A science fantasy adventure for *Dungeon World*

BATTLE BETWEEN THE WORLDS

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Battle Between the Worlds

Art

Inspiration

"Dragon-Slaying on a Timetable: Running Tight 4-Hour Dungeon World One-Shots With Zero Preparation," by John Aegard.

Text

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Introduction

What Is This?

Battle Between the Worlds is a quick play one-shot adventure, based on the role-playing game *Dungeon World* and its science fantasy supplement *Adventures on Dungeon Planet*. If the GM already knows how to run the game, you won't need either book to actually play, though they might help. If you're the GM, you need to read this book and you need to know how to run *Dungeon World*. This adventure is designed to be played in a single session, for about 3 or 4 hours.

Getting Started
- The GM introduces the game and the scenario. It is fine to read out the introduction that follows.
- As a group, fill in the details of your starting situation.
- Choose characters to play and follow the instructions on your character sheet: read your basic moves, choose your stat ratings, select your gear, and pick a special move.
- Introduce your character to the other players.
- Choose one bond with another character.

Having completed these five steps, you are ready to begin playing scenes in earnest.

For the Players: Introducing the Adventure
Today our goal is to make something cooler than any of us could make on our own. *Dungeon World* is a game of fantasy adventure, and *Battle Between the Worlds* in particular is a pulp, science fantasy style of adventure. Each of you will play an explorer in a dangerous galaxy, fraught with conflict. Maybe you fight for science, or for profit, or out of loyalty to your friends. You'll decide that here at the table, and the adventure will emerge around your decisions.

   We're not going to play the origin story of this group. We're going to play through one of their adventures, so we start with everyone knowing each other and living in the same place—a jointly-funded scientific research station in orbit around the planet Mars. The station sends reports back to Earth and perhaps other scientific organizations elsewhere in the universe, but the crew is always selected from a variety of national, cultural, and

biological backgrounds. We'll figure out the dynamics of their relationships and the specific details of our adventure after we create our characters.

If you've never played *Dungeon World* before, don't worry! All the rules you need to know are on your character sheet. It is your job to play a character in the game, and to describe what your character does, says, thinks, and feels. The GM describes the settings and situations that surround your character.

The main thing you need to understand is what a "move" is—this is when you interact directly with the rules. Sometimes—quite often, actually—your character will do things that are dangerous, risky, or that raise questions about where the situation is going to go. These situations are listed on your sheet and called moves: when you "make a move," instead of just describing what happens next, you must consult the rules and follow them in order to find that out. Usually you will be told to roll the dice: that means you roll two six-sided dice and total the results.

But mostly, once you choose a character class and fill out your sheet, you just say what your character does, what your character is like, and answer any questions the GM asks you.

For the GM: The Adventure Toolbox

In this adventure, you will find a rough skeleton of events to guide you through several hours of play. There are numerous examples of science fantasy situations appropriate for the orbital research station premise, and your job is to pick the ones you like best and present them to the players, then weave them together with the actions of the PCs and their histories.

As long as you know how to run a game of *Dungeon World*, you can run this adventure. It might help to have either the rulebook or *Adventures on Dungeon Planet* (or both) on hand to consult for rules clarification or inspiration, but they are not strictly necessary. *Battle Between the Worlds* uses a simplified version of the *Dungeon World* rules, in order to streamline the play experience. Many rules that are better suited to long-term play over multiple sessions are exactly the kind of rules you should ignore, and they have been omitted from this adventure. Your basic agendas, principles, and moves remain the same as always.

The Players’ Characters

Your Characters

Making characters for this adventure is easy. First, choose a character type—there are nine different ones offered here:

- Play a **Barbarian of the Red Planet** if you want to fight your foes courageously, pursue what you desire insatiably, and be bold and daring.
- Play the **Earthling** if you want to be on a dangerous mission, a stranger in a strange land, with a head full of scientific knowledge and guts full of daring-do.
- Choose the **Engine of Destruction** if you want to be a dangerous robot who destroys all that would stand before it.
- If you like imagining bizarre creatures, play the **Mutant**. Writing your own abilities is actually required for this character. Watch your body morph and change!
- If you want to be commanding and regal, a powerful noble known all over the world, choose the **Princess of Mars**. Take your sharpie to a couple letters if you'd rather be a prince!
- Play the **Space Ranger** if you want to be a tireless tracker. Animal wrangler, bounty hunter, murder detective—it's all in a day's work for this galactic hero.
- Choose the **Space Wizard** if you want to invent your own spells and magical wonders. Just because it's space, that doesn't mean you can't have wizardry!
- If you like machines and technobabble, choose the **Technician** and make up your own advanced technology.
- And last but not least, if you want to steal stuff, play the **Thief of Time & Space** and you won't be sorry!

Stats

Once you have chosen your character type, choose your stats. You'll have two or three options, and then you can add +1 to one of your stat ratings. Write your final stat ratings in the boxes on the top right of your sheet.

Moves

These are the rules that determine when you have to roll dice during the game. All the rules you need are right there on your sheet. Read them over so you know how your character interacts with the rest of the game's rules. These moves are all things you'll want your character to be doing during the game, so keep them in mind.

Special Moves

These are some more rules, but you don't start with all of them. They help make your character more of an individual and less like every other character of this type that has ever been played. You get to choose one of these right at the start of the game, and another half-way through.

"Half-way through" the game means sometime during the Middle Sequence—right in the middle of play, if it makes sense—or during the second break, right before the End Sequence. Or, if everyone agrees that the Opening Sequence was fairly lengthy, during the first break.

Other Options

You may have one or two other types of options on your character sheet: gear, machines, magic, mutations, role, and your people. Follow the instructions and make your choices. Some of the things you pick will give your character flavour and depth, others will give you great advantages.

Bonds

Finally, you have bonds. These are your connections to the other players' characters. To do so, choose a question, answer it with the name of another character. If you like, write down a short statement explaining your connection via this bond. You can do this whenever you like, even during play, but you can only answer each question once, and you must get the other player's permission when you write the bond. Bonds make it easier to help—and betray!—the other characters. They're not mandatory, either. If you find they take up too much of your attention, feel free to ignore them.

That's it! Now you're ready to play!

Stats

These are numbers you add when roll the dice.

Choose one set:

- ○ Insatiable +1, Mighty +1, Smart -1.
- ○ Insatiable -1, Mighty +1, Smart +1.

Then add +1 to one stat.

Role

What is your role on the station?

- ○ Cultural consultant.
- ○ Geographer and guide.
- ○ Security.
- ○ Test subject.

Your Moves

When you describe your character undertaking any of the actions listed below, that's called "making a move." Consult the rules to resolve the situation. "Roll" means two six-sided dice, add them together.

■ Assess

When you assess your situation, ask a question about it and roll+Smart. **On a 10+,** your question is answered. The GM (or another player) tells you all you need to know. **On a 7-9,** the GM tells you something useful and interesting. **On a 6 or less,** the GM tells you something interesting and introduces a complication.

■ Do Something Dangerous

When you do something personally dangerous other than fighting, say how you do it and roll. If you do it…

- …from a position of tactical superiority, roll+Smart.
- …in order to seize something you want, roll+Insatiable.
- …in order to flee to safety, like some soft, timid city-dweller, roll but add nothing, you coward!
- …instinctively and heroically, charging in without thinking twice, roll+Mighty.

On a 10+, you avoid falling prey to the danger and put yourself in an advantageous position. Take +1 to your next roll. **On a 7-9,** you complete your intended action, but there are complications or consequences, GM says what. **On a 6 or less,** the GM tells you the consequences.

■ Fight Your Foes

When you fight your foes, no matter how numerous they are, roll+Mighty. **On a 7+,** you crush them or drive them before you, your choice, but **on a 7-9,** you do not remain unharmed in the process. The GM says how you are injured. **On a 6 or less,** the GM tells you the consequences.

■ See a Thing You Want

When you see or come to know about a thing you want, if you decide you must have it, roll+Insatiable. **On a 10+,** ask three questions about it from the list below, the GM answers. **On a 7-9,** ask two. **On a 6 or less,** ask one anyway, but your desire is betrayed to everyone:

- *What happened to it recently?*
- *What is it really worth, all things considered?*
- *What protects it and keeps it where it is?*
- *Who will try to keep it from me?*
- *Who will want it once it is mine?*

■ Suffer Harm

When you suffer serious harm and resist, roll+Mighty. **On a 10+,** you take the blow but it only makes you look even more dangerous and intimidating. **On a 7-9,** you are injured slightly and suffer a setback, the GM says what. **On a 6 or less,** if this is the climactic end scene, you die. If not, you are temporarily incapacitated.

■ Try to Convince

When you try to convince or persuade an NPC who wants something you can offer, roll+Smart. **On a 10+,** they do what you want if you make them a promise, the GM will tell you what. **On a 7-9,** they do what you want if you give them something concrete right now, the GM says what. **On a 6 or less,** the GM tells you the consequences.

Barbarian of the Red Planet

INSATIABLE:
Want things.

Insatiable

MIGHTY:
Fight, Suffer harm.

Mighty

SMART:
Assess, Convince.

Smart

Bonds

To create a bond, choose one of the following questions and answer it with the name of one of the other characters. You may answer as many as you like, but you can't answer the same question more than once or with more than one name.

* *Who do you find alluring and intriguing?*
  _____

* *Who do you think should be following the path you walk?* _____

* *Who do you trust to have your back in the midst of battle?* _____

* *Who earned your respect the hard way?*
  _____

* *Who has lived among your people and been accepted?* _____

* *Who reminds you of your home, and why?*
  _____

* *Who took your virginity?* _____

You can also make this move, which relies on your bonds:

■ Help or Interfere

When you help or interfere with someone who is making a move, roll+the number of bonds you have with them. **On a 7+,** choose one, but **on a 7-9,** you also expose yourself to danger, cost, or retribution:

* They get +1 to their roll.
* They take -2 to their roll.

On a 6 or less, you only cause trouble for yourself, the GM says how.

Notes:

Special Moves

Choose one of these when you start playing, and a second one half-way through the game:

□ Arsenal

Whenever you need a primitive weapon or other low-tech device, you either have it on you, or you can make it out of nearby materials.

□ Barbarian Horde

You lead a horde of fellow barbarians. **When you command them,** roll+Mighty. **On a 7+,** they do what you want, but **on a 7-9,** they also grumble and protest until you reward them with riches or make an example out of one of them. **On a 6 or less,** one of them makes a concerted bid to supplant you as leader.

□ Beastmaster

You can summon wild animals to your presence, and even command them if you can convince them to follow you (roll for it when you summon them). **If you want them to attack,** you may roll+Mighty instead of Smarts to convince them.

□ Conquering Hands

When you seize an item by force, it is yours and choose one:

* Either it or its possessor is harmed, their choice which.
* No one can take it away from you now.
* You seize it without suffering harm.

□ Wrecker

When you break a technological device, roll+Mighty. **On a 10+,** smash! It is broken beyond repair. **On a 7-9,** it is broken but could be repaired. **On a 6 or less,** you injure yourself. **If you sabotage the device,** roll+Smart instead of Mighty and it does not break until someone tries to use it.

