, or absent from the adventure, and Markon is still played straight. Lord Tarask has offered Crimson Jayde an incredible reward if she changes course and delivers Mallora to him at the last moment.

In this case, Haiden (or any PC making a DC 20 Navigate check) will realize that the *Glashgar* is not taking a direct route back to the city. The airship will instead confront a waiting Tarask vessel, ready to hand over its cargo. The PCs will have to fight their way through and make it back to Yavalla on foot.

A Different Shade of Crimson

GMs that wish to add more spice to the adventure can make Crimson Jayde an Earthwoman. Her background remains the same; she remembers nothing before wandering out of the Grey Expanse. GMs wishing to pursue this option can add Earthman options to her from the **MARS** book. Remember to drop a few skill points and a feat as well.

A Crimson Jayde from an Earth culture may have a non-firearm weapon from that culture (any firearms have probably long run out of bullets). A Japanese Jayde might wield a katana, while a Southern Belle from the American South might have a cavalry saber. Her accent would also be different, and her speech might be peppered with the occasional Earth word.

DRAMATIS PERSONAE

MALLORA

Mallora is an attractive young woman just blossoming into adulthood. Her sandy blonde hair is clipped short (easier to manage in the wastes). Mallora is very religious, wearing the symbol of Faina around her neck and trying hard to live by her code, that others come first. As a result, Mallora rarely speaks first and asks for nothing. While not happy as a concubine, she submits out of concern for other Sardai slaves. When freed, she will request that any Sardai remaining be freed with her. A Sense Motive check, of course, will reveal the scared child beneath.

Having studied as a healer, Mallora is of little use in combat. She will need to be protected. Should any particular PC take on the job, it's possible Mallora may fall for him. Assuming that he is suitable, Lord Keldar would have no objections to the match (and, indeed, may be insulted if he rejects her).

(Dedicated Ordinary 2): CR 1; Medium-size red martian; HD 2d6+2; HP 14; Mas 12; Init +2; Spd 30 ft; Dodge DV 13, flatfooted 11 (+2 Dex, +1 class); Parry DV 11, flatfooted 11 (+1 class); BAB +1; Grap +1; Atk +1 melee (1d6+0, weapon), or +3 ranged (1d6+0, weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL none; SV Fort +3, Ref +2, Will +4; AP 1; Rep +1; Str 10, Dex 14, Con 12, Int 12, Wis 14, Cha 16.

Occupation: Religious (bonus skills: Knowledge (behavioral sciences), Knowledge (theology and philosophy), Sense Motive)

Skills: Craft (pharmaceutical) 2 (+5), Diplomacy 1 (+5), Gather Information 1 (+5), Knowledge (behavioral sciences) 5 (+7), Knowledge (business) 1 (+2), Knowledge (earth and life sciences) 5 (+6), Knowledge (theology and philosophy) 5 (+7), Sense Motive 5 (+8), Survival 5 (+7), Treat Injury 5 (+9)

Feats: Medical Expert, Simple Weapons Proficiency, Trustworthy

Possessions: None



HAIDEN

Haiden is a thin, wiry man with a full mustache and beard (“It protects my face from the sand,” he says). His weather-beaten face makes him look middle-aged, even though he is still a young man by most standards. Haiden feels uncomfortable in the confines of the city, preferring the open land of the Green Wastes. In the wastes, he is rarely seen without his silkweave cloak.

Haiden is not necessarily an evil man, just used to looking out for himself. Selling out a rich merchant’s daughter was easy; Mallora will still be rescued from the wastes and taken back to her comfortable city. It will just cost her father a little more to get her back. He doesn’t understand city folk anyway. In the wastes, he’s as reliable as they come, as working together is necessary to survive.

(Dedicated Hero 3, Nomad 1): CR 4; Medium-size red martian; HD 4d6+4; HP 24; Mas 13; Init +2; Spd 30 ft; Dodge DV 13, flatfooted 11 (+2 Dex, +1 class); Parry DV 12, flatfooted 11 (+1 Str, +1 class); BAB +2; Grap +3; Atk +3 melee (1d8+1, rapier), or +4 ranged (1d8, pistol); FS 5 ft by 5 ft; Reach 5 ft; AL none; SV Fort +4, Ref +4, Will +4; AP 25; Rep +1; Str 12, Dex 14, Con 13, Int 12, Wis 14, Cha 16.