Name:

Stats

These are numbers you add when roll the dice.

Choose one set:
- ○ Heroism +1, Knowledge +1, Steel -1.
- ○ Heroism +1, Knowledge -1, Steel +1.

Then add +1 to one stat.

Gear

You brought something from Earth with you when you came here. What is it?

Your Moves

When you describe your character undertaking any of the actions listed below, that's called "making a move." Consult the rules to resolve the situation. "Roll" means two six-sided dice, add them together.

■ Asses

When you assess your situation, ask a question about it and roll+Knowledge. **On a 10+,** your question is answered. The GM (or another player) tells you all you need to know. **On a 7-9,** the GM tells you something useful and interesting. **On a 6 or less,** the GM tells you something interesting and introduces a complication.

■ Do Something Dangerous

When you do something personally dangerous, say how you do it and roll. If you do it...
- ...by using your brain, roll+Knowledge.
- ...through sheer force of will, roll+Steel.
- ...to defend or save someone else, roll+Heroism.

On a 10+, you avoid falling prey to the danger and put yourself in an advantageous position. Take +1 to your next roll. **On a 7-9,** you complete your intended action, but there are complications or consequences, GM says what. **On a 6 or less,** the GM tells you the consequences.

■ Suffer Harm

When you suffer serious harm and resist, roll+Steel. **On a 10+,** you take the blow but it only makes you look even cooler and more intimidating. **On a 7-9,** you are injured slightly and suffer a setback, the GM says what. **On a 6 or less,** if this is the climactic end scene, you die. If not, you are temporarily incapacitated.

■ Try to Convince

When you try to convince or persuade an NPC who wants something you can offer, roll+Heroism. **On a 10+,** they do what you want if you make them a promise, the GM will tell you what. **On a 7-9,** they do what you want if you give them something concrete right now, the GM says what. **On a 6 or less,** the GM tells you the consequences.

■ Undertake a Mission

When you undertake a mission, say what you want to accomplish, whether it is to defend someone, discover something, rescue someone, or thwart someone's evil plans.

Then choose the ideal that drives you to complete this mission, and how you can maintain your honour while undertaking it:
- ○ **Courage:** you may not shrink from a fight or challenge.
- ○ **Love:** you may not indulge in pleasure without your lover.
- ○ **Redemption:** you must challenge and defeat your failure.
- ○ **Truth:** you must reveal your discoveries in full.

The GM chooses one of the following boons. It persists as long as you undertake this mission:
- ○ None who witness your dedication can fail to be impressed.
- ○ You always know where you can get the tools you need to complete your mission.
- ○ You always know who your enemy is when you meet them.
- ○ You are immune to some common obstacle that might otherwise hinder you.

The Earthling

HEROISM: | Heroism

Convince.

KNOWLEDGE: | Know

Assess.

STEEL: | Steel

Suffer harm.

Bonds

To create a bond, choose one of the following questions and answer it with the name of one of the other characters. You may answer as many as you like, but you can't answer the same question more than once or with more than one name.

- *Who do you enjoy having as a travelling companion?* _____
- *Who enjoys your tales of life on Earth?*
  _____
- *Who has an amazing sense of style, that you admire?* _____
- *Who introduced you to important people in this galaxy?* _____
- *Who is the first person you met here, in this strange new world?* _____
- *Who promised to show you the galaxy, and why?*
  _____
- *Who saved you from certain doom?*
  _____
- *Who was a faithful friend when you had nothing?* _____

You can also make this move, which relies on your bonds:

■ Help or Interfere

When you help or interfere with someone who is making a move, roll+the number of bonds you have with them. **On a 7+,** choose one, but **on a 7-9,** you also expose yourself to danger, cost, or retribution:

- They get +1 to their roll.
- They take -2 to their roll.

On a 6 or less, you only cause trouble for yourself, the GM says how.

Notes:

Special Moves

Choose one of these when you start playing, and a second one half-way through the game:

□ Earth Science

When you try to recreate the science and technology of Earth, roll+Knowledge. **On a 10+,** the GM chooses one requirement. **On a 7-9,** two requirements:

- It will consume a great deal of physical resources.
- It will only work for a short time, maybe once or twice.
- It will take time.
- You'll need someone else's help.

Fulfill the requirements and it works, just like it does on Earth. **On a 6 or less,** the GM tells you the consequences.

□ Psychic Eyes

When you engage in a conversation with someone, you may ask one question from the list below. They must answer it.

- *How are you most vulnerable?*
- *What are your present intentions?*
- *What do you not want me to know?*
- *What do you want from me?*
- *What secret pain do you carry with you?*

□ Stranger in a Strange Land

When you first meet someone who's heard of you, the stranger from far-away Earth, choose 1:

- The GM decides what they've heard about you and they are not (yet) hostile.
- You say what they've heard about you and the GM says how they respond.

□ Superhero

Add +1 to your Heroism score.

Stats

These are numbers you add when roll the dice.

Choose one set:

○ Destruction +1, Engines +1, Science -1.
○ Destruction +1, Engines -1, Science +1.

Then add +1 to one stat.

Robot Picture

Gear

You can have clothes if you want. **Choose up to three functions to have built into your body:**

○ Close combat weapons (acid spray, chainsaw, claws, spikes, tasers, etc).
○ Detachable head.
○ Direct interface jack (for connecting to other machines).
○ Drug injectors (and various drugs).
○ Extensible limbs.
○ Force field.
○ Gadget factory (produces any small household item).
○ Home entertainment system.
○ Hotel room.
○ Projectile weapon of your choice (flame thrower, lasers, stun wave projector, etc).

Your Moves

When you describe your character undertaking any of the actions listed below, that's called "making a move." Consult the rules to resolve the situation. "Roll" means two six-sided dice, add them together.

■ Analyze

When you analyze something with your advanced sensors, ask a question about it and roll+Science. **On a 10+,** your question is answered. The GM (or another player) tells you all you need to know. **On a 7-9,** the GM tells you something useful and interesting. **On a 6 or less,** the GM tells you something interesting and introduces a complication.

■ Do Something Dangerous

When you do something personally dangerous, say how you do it and roll. If you do it...

• ...by acting, moving, or thinking quickly or precisely, roll+Engines.
• ...by using or resisting violence, roll+Destruction.
• ...by using science or your advanced sensors, roll+Science.

On a 10+, you avoid falling prey to the danger and put yourself in an advantageous position. Take +1 to your next roll. **On a 7-9,** you complete your intended action, but there are complications or consequences, GM says what. **On a 6 or less,** the GM tells you the consequences.

■ Resist Damage

When you resist being damaged, roll+Engines. **On a 10+,** the damage is cosmetic but ultimately inconsequential. **On a 7-9,** part of you breaks or comes off, the GM says what. **On a 6 or less,** you are destroyed or made inoperable. With time and tools, you (or someone else) can repair any amount of damage done to you.

■ Use Strength to Destroy

When you use pure strength to destroy an inanimate obstacle, roll+Destruction. **On a 10+,** choose three. **On a 7-9,** choose two:

• It doesn't make an inordinate amount of noise.
• It doesn't take very long.
• Nothing of value is damaged.
• You can fix the thing again without a lot of effort.

On a 6 or less, choose none and the GM tells you the consequences.

The Engine of Destruction

DESTRUCTION: `!!!`

Destroy!

ENGINES: `Engines`

Resist damage.

SCIENCE: `Science`

Analyze.

Bonds

To create a bond, choose one of the following questions and answer it with the name of one of the other characters. You may answer as many as you like, but you can't answer the same question more than once or with more than one name.

- *Who helped get you repaired when you were broken?* _____
- *Who is your constant companion, and why?* _____
- *Who knows a secret about your construction?* _____
- *Who reminds you of your creator, and why?* _____
- *Who seems to understand you perfectly, even though you are a robot?* _____
- *Who were you programmed to assist, and why?* _____
- *Whose behaviour have you analyzed thoroughly?* _____
- *Which one do you think would make the best robot, and why?* _____

You can also make this move, which relies on your bonds:

■ Help or Interfere

When you help or interfere with someone who is making a move, roll+the number of bonds you have with them. **On a 7+,** choose one, but **on a 7-9,** you also expose yourself to danger, cost, or retribution:

- They get +1 to their roll.
- They take -2 to their roll.

On a 6 or less, you only cause trouble for yourself, the GM says how.

Notes:

Special Moves

Choose one of these when you start playing, and a second one half-way through the game:

☐ Cannibalized Technology

You can attach new machines and technological devices to your body, and use them like anything else that is a part of you. **If you do something dangerous while using these new parts,** always roll+Engines.

☐ Change of Face

You can disguise yourself as a living organism. **When you try to convince or manipulate someone based on your disguise,** roll+Science. **On a 10+,** they believe the lie. **On a 7-9,** they are suspicious and require some action from you to confirm what they want to believe. **On a 6 or less,** the GM tells you the consequences.

☐ Jet Propulsion

You can fly through the air, through the sea, through space itself. You can take others along, too, as long as they fit inside you.

☐ Zardoz Speaks to You

You are a very scary robot. **When you threaten someone,** roll+Destruction. **On a 7+,** they must choose to do one of the following:

- Attack you immediately.
- Back away slowly.
- Do what you want.

On a 10+, you also take +1 to your next roll that involves them. **On a 6 or less,** you put yourself at a disadvantage, the GM says how.

Stats

These are numbers you add when roll the dice.

Choose one set:

○ Human +1, Inhuman +1, Monster -1.

○ Human -1, Inhuman +1, Monster +1.

Then add +1 to one stat.

Gear

You can have one, both, or neither, your choice:

○ Clothes

○ One piece of special equipment (say what).

Your Moves

When you describe your character undertaking any of the actions listed below, that's called "making a move." Consult the rules to resolve the situation. "Roll" means two six-sided dice, add them together.

■ Assess

When you assess your situation with your mutant senses, ask a question about it and roll+Inhuman. **On a 7+,** the GM answers your question in detail, but **on a 7-9,** you put yourself in an awkward position to get this information. **On a 6 or less,** the GM tells you the consequences.

■ Consult Your Knowledge

When you consult your accumulated knowledge about something, ask a question and roll+Human. **On a 10+,** your question is answered. The GM (or another player) tells you all you need to know. **On a 7-9,** the GM tells you something useful and interesting, but also something that you don't want to hear. **On a 6 or less,** the GM just tells you something you don't want to hear.

■ Do Something Dangerous

When you do something personally dangerous, say how you do it and roll. If you do it…

• …by dealing with or using technology or things built by other people, roll+Human.

• …by inflicting or resisting harm or violence, roll+Monster.

• …by using your special mutations, roll+Inhuman.

On a 10+, you avoid falling prey to the danger and put yourself in an advantageous position. Take +1 to your next roll. **On a 7-9,** you complete your intended action, but there are complications or consequences, GM says what. **On a 6 or less,** the GM tells you the consequences.

■ Suffer Harm

When you suffer serious harm and resist, roll+Monster. **On a 10+,** choose one:

• You are enraged. If you attack or express your rage, take +1 to your next roll.

• You are spurred to action. You may escape from this situation immediately.

• You have a mutagenic reaction. Randomly choose a person at the table: they say how your body changes in response to this harm.

On a 7-9, you are injured slightly and suffer a setback, the GM says what. **On a 6 or less,** if this is the climactic end scene, you die. If not, you are temporarily incapacitated.

■ Try to Convince

When you try to convince or persuade an NPC who wants something you can offer, roll+Human. **On a 10+,** they do what you want if you make them a promise, the GM will tell you what. **On a 7-9,** they do what you want if you give them something concrete right now, the GM will tell you what. **On a 6 or less,** the GM tells you the consequences.

■ Use a Mutation

When you use a mutation in an otherwise-safe situation, roll+Inhuman. **On a 10+,** it works perfectly. **On a 7-9,** it works, but there are complications or consequences, the GM tells you what. **On a 6 or less,** it might work, but the GM tells you the consequences.

The Mutant

HUMAN:
Consult, Convince.

Human

INHUMAN:
Assess, Mutation.

Inhuman

MONSTER:
Suffer harm.

Monster

Bonds

To create a bond, choose one of the following questions and answer it with the name of one of the other characters. You may answer as many as you like, but you can't answer the same question more than once or with more than one name.

* *Who adopted you as an infant?* _____
* *Who did you meet during your stint in politics?* _____
* *Who do you want to emulate, and why?* _____
* *Who do you want to prove your humanity to?* _____
* *Who do you want to show the hidden ruins to?* _____
* *Who is friends with your boss?* _____
* *Who was a friend to you when others were prejudiced?* _____
* *Who will help you create a new mutant civilization?* _____

You can also make this move, which relies on your bonds:

■ Help or Interfere
When you help or interfere with someone who is making a move, roll+the number of bonds you have with them. **On a 7+,** choose one, but **on a 7-9,** you also expose yourself to danger, cost, or retribution:

* They get +1 to their roll.
* They take -2 to their roll.

On a 6 or less, you only cause trouble for yourself, the GM says how.

Notes:

Special Moves

Choose one of these when you start playing, and a second one half-way through the game:

□ Adapted
Choose a hostile environment, like space or underwater. You can now live in that environment perfectly fine.

□ Evolving
Choose another three mutations.

□ Mimicry
Choose a special move from another archetype.

□ Natural Armour
When you roll to resist harm, a 7-9 result counts as a 10+.

□ Passing
You can change your shape and appearance to hide your mutations. **When you try to deceive someone in a situation where your mutations could be revealed,** roll+Human. **On a 10+,** you seem perfectly normal, no problem. **On a 7-9,** suspicion is aroused, but you're not blatantly exposed. **On a 6 or less,** your secret is revealed.

Your Mutations

Choose up to three mutations for your character—stuff like acid spit, chameleon skin, a huge mouth, hypnotic eyes, psychic powers, sonar, tentacles, webs, or wings, for example. Each one should make you look strange and inhuman, even if only slightly.

Mutations:

Name:

Stats

These are numbers you add when roll the dice.
Choose one set:
- Brave +1, Popular +1, Smart -1.
- Brave -1, Popular +1, Smart +1.

Then add +1 to one stat.

Royal Portrait

Your People

By default, your people occupy one great city and the surrounding lands. Give that city a name.

Choose their three strengths: artistic, brave, clean, cultured, disciplined, diverse, fashionable, friendly, industrious, learned, loyal, mercantile, resourceful, scientific, skilled, strong, wealthy, well-armed, or more numerous than the default.

Choose their two weaknesses: belligerent, decadent, diseased, emotionally stunted, haunted, ignorant, impoverished, insular, isolated, judgmental, lazy, rebellious, superstitious, surrounded by enemies, unruly, or rather fewer in number than the default.

Your Moves

When you describe your character undertaking any of the actions listed below, that's called "making a move." Consult the rules to resolve the situation. "Roll" means two six-sided dice, add them together.

■ Command
When you command your people to take action, roll+Popular. **On a 10+,** choose two. **On a 7-9,** choose one:
- They act with forethought and care.
- They act with great haste and alacrity.
- They go forth bravely and in force.

On a 6 or less, choose none and the GM tells you the consequences.

■ Consult Your Knowledge
When you consult your accumulated knowledge about something, ask a question and roll+Smart. **On a 10+,** your question is answered. The GM (or another player) tells you all you need to know. **On a 7-9,** the GM tells you something useful and interesting, but also something that you don't want to hear. **On a 6 or less,** the GM just tells you something you don't want to hear.

■ Suffer Harm
When you suffer serious harm and resist, roll+Brave. **On a 10+,** you take the blow but all it does is make anyone who doesn't come to your aid look like a jerk. **On a 7-9,** you are injured slightly and suffer a setback, the GM says what. **On a 6 or less,** if this is the climactic end scene, you die. If not, you are temporarily incapacitated.

■ Do Something Dangerous
When you do something personally dangerous, say how you do it and roll. If you do it...
- ...at the head of a loyal army, group, or coterie, roll+Popular.
- ...by putting yourself at risk, roll+Brave.
- ...relying solely on your scientific or technical expertise, roll+Smart.

On a 10+, you avoid falling prey to the danger and put yourself in an advantageous position. Take +1 to your next roll. **On a 7-9,** you complete your intended action, but there are complications or consequences, GM says what. **On a 6 or less,** the GM tells you the consequences.

■ Try to Convince
When you try to convince or persuade an NPC who wants something you can offer, roll+Popular. **On a 10+,** they do what you want if you make them a promise, the GM will tell you what. **On a 7-9,** they do what you want if you give them something concrete right now, the GM will tell you what. **On a 6 or less,** the GM tells you the consequences.

The Princess of Mars

BRAVE:

Brave

Suffer harm.

POPULAR:

Popular

Command, Convince.

SMART:

Smart

Knowledge.

Bonds

To create a bond, choose one of the following questions and answer it with the name of one of the other characters. You may answer as many as you like, but you can't answer the same question more than once or with more than one name.

* *Who do you want to get closer to?*
  _____

* *Who does your sister have a crush on?*
  _____

* *Who entertains you when you're feeling glum?*
  _____

* *Who is your father's lawyer?* _____

* *Who saved you from dangerous space monsters?*
  _____

* *Who saved your brother from being mauled by a dangerous creature?* _____

* *Who seems exotic and wonderful to you?*
  _____

* *Who showed you evidence of the royal vizier's treachery?* _____

You can also make this move, which relies on your bonds:

■ Help or Interfere

When you help or interfere with someone who is making a move, roll+the number of bonds you have with them. **On a 7+,** choose one, but **on a 7-9,** you also expose yourself to danger, cost, or retribution:

* They get +1 to their roll.
* They take -2 to their roll.

On a 6 or less, you only cause trouble for yourself, the GM says how.

Notes:

Special Moves

Choose one of these when you start playing, and a second one half-way through the game:

□ Animal Companion

An extraordinary animal accompanies you wherever you go. When it acts independently, treat it like your character. Describe it.

□ Diplomatic Ties

When you arrive at a new location, inhabited by civilized people, you may name someone here that you know and have dealt with before.

□ The People's Favourite

When you ask your people for something you need or want, roll+Popular. **On a 10+,** someone has it, just for you. **On a 7-9,** you have to settle for something close or it comes with strings attached, the GM says which. **On a 6 or less,** it has been lost or taken, the GM says which.

□ A Proper Host

When you provide hospitality to someone, you may ask one of the following questions of them and get a true answer:

* *What does this person really want from me?*
* *What does this person value most?*
* *What is this person hiding?*
* *What is this person's true value to me?*

□ What is the Meaning of This?

When you demand to know someone's plan, they cannot leave or attack you until they tell you.

Name:

Stats

These are numbers you add when roll the dice.

Choose one set:
- Popular +1, Smart -1, Tough +1.
- Popular -1, Smart +1, Tough +1.

Then add +1 to one stat.

Gear

Choose two or three:

Detailed maps, fancy official uniform, goggles, grenades, interstellar comms link, jet pack, lasergun, protein pills, ranger badge, spaceship, survival gear, sword.

Your Moves

When you describe your character undertaking any of the actions listed below, that's called "making a move." Consult the rules to resolve the situation. "Roll" means two six-sided dice, add them together.

■ Assess

When you assess your situation, ask a question about it and roll+Smart. **On a 10+,** your question is answered. The GM (or another player) tells you all you need to know. **On a 7-9,** the GM tells you something useful and interesting. **On a 6 or less,** the GM tells you something interesting and introduces a complication.

■ Do Something Dangerous

When you do something personally dangerous, say how you do it and roll. If you do it...
- ...by powering through, enduring, or engaging in violence, roll+Tough.
- ...by thinking fast and acting faster, or knowing what to do, roll+Smart.
- ...using charm, social graces, or teamwork, roll+Popular.

On a 10+, you avoid falling prey to the danger and put yourself in an advantageous position. Take +1 to your next roll. **On a 7-9,** you complete your intended action, but there are complications or consequences, GM says what. **On a 6 or less,** the GM tells you the consequences.

■ Hide

When you hide in natural surroundings, you cannot be found until you reveal yourself.

■ Follow a Trail

When you follow a trail of clues left behind by passing creatures, roll+Smart. **On a 7+,** you follow the creature's trail until it ends. **On a 10+,** also choose one:
- You determine what caused the trail to end.
- You gain useful information about your quarry, the GM says what.

On a 6 or less, the GM tells you the consequences.

■ Suffer Harm

When you suffer serious harm and resist, roll+Tough. **On a 10+,** the damage is annoying and cosmetic but ultimately inconsequential. **On a 7-9,** you are injured slightly and suffer a setback, the GM says what. **On a 6 or less,** if this is the climactic end scene, you die. If not, you are temporarily incapacitated.

■ Try to Convince

When you try to convince or persuade an NPC who wants something you can offer, roll+Popular. **On a 10+,** they do what you want if you make them a promise, the GM will tell you what. **On a 7-9,** they do what you want if you give them something concrete right now, the GM says what. **On a 6 or less,** the GM tells you the consequences.

The Space Ranger

POPULAR: Popular

Convince.

SMART: Smart

Assess, Follow.

TOUGH: Tough

Suffer harm.

Bonds

To create a bond, choose one of the following questions and answer it with the name of one of the other characters. You may answer as many as you like, but you can't answer the same question more than once or with more than one name.

* *Who did you guide through a dangerous wilderness?* _____
* *Who does your little brother have a crush on?* _____
* *Who helped you conserve an endangered species?* _____
* *Who is the mother of your child?* _____
* *Who is your boss, and how do you feel about that?* _____
* *Who works at the same park reserve as you?* _____

You can also make this move, which relies on your bonds:

■ Help or Interfere

When you help or interfere with someone who is making a move, roll+the number of bonds you have with them. **On a 7+,** choose one, but **on a 7-9,** you also expose yourself to danger, cost, or retribution:
* They get +1 to their roll.
* They take -2 to their roll.

On a 6 or less, you only cause trouble for yourself, the GM says how.

Notes:

Special Moves

Choose one of these when you start playing, and a second one half-way through the game:

☐ Animal Companion

You have an animal for a second character. Describe its appearance using two or more Earth animals as reference. Treat it as an extension of your space ranger character.