Occupation: Rural (bonus skills: Repair, Survival)

Skills: Bluff 3 (+11), Diplomacy 3 (+6), Knowledge (Earth and Life Sciences) 6 (+7), Navigate 6 (+7), Repair 6 (+7), Sense Motive 0 (+2), Spot 6 (+8), Survival 6 (+9), Treat Injury 6 (+8)

Feats: Armor Proficiency, Deceptive, Martial Weapons Proficiency (rapier), Personal Firearms Proficiency, Simple Weapons Proficiency, Track

Talents (Dedicated Hero): Empathy, Skill Emphasis (bluff)

Class Feature: Terrain Expert I

Possessions: dagger, radium pistol, rapier, silkweave (DR1)

“CRIMSON” JAYDE

Still a young woman, Crimson Jayde already has enough stories woven about her to go toe-to-toe against any airship captain. Legends say she just walked out of the Grey Expanse with her Green Martian bodyguard in tow. She had enough money to purchase her own airship, and she hired a seasoned crew and captain to hunt for relics. Crimson Jayde got her nickname when one of her scavenging forays attracted the attention of a glashgar. The glashgar killed the captain and four of the crew before Jayde and Tosk finally brought it down. Jayde was covered in the glashgar’s blood, earning her the nickname “Crimson.” Jayde renamed her ship in honor of that event and finally became its true captain.

Adding to Jayde’s mystery is her devastating beauty, with dark green eyes and long raven hair that cascades down her back. She speaks with a slight Baltan accent, although she hates the Baltan government with a passion. When not wearing her silkweave armor (which she only dons for anticipated combat), Jayde wears comfortable, revealing clothes that accentuate her “attributes.” She has a fun, flirty personality darkened only by Tosk, who never remains far from her.

Jayde plays at being a merchant, but she is really a sky-corsair. She normally attacks Baltanese cargoes and sells the wares to Callor and independent kingdoms. Jayde is also fascinated with Grey Martian artifacts, and will go out of her way to acquire them.

(Charismatic Hero 1, Sky-Corsair 5): CR 6; Medium-size red martian; HD 5d8+1d6+18; HP 55; Mas 16; Init +4; Spd 30 ft; Dodge DV 17, flatfooted 13 (+4 Dex, +3 class); Parry DV 15, flatfooted 13 (+2 Str, +3 class); BAB +3; Grap +5; Atk +5 melee (1d8+2, rapier), or +7 ranged (1d8, pistol); FS 5 ft by 5 ft; Reach 5 ft; AL *Glashgar*; SV Fort +7, Ref +8, Will +3; AP 44; Rep +3; Str 15, Dex 18, Con 16, Int 12, Wis 14, Cha 20.

Occupation: Adventurer (bonus skills: Climb, Pilot)

Skills: Balance 4 (+8), Bluff 5 (+10), Climb 4 (+6), Diplomacy 9 (+14), Gather Information 4 (+9), Intimidate 4 (+9), Knowledge (ancient history) 4

(+5), Knowledge (tactics) 4 (+5), Navigate 5 (+6), Pilot Airship 6 (+10), Profession (sky-corsair) 4 (+6), Spot 6 (+8), Survival 4 (+6)

Feats: Armor Proficiency, Improved Sword and Blaster, Martial Weapons Proficiency (Rapier), Mobility, Personal Firearms Proficiency, Precise Shot, Simple Weapons Proficiency, Sword and Blaster

Talents (Charismatic Hero): Charm (men)

Class Features: Skilled Captain, Skymanship I, Skymanship II

Possessions: dagger, heavy silkweave (DR 2), radium pistol (double cell), rapier

TOSK

Nothing is known about Tosk's background. He never speaks, although he understands others perfectly. Tosk communicates through simple gestures. He is fiercely loyal to his captain, and will protect her at any cost. There is a nobility about him that is absent in most other members of his race. He also seems deeply spiritual, meditating whenever Jayde is indisposed. This gives the impression that Tosk never sleeps.

The fact that Tosk came from the Grey Expanse has led some to speculate that he was experimented on by the mysterious Grey Men. Feeding this is the fact that Tosk feels no affiliation with the rest of the Green Martian race, and indeed will have little to do with them. Others chalk this attitude up to haughty superiority. Whatever the case, Tosk is unique and a feared combatant.

(Strong Hero 3, Martial Artist 2): CR 6; Large green martian; HD 5d8+15; HP 50; Mas 16; Init +3; Spd 40 ft; Dodge DV 14, flatfooted 11 (-1 size, +3 Dex, +2 class); Parry DV 17, flatfooted 12 (-1 size, +5 Str, +3 class); BAB +5; Grap +9; Atk +9 melee (1d6+7, unarmed); FS 5 ft by 5 ft; Reach 10 ft; SQ ; AL Jayde; SV Fort +5, Ref +7, Will +2; AP 33; Rep +0; Str 20, Dex 16, Con 16, Int 12, Wis 12, Cha 8.