☐ Familiar Prey

When you search your memory for knowledge of an alien, animal, or monster, roll+Smart. **On a 10+,** the GM tells you something useful and interesting about your subject. **On a 7-9,** only something interesting. It's on you to make it useful. **On a 6 or less,** the GM tells you the consequences.

☐ Sanctuary

When you walk the perimeter of an area to secure it, as long as you stay within that area, you are alerted to any act of malice that happens within.

☐ Survivalist

You can find food, shelter, and tools in any environment except the most barren. You know how to neutralize poisons and avoid natural hazards. If you have a question about the hazards of the natural world, the GM will answer it for you.

☐ Wild Speech

You can communicate with any other intelligent living creature, no matter how alien.

Name:

Stats

These are numbers you add when roll the dice.

Choose one set:
- ○ No Magic +1, Star Magic +1, Void Magic -1.
- ○ No Magic +1, Star Magic -1, Void Magic +1.
- ○ No Magic -1, Star Magic +1, Void Magic +1.

Then add +1 to one stat.

Magic

Choose three concepts or elements that your magic is based around. Each time you use magic, it must include at least one of these, or it doesn't work.

1:

2:

3:

Your Moves

When you describe your character undertaking any of the actions listed below, that's called "making a move." Consult the rules to resolve the situation. "Roll" means two six-sided dice, add them together.

■ Consult Your Knowledge

When you consult your accumulated knowledge about something, ask a question and roll+Star Magic. **On a 10+,** your question is answered. The GM (or another player) tells you all you need to know. **On a 7-9,** the GM tells you something useful and interesting. **On a 6 or less,** the GM tells you something interesting and introduces a complication.

■ Do Something Dangerous

When you do something personally dangerous, say how and roll. If you do it...
- ...using magic that is creative, loving, peaceful, or supportive, roll+Star Magic.
- ...using harmful or destructive magic, roll+Void Magic.
- ...without using magic, roll+No Magic.

On a 10+, you avoid falling prey to the danger and put yourself in an advantageous position. Take +1 to your next roll. **On a 7-9,** you complete your intended action, but there are complications or consequences, GM says what. **On a 6 or less,** the GM tells you the consequences.

■ Suffer Harm

When you suffer serious harm and resist, roll+Void Magic. **On a 10+,** your magic protects you. **On a 7-9,** you are injured slightly and suffer a setback, the GM says what. **On a 6 or less,** if this is the climactic end scene, you die. If not, you are temporarily incapacitated.

■ Summon Magic

When you summon something made of magic to help, heal, or strengthen you, say what you want the magic to do and roll+Star Magic. **On a 7+,** it does what you want, but **on a 7-9,** there are additional complications or it puts you in a bad spot, the GM tells you what. **On a 6 or less,** the GM tells you the consequences.

■ Try to Convince

When you try to convince or persuade an NPC who wants something you can offer, roll+No Magic. **On a 10+,** they do what you want if you make them a promise, the GM will tell you what. **On a 7-9,** they only do what you want if you work your magic for them first. **On a 6 or less,** the GM tells you the consequences.

■ Unleash Magic

When you unleash harmful or destructive magic, say what effect you want it to have and roll+Void Magic. **On a 7+,** it does what you want, but **on a 7-9,** there is additional collateral damage or other complications, the GM says what. **On a 6 or less,** you lose control of your magic.

The Space Wizard

NO MAGIC:

No Magic

Convince.

STAR MAGIC:

Stars

Know, Summon.

VOID MAGIC:

Void

Suffer, Unleash.

Bonds

To create a bond, choose one of the following questions and answer it with the name of one of the other characters. You may answer as many as you like, but you can't answer the same question more than once or with more than one name.

- *Who are (or were) you in a cult with?*
  _____
- *Who are you trying to educate, and why?*
  _____
- *Who have you prophesied will have a great destiny?* _____
- *Who is keeping secrets from you?* _____
- *Who is your adopted sibling?* _____
- *Who is your sponsor?* _____
- *Who supplied you with forbidden tomes?*
  _____
- *Who was the valedictorian at your graduation?*
  _____

You can also make this move, which relies on your bonds:

■ Help or Interfere

When you help or interfere with someone who is making a move, roll+the number of bonds you have with them. **On a 7+,** choose one, but **on a 7-9,** you also expose yourself to danger, cost, or retribution:

- They get +1 to their roll.
- They take -2 to their roll.

On a 6 or less, you only cause trouble for yourself, the GM says how.

Notes:

Special Moves

Choose one of these when you start playing, and a second one half-way through the game:

□ Arch-Mage

Choose three more magical concepts or elements.

+1:

+2:

+3:

□ Conjuration

When you conjure an item, hand-sized and neither unique nor extremely valuable, roll+Star Magic. **On a 10+,** it appears in your hand or on your person somewhere. **On a 7-9,** it's not quite what you had in mind, but vaguely similar. **On a 6 or less,** what you conjure up is the opposite of useful.

□ Summon Monster

When you cast a spell to summon a monster, say what it's for, one thing it is, and one thing it's not. Then roll+Void Magic and find out what comes through. **On a 10+,** both. **On a 7-9,** choose one:

- It fulfills its purpose and leaves.
- It's perfect for the job.

On a 6 or less, it isn't what you said it is, bit it is what you said it's not.

□ Wondrous Creations

When you create a magic item, say what effect you want it to have on people and the GM says how long it takes to create, and what materials you need. **The first time you unveil your creation,** roll+No Magic. **On a 7+,** it has the effect you desired, but **on a 7-9,** it has an additional effect, the GM says what. **On a 6 or less,** the GM tells you the consequences.

Stats

These are numbers you add when roll the dice.

Choose one set:

○ Heroism +1, Madness -1, Science +1.

○ Heroism -1, Madness +1, Science +1.

Then add +1 to one stat.

Your Machines

You have three machines in your possession. Say what they are and what they do. Each machine does one special thing.

1:

2:

3:

Your Moves

When you describe your character undertaking any of the actions listed below, that's called "making a move." Consult the rules to resolve the situation. "Roll" means two six-sided dice, add them together.

■ Analyze

When you analyze something with your advanced sensors, ask a question about it and roll+Madness. **On a 10+,** your question is answered. The GM (or another player) tells you all you need to know. **On a 7-9,** the GM tells you something useful and interesting. **On a 6 or less,** the GM tells you something interesting and introduces a complication.

■ Consult Your Database

When you consult your database full of information, ask a question and roll+Science. **On a 10+,** your question is answered. The GM (or another player) tells you all you need to know. **On a 7-9,** the GM tells you something useful and interesting. **On a 6 or less,** the GM tells you something interesting and introduces a complication.

■ Do Something Dangerous

When you do something personally dangerous, say how and roll. If you do it...

● ...by concocting some crazy scheme, roll+Madness.

● ...on behalf of others, roll+Heroism.

● ...with your machines, roll+Science.

On a 10+, you avoid falling prey to the danger and put yourself in an advantageous position. Take +1 to your next roll. **On a 7-9,** you complete your intended action, but there are complications or consequences, GM says what. **On a 6 or less,** the GM tells you the consequences.

■ Fix or Modify a Machine

When you fix or modify a machine, if you have the time and tools necessary, roll+Science. **On a 7+,** choose one:

● It does what you want it to do now, instead of what it used to do.

● It is back in proper working order.

● You sabotage it as a trap for someone else.

On a 7-9, there are also added complications, the GM says what. **On a 6 or less,** the machine goes haywire.

If you do not have the time and tools necessary, you can jury rig a broken machine to work one more time, but then it will be ruined for good. The choice is yours.

■ Suffer Harm

When you suffer serious harm, you can choose to either take the harm as intended or let one of your machines take the brunt of it, leaving you unscathed. If you do, that machine is broken, and will not work again until it is fixed.

■ Try to Convince

When you try to convince or persuade an NPC who wants something you can offer, roll+Heroism. **On a 10+,** they do what you want if you make them a promise, the GM will tell you what. **On a 7-9,** they do what you want if you give them something concrete right now, the GM says what. **On a 6 or less,** the GM tells you the consequences.

The Technician

HEROISM: | Hero

Convince.

MADNESS: | Mad

Know.

SCIENCE: | Science

Suffer.

Bonds

To create a bond, choose one of the following questions and answer it with the name of one of the other characters. You may answer as many as you like, but you can't answer the same question more than once or with more than one name.

- *Which one do you have something to prove to?*
  _____

- *Who are you trying to protect, and why?*
  _____

- *Who belongs to the same hobby community as you do?* _____

- *Who does your little brother want to be when he grows up?* _____

- *Who helps you most with your machines?*
  _____

- *Who is proof that great things can be achieved without machines?* _____

- *Who knows about the darkness that tortures you?*
  _____

- *Who knows where something amazing (that you want) is hidden?* _____

You can also make this move, which relies on your bonds:

■ Help or Interfere

When you help or interfere with someone who is making a move, roll+the number of bonds you have with them. **On a 7+,** choose one, but **on a 7-9,** you also expose yourself to danger, cost, or retribution:

- They get +1 to their roll.
- They take -2 to their roll.

On a 6 or less, you only cause trouble for yourself, the GM says how.

Notes:

Special Moves

Choose one of these when you start playing, and a second one half-way through the game:

□ Assimilate

When you spend time modifying someone else's machine, it becomes one of your machines. It will obey any orders you give it, and will only work for people you want it to work for.

□ Binary Language of Robot Brains

When you command an NPC robot, roll+Science. **On a 10+,** it obeys your commands immediately. **On a 7-9,** it tries to obey, but is confused, or has found a conflict in its programming. **On a 6 or less,** the GM tells you the consequences.

□ Lazarus Device

When you reconfigure one of your machines, you can completely restore someone else to perfect health, even if they are dead. The machine is ruined in the process.

□ A Wealth of Machines

You have three more machines, in addition to the three you start with.

+1:

+2:

+3:

Name:

Stats

These are numbers you add when roll the dice.

Choose one set:
- ○ Charming +1, Deft +1, Lucky -1.
- ○ Charming -1, Deft +1, Lucky +1.

Then add +1 to one stat.

Gear

You have all three:
- Some adventuring gear (say what).
- A sci-fi gadget (describe it).
- A weapon (say what).

Your Moves

When you describe your character undertaking any of the actions listed below, that's called "making a move." Consult the rules to resolve the situation. "Roll" means two six-sided dice, add them together.

■ Consult Your Knowledge

When you consult your accumulated knowledge about something, ask a question and roll+Lucky. **On a 10+,** your question is answered. The GM (or another player) tells you all you need to know. **On a 7-9,** the GM tells you something useful and interesting. **On a 6 or less,** the GM tells you something interesting and introduces a complication.

■ Do Something Dangerous

When you do something personally dangerous, say how you do it and roll. If you do it...
- ...by bluffing, using charm, or through falsehoods, roll+Charming.
- ...quickly, stealthily, or in a criminal manner, roll+Deft.
- ...some other way (brute force, toughing it out, etc), roll+Lucky.

On a 10+, you avoid falling prey to the danger and put yourself in an advantageous position. Take +1 to your next roll. **On a 7-9,** you complete your intended action, but there are complications or consequences, GM says what. **On a 6 or less,** the GM tells you the consequences.

■ Spend Time

When you spend time somewhere or with someone, you may surreptitiously take an object with you when you leave, as long as no one was keeping an eye on it.

■ Steal Space

When you steal something that takes up space, and there's a chance you might get caught, roll+Deft. **On a 10+,** you have it now, and you can choose to steal a piece of time along with it. You say how. **On a 7-9,** you take it, but it makes people suspicious or costs you, the GM says what. **On a 6 or less,** the GM tells you the consequences.

■ Survey a Dangerous Area

When you survey a dangerous area, roll+Deft. **On a 10+,** ask the GM three questions from the list. **On a 7-9,** ask two. **On a 6 or less,** ask one anyway, but there are complications or consequences, the GM says what:
- *What all is dangerous here?*
- *What causes the danger to activate?*
- *What else is hidden here?*
- *What's my best way in / out / through?*

■ Try to Convince

When you try to convince or persuade an NPC who wants something you can offer, roll+Charming. **On a 10+,** they do what you want if you make them a promise, the GM says what. **On a 7-9,** they do what you want if you give them something concrete right now, the GM says what. **On a 6 or less,** the GM tells you the consequences.

The Thief of Time & Space

CHARMING:
Convince.

Charm

DEFT:
Steal, Survey.

Deft

LUCKY:
Knowledge.

Lucky

Bonds

To create a bond, choose one of the following questions and answer it with the name of one of the other characters. You may answer as many as you like, but you can't answer the same question more than once or with more than one name.

- *Who did you go to school with, and where?*
  _____

- *Who do you have a con running with?*
  _____

- *Who has your back when things go wrong?*
  _____

- *Who is your mom's favourite dinner guest?*
  _____

- *Who knows incriminating details about you?*
  _____

- *Who left you holding the bag when things got heavy?* _____

- *Whose boyfriend did you steal, and how'd that work out?* _____

You can also make this move, which relies on your bonds:

■ Help or Interfere

When you help or interfere with someone who is making a move, roll+the number of bonds you have with them. **On a 7+,** choose one, but **on a 7-9,** you also expose yourself to danger, cost, or retribution:

- They get +1 to their roll.
- They take -2 to their roll.

On a 6 or less, you only cause trouble for yourself, the GM says how.

Notes:

Special Moves

Choose one of these when you start playing, and a second one half-way through the game:

☐ Burglar

When you bypass obstacles meant to keep you in or out, roll+Deft. **On a 10+,** name a time and place—you're there. If something already happened, you can see it, but not change it. **On a 7-9,** you're in, out, or through, but you either leave something behind or take something with you, the GM says what. **On a 6 or less,** the GM tells you the consequences.

☐ Connections

When you put out word to the criminal underbelly about something you want or need, roll+Charming. **On a 10+,** someone has it, just for you. **On a 7-9,** you'll have to settle for something close or it comes with strings attached, the GM says what. **On a 6 or less,** the GM tells you the consequence.

☐ Dashing Rogue

Add +1 to your Charming score.

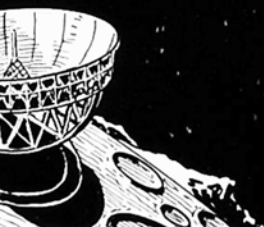### ☐ The Devil's Own Luck

Add +1 to your Lucky score.

☐ Disguise

When you have time and materials, you can create a disguise that fools anyone into thinking you're another creature of about the same size and shape. Your actions can give you away but your appearance doesn't.

Running the Adventure

Being the GM

All of the situations in this book—the conflicts, monsters, and villainous plans—are meant to comprise a toolbox for you to pull from. You can play this adventure multiple times, and each time make it unique, simply by choosing different situations. You can even use them on their own, in another game, without needing to follow the sequence of events described here.

Once the players have chosen their characters, the adventure starts with the **Opening Sequence**. We begin with a crisis already in progress. It is your job to get the players to begin making decisions right away, and to question them about their characters and the world they live in. Once this crisis has been dealt with, the **Middle Sequence** begins, and we witness a new crisis being introduced: a battle between the worlds! The PCs must take steps to deal with it, and in doing so, they travel ever closer to the **End Sequence**, where they face a showdown with the ultimate villain. Will they live or die? Will they save the universe or doom it to destruction? Only by playing will you find out.

QUICK PLAY SESSION TIMELINE
- Choosing characters.
- Opening Sequence.
- First break.
- Middle Sequence.
- Second break.
- End Sequence.
- Epilogue.

Situations and Consequences

The simplest description of your job, as the GM, is to first put the PCs in dynamic situations where they can make meaningful decisions, and then to put the PCs in new situations that come as a consequence of the results of their earlier decisions.

Situations should be exciting and interesting. Ask the players questions to find out what they care about, what aspects of their characters they find interesting, and how you can tie those characters to the setting in a way that captures the interest of the players. Make situations active,

dynamic, and always changing, whether the PCs get involved or not. Avoid static situations where nothing changes.

Consequences should stem from the decisions the players make, whether they decide to get involved or not—inaction is also a decision. If they do not get involved, if they flee, if they pass dangers off onto someone else, situations should continue to develop and expand. If they get involved in a situation, how they handle it should have a direct bearing on future situations. If you introduce a situation knowing how it will end, and stick to that end result regardless of what the players decide to do, you remove their agency and make their choices meaningless. In a game that consists of little more than imaginary situations and the decisions players make while imagining themselves to be imaginary characters in those situation, this is a rather sub-optimal technique.

This adventure exists to help you do all these things. It is a collection of situations, people, places, and things that all follow a similar, united theme. You won't be able to use them all in a single game, nor should you. Use the pieces that you like the most, the ones that fit the characters best, the ones you think the group will respond to most strongly.

Asking Questions

When you ask a question, only ask one player at a time. Don't ask the whole table. You can always ask another player the same question, or something similar, but you're not soliciting the table for ideas or asking people to form a consensus. You already got everyone to agree on something when you decided to play this adventure. If players want to ask each other for ideas or agreement before they answer your questions, that is fine—and necessary if they are giving answers that include things multiple PCs do together. But don't start from that position. Demand your answer from a specific, individual player.

The reasons you ask the players questions during the game are: to add depth to the setting, to get them to add depth to their characters, and to find material you can use to both move the adventure forward and pull them along with it. Make sure you ask everyone questions. Ask about things you're curious about, but make sure you spread the questions around. If you concentrate on only a few players, some characters may not get as much spotlight time as the others.

Questions Based on Character Type

Ask questions of the players that highlight the type of character they chose to play, especially during the opening sequence, when they are just beginning to figure out who these characters are. Questions based on character types help to validate a player's choice what character to play—and they give you more material you can work with later in the session.

- **Barbarian,** what is so important about this research station that you have left your people on Mars behind to come here and work with these scientists? Do you feel like they treat you as an equal?
- **Earthling,** why did you leave Earth and come all the way out to the orbit or Mars? What is so valuable about the research being conducted here? What are you running away from?
- **Engine of Destruction,** what is the purpose you were created for? Are you still pursuing it? Why have you come to the research station?
- **Mutant,** how does your work on the research station help you deal with being different from others of your kind? What do other people—mutants and non-mutants—think of the research being done here?
- **Princess,** what threatens your people on Mars that this research station can help them overcome? How else can the research being done here benefit your people?
- **Space Ranger,** what territory are you sworn to defend? What ails the lands on Mars, and how can the research station restore balance to them?
- **Space Wizard,** what magical mystery brought you onto the research station? What is it about the effect of Mars on your magic that you find so fascinating?
- **Technician,** what great machine do you dream of someday creating? How does your work on the research station bring this machine closer to becoming real?
- **Thief of Time and Space,** what do you intend to steal? How can working with the research station bring you closer to your goal?

After a player answers one of your questions by ontriducing new information into the game, whether it's because of these questions or any other questions, also ask: "How do you know this?" Their answer to this question will tell you even more about the universe your game exists in.

Draw Maps Like Crazy!

Make sure to draw maps of wherever the action occurs. The players need to know what the lay of the land is like so they can navigate it, know where everyone's characters are, and come up with crazy plans. You may also notice that what you draw on the map at the start of the game ends up being a map for how the plot of the entire session unfolds—this is good! It means less work for you, so you can put more attention into making up cool details.

When the action takes place on the orbital research station, draw a rough shape and fill in the individual sections of it when you need to clarify the action or add personality to the PCs. Draw the bridge, the sick bay, the engine room. Let each player draw their character's living quarters. Then add threats like death ray attacks, space vermin, or alien invaders, and let the PCs try to defend their home.

When the action takes place on Mars, draw the immediate area and a few major landmarks on more distant areas of the planet. Anytime an important location comes up in the conversation, add it to the map. Also include the location of the orbital station relative to where the PCs are on Mars. It can change if you want it to (because it's in space), so maybe draw it on a separate piece of paper or an index card.

When the action moves into outer space, don't just assume the map is empty. Draw in the normal stuff like planets, the asteroid belt, and comets, then add lots of weird stuff like space habitats, gas nebulas, miniature Oort clouds, electromagnetic storms, laser defence arrays, transdimensional grid sections ripped from the fabric of space/time, and supersentient space leviathans.

Draw maps all throughout the session, whenever they would help clarify the fiction. Zoom in on maps when the PCs interact with a landmark or specific location. Zoom out when the PCs leave the confines of the present map. There's specific suggestions in the middle sequence descriptions to give you more ideas.

Using the Damage Die

Because you can use normal Dungeon World monsters in quick play scenarios, you have the option of using the damage die when they attack the PCs. Instead of reducing HP, which aren't used, for each four points of damage, or fraction thereof, apply a single effect. If a PC suffers serious harm, they can probably resist, if that is one of their moves.

Damage	Results
1-4	One effect.
5-8	Two effects.
9-12	Three effects.
13+	Four effects.

Possible effects on damaged PCs:
- You are bleeding, bruised, or otherwise seriously injured.
- You are stunned or knocked unconscious.
- You are trapped in a dangerous spot.
- You break a bone.
- You cry out in pain.
- You have the wind knocked out of you.
- You lose your footing.
- You lose your grip on something.
- You lurch away, grimacing in pain.
- You pull, sprain, or twist a muscle.
- Your clothes are torn.
- Your equipment is smashed.

Monster Armour: PCs don't have armour ratings, but monsters do. Instead of doing math, for each point of armour, simply choose one source of harm that the monster is immune or resistant to.

Monster HP: You can roll a damage die for PCs, too, just use your judgment. Or, use HP ratings to help you determine how much effort it takes to defeat a particular monster. Creatures with only 3 HP should take a minimal effort, perhaps a single blow, to be defeated. Creatures with 6 HP might take two blows to be defeated, or some significantly powerful effect. Creatures with 12 or more HP are major villains, and should take the efforts of multiple PCs in order to be defeated.

You can, of course, also use the monster stats in this adventure for a regular game of Dungeon World.

The Opening Sequence

The point of the opening sequence is to get the action started **quickly**, and get the players making decisions right away. It is perfectly fine to relax a little and develop a bit of back story once the PCs are in the middle of a giant mess, as long as you get them there in a hurry.