Occupation: Religious (bonus skills: Knowledge (theology & philosophy), Listen, Sense Motive)

Skills: Jump 4 (+9), Knowledge (theology & philosophy) 3 (+4) Intimidate 6 (+7), Listen 3 (+4),

Sense Motive 5 (+2), Survival 2 (+5), Tumble 3 (+7)

Feats: Combat Martial Arts, Defensive Martial Arts, Simple Weapons Proficiency

Talents (Strong Hero): Improved Melee Smash, Melee Smash

Class Features: Flying Kick, Living Weapon

Possessions: Hatchet

FIRST MATE SCARLON

Scarlon used to be in the Baltan navy when he was captured by Jayde's crew. He accepted the offer to join and has worked his way into Jayde's confidence.

Scarlon is a short, stocky, bald man with a bellowing voice. When excited, he utters religious phrases that would be considered blasphemous in Baltan.

Strong Ordinary 1, Fast Ordinary 1, Charismatic Ordinary 2): CR 3; Medium-size red martian; HD 2d8+2; HP 10; Mas 13; Init +2; Spd 30 ft; Dodge DV 13, flatfooted 11 (+2 Dex, +1 class); Parry DV 13, flatfooted 11 (+2 Str, +1 class); BAB +1; Grap +3; Atk +3 melee (1d8+2, rapier), +3 ranged (1d8, radium pistol); FS 5 ft by 5 ft; Reach 5 ft; AL Crimson Jayde; SV Fort +4, Ref +5, Will +1; AP 0; Rep +2; Str 14, Dex 15, Con 13, Int 12, Wis 12, Cha 12.

Occupation: Military (bonus skills: Demolitions, Survival)

Skills: Balance 4 (+6), Demolitions 4 (+5), Diplomacy 4 (+5), Intimidate 4 (+5), Jump 4 (+8), Profession (airship crew) 4 (+4), Repair 4 (+5), Survival 4 (+4), Tumble 2 (+7)

Feats: Acrobatic, Armor Proficiency, Brawl, Martial Weapon Proficiency (rapier), Personal Firearms Proficiency, Simple Weapons Proficiency

Possessions: heavy silkweave (DR 2), radium pistol, rapier

GLASHGAR CREWMAN

The stat block below is for a typical crewman. Specialists, such as pilots, navigators, and galley chefs, would replace the Profession skill with a more applicable one.

(Strong Ordinary 1, Fast Ordinary 1): CR 1; Medium-size red martian; HD 2d8+2; HP 10; Mas 13; Init +2; Spd 30 ft; Dodge DV 13, flatfooted 11 (+2 Dex, +1 class); Parry DV 13, flatfooted 11 (+2 Str, +1 class); BAB +0; Grap +2; Atk +2 melee (1d8+2, rapier); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL Crimson Jayde; SV Fort +2, Ref +3, Will -1; AP 0; Rep +0; Str 14, Dex 15, Con 13, Int 12, Wis 8, Cha 10.

Occupation: Military (bonus skills: Demolitions, Survival)

Skills: Balance 4 (+6), Demolitions 4 (+5), Jump 4 (+8), Profession (airship crew) 4 (+3), Repair 4 (+5), Survival 4 (+3), Tumble 2 (+7)

Feats: Acrobatic, Brawl, Martial Weapon Proficiency (rapier), Simple Weapons Proficiency

Possessions: rapier

THE GLASHGAR

The *Glashgar* is Crimson Jayde's airship. A slightly modified merchant vessel, a mounted radium gun is hidden in the sculpture of the head of a glashgar. Jayde enjoys using it as a surprise.

Size	HP	Hard	Spd	Man
L	110	10	260	Avg
HardPoints	Crew	DV	Weapons	
5	24	4	1 radium cannon	

BROTHER VOSK

Brother Vosk is a fanatically devout follower of the Baltan faith -- reaching a level of fervor nearly approaching that of the Lonarians. Due to his interpretation of the sacred scriptures, Vosk truly believes that the Red Nomads were cast out of civilization for their sins (after all, their cities did fail) and that it is their destiny to serve those that are still in the gods' good graces. He has adopted Ghandar, the Illuminated One, as his personal deity (Ghandar's symbol is a lantern).

Brother Vosk is a slightly pudgy man with thinning hair and a wispy mustache. He dresses in the garb of the Wayfinders, a now defunct group of missionaries that used to go into the wastes to preach. Brother Vosk now believes that the Red Nomads are beyond repentance.