Choose one of these four situations for the opening sequence:
○ There is an **Attack on Mars**, while the PCs are there.
○ **The Bat Men of Mars** capture people and carry them off.
○ The orbital station is threatened by an **Infestation** of space vermin.
○ **Space Bandits** attack the PCs as they return to the orbital station.

The last two take place on the orbital station the PCs call home, while the first two begin the game on Mars, far away from it. Keep that in mind when determining what kinds of items and equipment the PCs have available. They live on the station, and should have easy access to anything a PC might own while they are there. On Mars, though, they have only what they need to complete their mission.

During the action, ask the players about who their characters are, and what connections they have to the wider world. Ask about their friends and enemies, about their political allegiances, about their origins. Ask about anything that sounds interesting to you, so that you can use it to inform your choices later on, during the middle and end sequence.

Don't be too harsh with **failure and consequences** in this opening sequence. Think more in terms of complications that make things more chaotic and dangerous, and have consequences for equipment, property, and NPCs. Show the consequences of the PCs' actions, but don't make it harder for any of the players to play their characters.

The opening sequence shouldn't take more than **one hour**, if you're playing for a total of four hours. The middle and end sequences should take up more than half your total time, including the time spent with introductions and choosing characters.

Once the PCs have overcome the obstacles of the opening sequence, they should have some space to breathe, regroup, and celebrate their victory. It's also time for you to think about the next conflict—what battle do our heroes now find themselves smack dab in the middle of?

Attack on Mars

While the PC are visiting a Martian sensors installation, it is attacked! The PCs are either the target of the attack, or caught in the crossfire. Describe the situation, set the scene, then let the explosions begin!

The PCs are there in order to... (ask the players or choose one):
○ Attend a party or spend some well-earned vacation time on Mars.
○ Collect scientific samples.
○ Perform technical maintenance on the installation.
○ Present their scientific findings at a conference or ceremony.
○ Restock the orbital station's supplies.

The attack is perpetrated by... (choose one):
○ Activists who believe the technology on display here is dangerous, and needs to be destroyed.
○ Martian separatists who want political independence.
○ Minions of a super-villain who wants to steal valuable technology.
○ Provocateurs trying to draw attention away from a crime or invasion.

Choose attackers that might have something in common with one or more of the PCs, and who are opposed to one or more other PCs. Don't choose attackers who don't seem to have any connections at all to any of the PCs. You want this attack to let you **ask more questions** about the PCs, their lives and histories, and you also want to get the players asking you questions about the world. The actual fight shouldn't be the only interesting thing happening.

You don't have to tell the PCs who the attackers are specifically, but you do need to **describe their appearance and tactics**, so you should know who they are and what they want when you start doing that. There should be two or three separate groups of attackers, each with their own targets, all part of the plan.

ATTACKERS   6 HP   1 Armour
Devious, Intelligent, Organized, Stealthy.
Special Qualities: Alien, mutant, or robot powers, at your option.

Instinct: Attackers either want to terrorize the populace with violence, destroy symbolic or important technology, or steal something. Decide what they have come for, and describe their tactics.
Attacks and Moves: Choose moves based on the type of attacker. Aliens and mutants should have odd superhuman powers. Robots are stronger and tougher than people are. Separatists and political activists shout slogans and might have banners—their actions are intended to communicate their message.

Questions
You can ask yourself any of these questions, or ask the players:

- *Who else is here that the PCs know? Are there any NPCs from the orbital station with them? Is there a new recruit who hasn't even been to the station yet?*
- *What do the PCs have that someone else might want? Are there any pieces of advanced technology or genius scientists present?*
- *What do the PCs know about political instabilities on Mars? Are they involved in criminal activity, or revolutionary conspiracies?*

Ask these questions of specific players, if you like them:

- *What are you afraid the local authorities might find out about you, once they begin investigating this attack?*
- *What past event does this remind you of? How did you deal with it?*
- *Who do you see, amongst the attackers, that you recognize?*
- *Who else is here that you are trying to impress, and why?*
- *You're here to meet with an important government official, who is it?*

Possible Obstacles
To make the ensuing fight more interesting than a simple fistfight, add all sorts of complications and obstacles to the environment. Make it hard for the PCs to get from one place to another, add new threats whenever the NPCs pursue their goals unhindered. Knock things over, set things on fire, make sure there are plenty of NPCs that require rescuing, or use these:

- Computers that control doors, giant screen displays, heavy equipment, and vehicles get damaged and go haywire.
- Crowds of people stampede in all directions.
- An important politician, with a sizeable entourage.
- Interstellar beacon tower, with communications relays and other important transportation functions.
- Kitchen facilities and lots of catered food.
- Raised dais with stairs that are awkward to navigate.
- Robot butlers.
- Rows of fixed seats and/or folding chairs.
- Tanks full of flammable liquid.
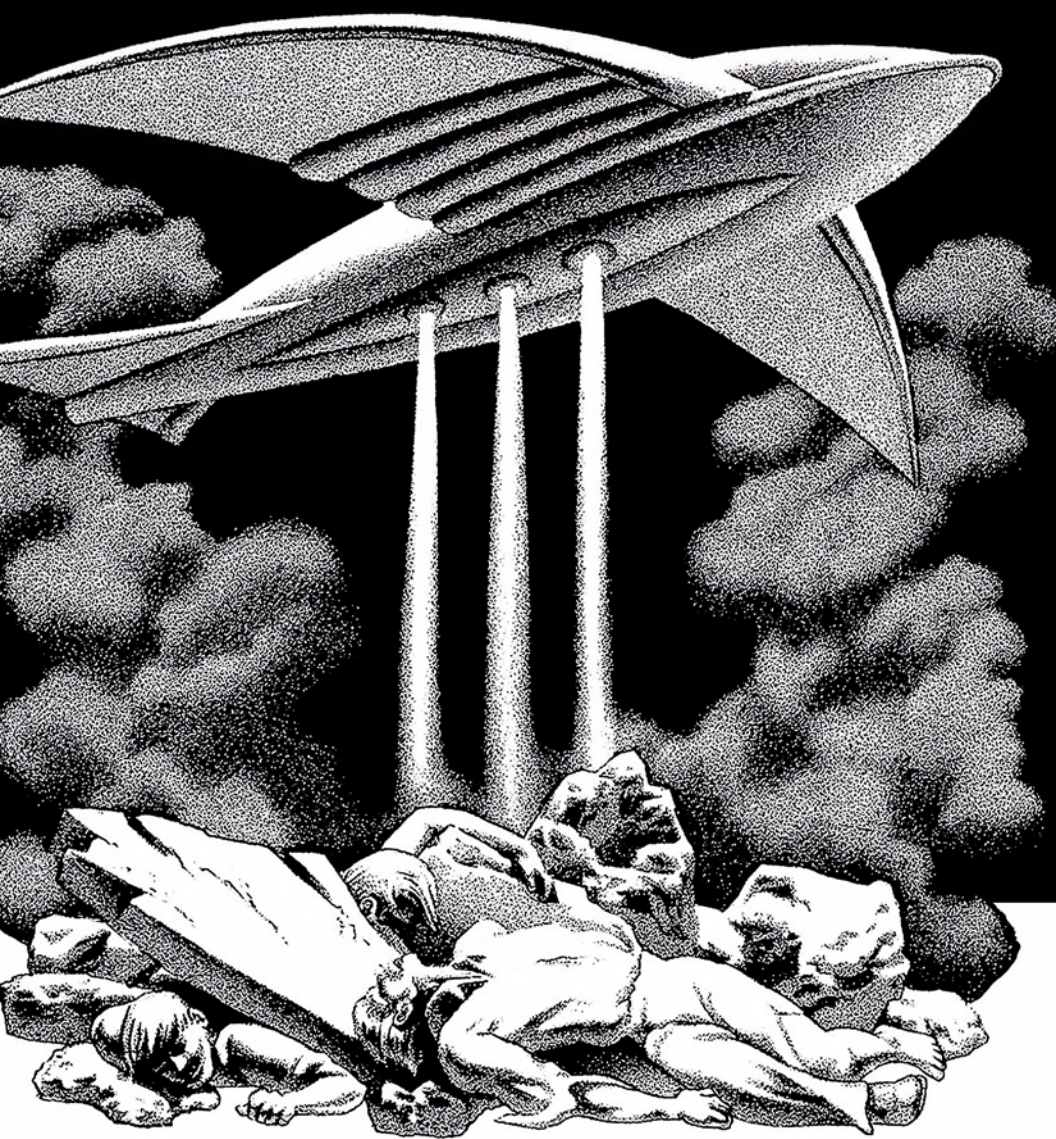
What Could Happen Next?

- The attackers escape in their spaceship and unwittingly lead the PCs to their benefactor, an even greater threat to peace in the galaxy.
- One of the attackers is captured and reveals vital information.
- The attack reveals a villain, hidden in plain sight.
- A VIP who witnessed the attack believes the PCs are perfect to stop the upcoming battle.
- Vital equipment has been damaged and must be replaced, or all is lost!

The Bat Men of Mars

Nefarious kidnappers that hunt the red deserts of Mars, the Bat Men are feared all over the planet. Whether they come by day or by night, they never leave empty-handed.

The Bat Men of Mars kidnap people in order to… (choose one):

- ○ convert them to Bat Men by putting them in gene vats.
- ○ cook them and eat them during a great feast.
- ○ sacrifice them to obscene, forgotten gods.
- ○ sell them to criminal scientists conducting illegal experiments.

If any of the PCs get kidnapped, they will find out what the Bat Men intend for them. Any PCs left behind will have to track the Bat Men down to recover their comrades. There is also the possibility that the PCs will not want to rescue characters who get kidnapped. Just tell them the solution to one or more problems they *do* want to solve lies with the kidnapping victims.

BAT MEN   3 HP   0 Armour

Devious, Hoarder, Horde, Organized.

Special Qualities: Flying, Prehensile toes.

Instinct: To kidnap people.

Attacks:
- • Bite and claw a foe (hand, close, 1d6 damage).
- • Buffet a foe with great wing beats.
- • Seize hold of a foe and carry them away.
- • Seize hold of a foe's equipment and make off with it.
- • Throw rocks at foes from above (reach, near, 1d6 damage).

Moves:
- • Block pursuit attempts by swarming a foe.
- • Find secret Bat Men bases.
- • Fly silently through the night.
- • Reveal the horde's intentions.
- • Summon the horde's allies.

If they have ranged weapons: Attack them first.

Once victims have been seized: Retreat back to home base.

When they fight back: Distract and separate them, then seize one of them.

The BAT MEN of Mars

The Scene of the Crime

Where are the PCs when they get attacked? Choose one:

○   At an abandoned mining camp.

○   Camped in the wilderness.

○   Communications tower.

○   Exploring ancient, archaeological ruins.

○   In the middle of a Martian city.

○   On an airship.

○   A remote scientific installation.

Do they have a vehicle with them, or is this area accessible only on foot? What kind of environmental hazards are nearby? Are there dangerous plants and animals here? What time of day or night is it? Is this a beautiful region of Mars, or hideously sinister?

Questions

- *Have you been on expeditions like this before, and how were they different?*
- *What do you need* [kidnapping victim] *for, in order to finish properly?*
- *Why did you take this job on the research station, when it can put you in such dangerous situations as this?*
- *Why don't you have better security?*

What Could Happen Next?

- Authorities arrive to cover up the crimes of the Bat Men. They want no word of this incident to reach the public, and they will do whatever it takes to silence the PCs!
- The Bat Men lead the PCs to a secret city deep within the canals of Mars, where alien races from all over the galaxy come to access the black market.
- The PCs arrive at the lair of the Bat Men, only to find an even more dangerous threat to peace in the galaxy.
- A psychic courier, also attacked by the Bat Men, reveals a plot now unfolding that will lead to disastrous conflict.
- Whatever has disrupted the Bat Men and sent them far afield of their normal hunting grounds is revealed prematurely. What plot could be hatching now?

Infestation

The orbital research station is supposed to be a place of safety for the PCs. It is not just their workplace, it is also their home. So how do they react when some kind of alien creature, a hostile species pf space vermin, invades their home and turns it into a living hell? If they don't deal with this infestation, the very existence of the orbital station is threatened!

Choose two or more PCs to discover the infestation first. Say where on the station they are and how they first notice the problem. Then draw the other PCs into it, and find out what happens.

Complications

The possible complications of a space vermin infestation depend on which parts of the orbital station are infested:

- **Bridge:** If the space vermin start chewing up the controls to the orbital station, it will fall to the surface of Mars in a fiery blaze of destruction.
- **Engine Room:** If the vermin cause the engines to malfunction, the crew won't be able to fly around wherever they want to go.
- **Food Supplies:** If the water or rations become contaminated by the space vermin, the crew will starve or die of thirst.
- **Life Support:** The station might run out of breathable air, the artificial gravity could go haywire, or the temperature might reach extremes of heat or cold.
- **Quarters:** If the vermin get into crew quarters, they will chew up all their stuff, all their photos from home, their precious weapons, their space suits even! It will be a terrible loss.
- **Science Labs:** This is the heart of the station, really. The whole point of being out here in the Martian orbit is to do science. If all that data is ruined, months or even years of work will go to waste. Even worse, not having access to the labs could make it even harder to formulate a way to get rid of the infestation.
- **Sick Bay:** If the medical equipment malfunctions, the crew can't get help for their wounds or illnesses, but the real problem is when the medi-bots try to "fix" people who don't really have problems.
- **Supplies:** The vermin can start fires in the supply rooms, or spill harmful cleaning liquids, or destroy supplies used for routine maintenance.
- **Weapon Systems:** Compromised weapons might begin to attack crew members inside the ship, or they might fire upon innocent populations on the surface of Mars, or upon friendly ships approaching to lend assistance.

Questions

Ask these of yourself or of anyone conducting scientific research on the space vermin infestation:

- *Are these vermin even from this dimension? Are they perhaps from another time, either the distant past or the far future? What implications would that have for the rest of society?*
- *Do these vermin just come from an isolated ecosystem, or where they created artificially? And if they were, who would do such a thing?*
- *How will these space vermin affect the ecosystem of Mars, if they ever get there?*

Ask these of individual players:

- *What do you have in your possession that absolutely cannot become contaminated by the space vermin? What will happen if it does?*
- *What kind of prior infestation experience do you have?*
- *What profitable use or uses could you put these vermin to? How difficult would it be to implement?*
- *Who do you know that might be able to help you and why are you reluctant to contact them?*

What Happens Next?

- A completely new plot is revealed by the death of space vermin, from contaminated supplies. Who is the poisoner and who is their target?
- Evidence shows that the infestation was caused deliberately, to destroy the orbital station, or at least keep the crew busy while other plans were being enacted.
- The orbital station crashes onto the surface of Mars, and a new adventure is revealed!
- The space vermin are only a side-effect of a much larger problem, one that threatens all of Mars, or even the galaxy!

Space Bandits

Just as they arrive back at the orbital station, their spaceship is hijacked! Choose some, but not all, of the PCs. Tell them they are returning from a scientific survey on the surface of Mars, but as soon as they make radio contact with the other PCs on the station, they are attacked by bandits. What will they do now?

Motives

What do the bandits want? Is it just the usual, or is there something of particular significance on the orbital station? **Choose one:**

- There is an important person on the orbital station that the bandits want to kidnap for ransom.
- There is a valuable substance on the station, and the bandits have a prospective buyer for it—an arms dealer.
- They want information that a scientist on the station has, and will subject her to a potentially fatal mind probe in order to get it.
- They want to strip the station of anything valuable.
- They want to use the station to power their space weapons, so they can start an interplanetary war.

BANDIT   3 HP   1 Armour

Devious, Hoarder, Horde, Intelligent, Organized, Stealthy.
Special Qualities: Criminal.

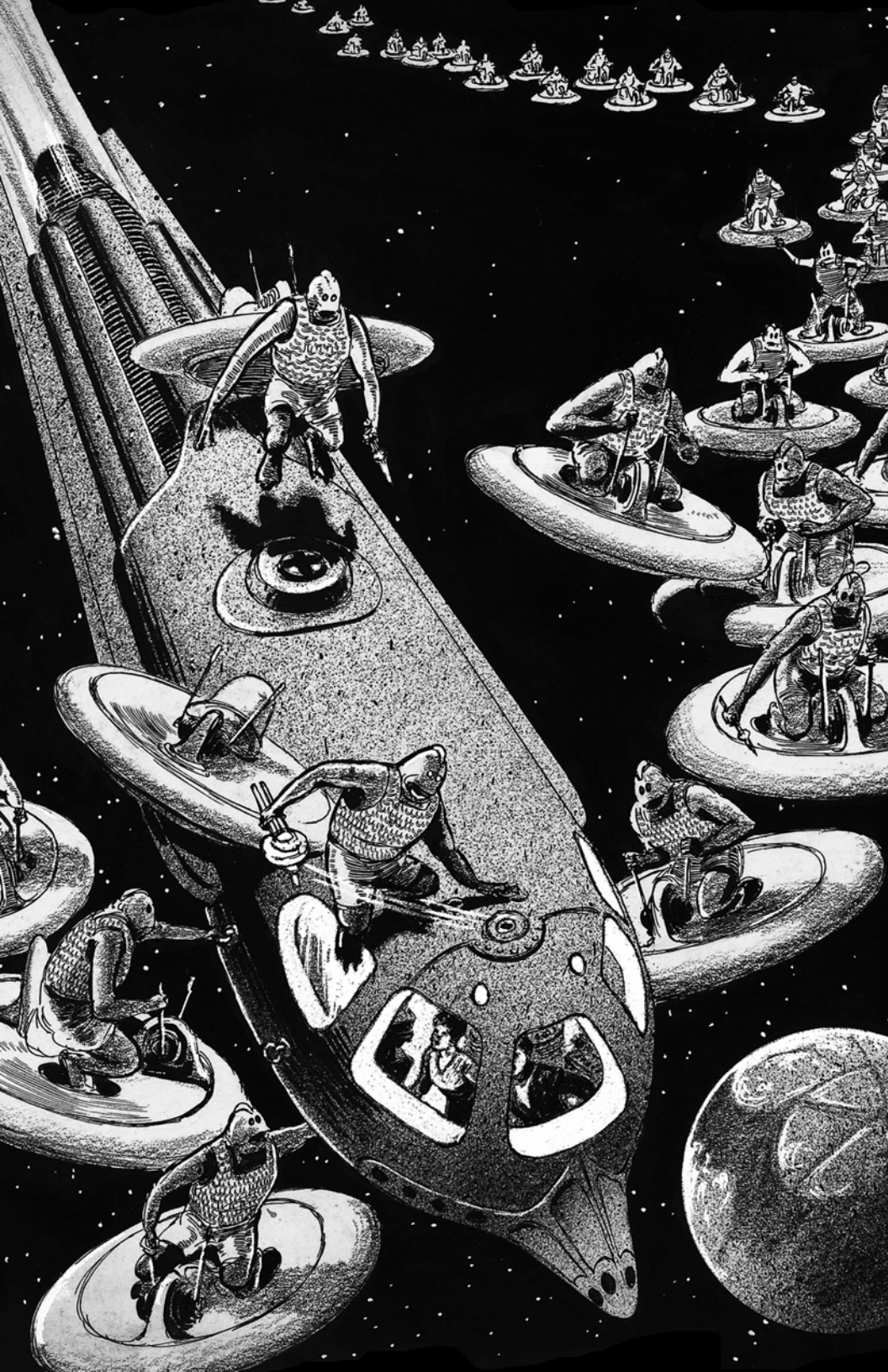**Instinct:** To steal what is not theirs.
Attacks:
- Beat a foe up (1d6 damage)
- Choke hold a foe.
- Shoot foe with lasergun (1d8 damage, 1 piercing).

Moves:
- Break into a sealed area.
- Call on other bandits for backup.
- Steal something.
- Swarm foes in a wave.

When outnumbered: Flee or surrender.
When they have valuables: Strike by surprise and take them.

Alternate Bandit Types

- **Jellyfish raiders**, at home even in the airless void of space.
- **Revolutionaries** who need to fund their rebellion by robbing ships travelling the spacelanes around Mars.
- **Robot police** from an ancient space empire, still following their programming long after the empire and its laws have disappeared.
- Stranded **alien colonists**, in desperate need of supplies, who have turned to crime in order to survive.
- Zombified minions controlled by their **space vampire** overlord. Can they be freed from his terrible influence and rehabilitated?

Questions

- *Do you recognize any of these bandits? Where do you think you know them from?*
- *Do you suspect a secret collaborator amongst the orbital station's crew? Who could it be, and why?*
- *Have you ever been robbed before? Did you ever get your things back?*
- *Is there anything on the station that needs to stay secret?*
- *What cargo are you bringing back to the orbital station?*
- *What do you have that you can't bear to part with?*

What Could Happen Next?

- The bandits are carrying some very, very strange equipment with them. Where could these devices have come from?
- Captured bandits reveal alarming information when they are interrogated. Why are they so afraid to reveal more?
- Discovering the bandits' lair reveals an even larger plot.
- Rival criminals jump into action as the field opens up.

The Middle Sequence

Now that the PCs have had some excitement, and you've discovered a few things about the universe they live in, it's time to get serious. This is where the real battle between the worlds begins! **To start the middle sequence,** introduce a conflict between two (or more) factions that the PCs are involved with.

This conflict should tie into the beginning sequence. The PCs might get involved because of what they encountered in the beginning sequence, or they could discover it because of those events. Perhaps they are drawn in because of the skills and abilities they demonstrated in the beginning sequence, which can function as a **prologue** to introduce these characters to us before we see them in more serious danger.

If the PCs began the game on the surface of Mars, make sure the **orbital station** is a crucial location for the middle sequence. It's part of the pitch for this adventure, so you should spend at least a little bit of time on it!

Four types of conflicts are described here. Choose one:
○ An **Alien Invasion** arrives, bringing both war and subjugation!
○ The **Death Ray** comes, a terrifying, unthinking force of destruction!
○ A **Martian Uprising** threatens to destroy the planet's peace and security, and plunge it into war!
○ A bizarre **Mutagenic Plague** turns people into alien monsters!