It is Vosk's money that finances the slavers. Tyrek Vonn is the junior partner. The *Wayfinder* is Vosk's airship.

(Dedicated Hero 5): CR 5; Medium-size Red Martian; HD 5d6+5; HP 25; Mas 13; Init +1; Spd 30 ft; Dodge DV 13, flatfooted 132 (+1 Dex, +2 class); Parry DV 13, flatfooted 12 (+1 Str, +2 class); BAB +3; Grap +4; Atk +4 melee (1d8+1, rapier), or +4 ranged (1d8, pistol); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL Ryoth; SV Fort +4, Ref +2, Will +7; AP 45; Rep +2; Str 12, Dex 12, Con 13, Int 12, Wis 18, Cha 14.

Occupation: Religious (bonus skills: Knowledge (behavioral Sciences), Knowledge (history), Knowledge (theology and philosophy))

Skills: Craft (pharmaceutical) 2 (+11), Knowledge (Behavioral Sciences) 8 (+12), Knowledge (History) 6 (+8), Knowledge (Theology and Philosophy) 8 (+12), Profession 8 (+12), Sense Motive 8 (+12), Survival 8 (+12), Treat Injury 8 (+14)

Feats: Educated, Martial Weapons Proficiency (rapier), Medical Expert, Personal Firearms Proficiency, Simple Weapons Proficiency, Track

Talents (Dedicated Hero): Faith, Healing Knack I, Skill Emphasis (Craft (Pharmaceutical))

Possessions: radium pistol, rapier

TYREK VONN

Tyrek Vonn is a dashing young man with short blonde hair and a dazzling smile. While Brother Vosk believes that the Red Nomads are ordained to servitude, Vonn simply sees economic opportunity. Lord Arkon pays them well for new slaves.

While Vonn will not turn on Brother Vosk, he won't save him either. If the going gets tough, Tyrek Vonn looks out only for Tyrek Vonn.

(Charismatic Hero 5): CR 5; Medium-size Red Martian; HD 5d6+5; HP 30; Mas 12; Init +3; Spd 30 ft; Dodge DV 14, flatfooted 11 (+3 Dex, +1 class); Parry DV 14, flatfooted 11 (+1 Str, +1 class); BAB +2; Grap +3; Atk +3 melee (1d8+1, rapier), or +5 ranged (1d8, pistol); FS 5 ft by 5 ft; Reach 5 ft; AL none; SV Fort +4, Ref +6, Will +3; AP 2; Rep +4; Str 12, Dex 16, Con 12, Int 12, Wis 14, Cha 16. **Occupation:** Entrepreneur (Bluff, Diplomacy)

Skills: Bluff 8 (+14), Diplomacy 8 (+14), Gather Information 8 (+13), Intimidate 8 (+11), Knowledge (Business) 8 (+9), Profession 8 (+10), Sense Motive 4 (+6), Survival 4 (+6)

Feats: Armor Proficiency, Deceptive, Martial Weapons Proficiency (rapier), Personal Firearms Proficiency, Simple Weapons Proficiency, Trustworthy

Talents (Charismatic Hero): Dazzle, Fast Talk (+5), Taunt

Possessions: heavy silkweave (DR 2), radium pistol, rapier

WAYFINDER CREWMAN

The crewmen of the *Wayfinder* are Baltan. Many of them are former soldiers or merchant crewmen.

Slaver
(Strong Ordinary 1/Tough Ordinary 1): CR 2; Medium-size Red Martian; HD 1d10+1d8+4; HP 14; Mas 14; Init +5; Spd 30 ft; Dodge DV 11, flatfooted 10 (+1 Dex); Parry DV 14, flatfooted 12 (+2 Str, +2 class); BAB +1; Grap +3; Atk +3 melee (1d8+2, rapier); FS 5 ft by 5 ft; Reach 5 ft; AL none; SV Fort +4, Ref +1, Will +1; AP 1; Rep +0; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Occupation: Criminal (Hide, Move Silently)
Skills: Climb 4 (+6), Hide 4 (+5), Intimidate 4 (+3), Move Silently 4 (+5), Repair 4 (+4)

Feats: Brawl, Improved Initiative, Martial Weapons Proficiency (rapier), Simple Weapons Proficiency

Possessions: dagger, rapier

THE WAYFINDER

Brother Vosk's vessel is a large airship, used for shipping slaves. While not armed, the *Wayfinder* is fast for its size.

Size	HP	Hard	Spd	Man	HardPCrew	DV	Weapons	
L	99	10	280	Avg	5	24	4	None

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