Each type of conflict describes the general theme of the situation, and a number of possible missions the PCs might undertake to end the conflict. **The whole point of the middle sequence** is to involve the PCs in a dangerous and volatile situation that they have some kind of connection to—that they care about—and push them towards the final confrontation of the end sequence.

Whenever you need to think of something to say, something to add to the situation, think back to earlier on in the game and, if you can, draw inspiration from what has already come before. **Reincorporation** is your friend! It adds meaning and narrative weight to the players' choices and brings a cohesiveness to the story you're telling.

Factions

Aliens, cyborgs, Earthlings, humans, Martians, mutants, robots, wizards. Advertisers, asteroid miners, churches, crime syndicates, doctors, farmers, industry, the media, the military, the police, politicians, scientists, spacers, technicians, trade unions, universities.

First Names

Akim, Alicia, Allerick, Amos, Ardala, Ariela, Asteria, Barnard, Big Red, Carew, Cassius, Chandar, Chronos, Cirus, Clare, Cleis, Cornell, Cowan, Cygnil, Cyra, Dale, Darius, Dawn, Delora, Delph, Demeter, Duke, Elaine, Fabian, Felina, Galen, Garedon, Goneril, Goral, Greta, Gurney, Gymon, Hans, Harriet, Harsteen, Hawk, Helson, Hieronymus, Hugo, Joella, Jolen, Jorax, Kaleel, Kane, Karana, Karem, Karsh, Kelan, Kodus, Koldar, Koori, Koren, Krybian, Lars, Lela, Linea, Llamajuna, Loran, Macon, Majel, Malary, Marcos, Marla, Maya, Miles, Morgan, Neil, Noah, Nola, Nyree, Oto, Pangor, Pinchas, Preston, Prudentia, Rabeed, Rand, Raphael, Raylyn, Regis, Renna, Richard, Roderick, Rolla, Rorvik, Roxanne, Ryma, Sabrina, Saurus, Selmar, Serio, Seton, Sharese, Spirot, Stella, Stella, Sylvie, Tangie, Tarkus, Thordis, Thromis, Tina, Toby, Tora, Traybor, Varek, Velis, Vionne, Vorvon, Wilma, Yarot, Zagon, Zaldu, Zarina.

Last Names

Albert, Anad, Arden, Argus, Armat, Arnheim, Bayliss, Belzak, Bergstrom, Biles, Breed, Burton, Cabot, Cameron, Cooper, Corliss, Crawford, Cyrton, Danton, Davin, Deering, Derren, Devlin, Duvoe, Dyne, Ecbar, Eleefa, Elif, Fields, Flagg, Garth, Graf, Hall, Huer, James, Johnson, Kaplan, Kellogg, Kovick, Kuzan, Landers, Langston, Leet, MacMurthy, Mallory, Mangros, Markeson Marsden, Martin, Michaels, Moray, Morphus, Myers, Norris, Pantera, Parsons, Paulton, Peterson, Petrie, Pratt, Prendis, Quince, Rambeau, Reardon, Redding, Reeve, Rekoff, Richards, Royko, Samos, Sanwiler, Saroyan, Selvan, Sothoz, Thorne, Tizian, Toban, Toman, Towtuk, Traeger, Trent, Twain, Valzhan, Velosi, Voomak, Warden, Warwick, Xenos, Zale, Zarkov, Zedht, Ziering, Zite, Zoman, Zydereen.

Planets, Spaceships, and Brand Names

Aldebaran II, Arcadis, Caloria, Charon, Diana, Draconia, Ebon, Genesia, Katar, Masca, Mongo, Mycos, Oasis, Pendar, Philoctetes, Planet X, Sinaloa, Tarset, Theta N-1, Toros, Vistula, Vordeeth, Xantia, Xerxes, Zeta Minor.
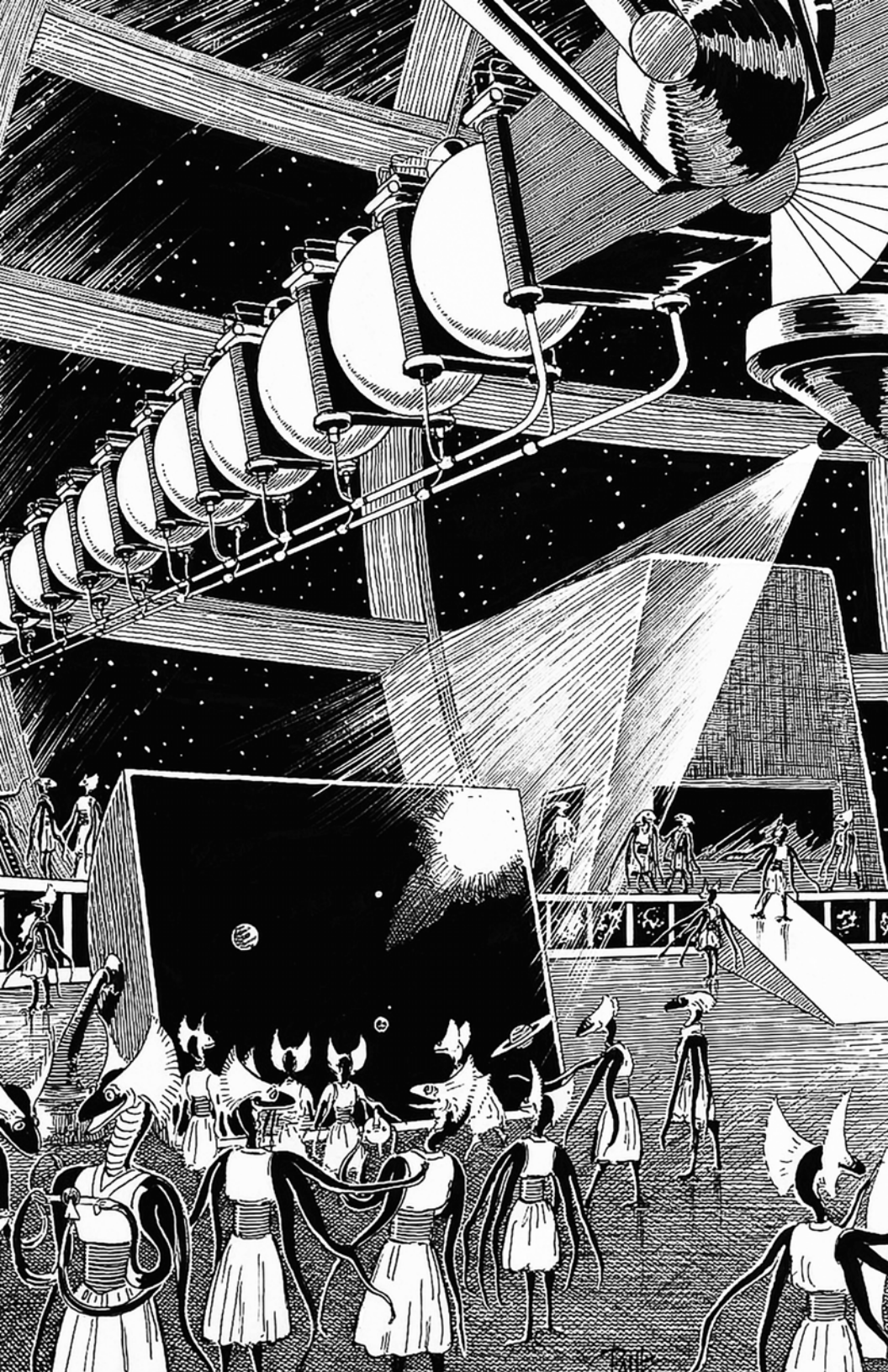
Alien Invasion

Over vast light-years of space, the Draconians have travelled to Mars. But they have not come to visit—they have arrived here to invade and conquer!

Why have they come to conquer Mars? Choose one reason:
○ Their homeworld was destroyed.
○ They have run out of resources that only Mars has.
○ They hunger for a new home, having tired of the old one.
○ They were driven into exile by civil war, economic factors, oppressive politics, or social prejudice.

The type of invader determines what challenges you can present to the players. Strictly speaking, the invaders don't have to be *aliens*, they can be Earthlings, mutants, or robots as long as they are foreigners to the red planet—aliens *to Mars*. These are a few examples:

Alien Off-Worlders

The one thing that unites all aliens is that they are different from humans in some key way. This difference affects all interactions—are they extremely violent, or are they physically fragile? Do they enjoy socializing, or do they lack emotions? Do they bow before the altar of logic, or are they compulsively driven by passion? Are they individually quite powerful, or do they require a complicated logistical chain to function cohesively?

Colonial Marines

Humans are the easiest type of NPC for players to interact with socially. Using human antagonists—whether as slaves of the aliens or as the invasion's leaders—allows the PCs to engage in conversations and negotiations. If you want them to be able to solve their problems without having to fight until they get to the end sequence, this is a good option. Unless the PCs are all aliens and robots, they should be familiar with human society and technology.

Pre-Programmed Attack Drones

Unlike sentient species, drones cannot be reasoned with or persuaded. They must be destroyed or reprogrammed. Use this option if you want the players to have a more tactile opponent, only defeated by tactical action.

The Invasion Plan

Use any of these to push the PCs into dangerous situations during the middle sequence, to create obstacles between them and what they want, or to provide the antagonism.

1. To start the invasion, the Draconians need to obtain a **secure orbital position**. This means taking control of—or destroying!—the orbital research station. How will the PCs stop them? Or will they abandon the station to its fate in order to save the people of Mars?
2. The Draconians **attack the political centres** of Mars. Where are the PCs when this happens? Are they stuck in traffic on their way to government offices, or are they flying into the capital from orbit?
3. Conquered cities are turned into **command posts**. How will the PCs navigate areas of Mars that are controlled by Draconians and patrolled by their ruthless soldiers?
4. From their command posts at the centres of Martian society, the invaders methodically **pacify other urban and rural areas**, until they control the entire planet. How do the PCs cope with this oppression when it targets them? What plan do they have to thwart the invaders? What do they want that these pacification actions are blocking?

Draw Maps Like Crazy

You'll need a map of Mars for this invasion, so you can show the players what is at stake here, and how the Draconian invasion is progressing. You might need a map of the orbital space around Mars, too, if the PCs get their hands on a spaceship. Some possible features you might include:

- Atmosphere generation facilities, crucial for life on Mars.
- The capital city, a sprawling construction of gigantic silver tower.
- A domed arcology metropolis, a sealed world all to itself.
- Factory Canyon, the planet's industrial heart.
- A gigantic dust storm, of a size not seen in years.
- The grand canal, stretching across the entire face of the planet.
- Naval shipyards, where the military might of Mars is built.
- Olympus Mons, the largest mountain ever.
- A polar ice cap, covered in fog because of its high dry ice content.
- The sandy deserts where the giant worms dwell.
- A space elevator, connected to a starport in high orbit.
- The spice mines.
- Worn statues of forgotten gods, all that is left of Mars' first civilization.

Battles in Space!

You can use the spaceship rules in *Adventures on Dungeon Planet* if you want to run a short-but-epic space battle between the PCs and the Draconians.

FLAGSHIP   12 HP   3 Armour
Clumsy, Fast, Large, Luxury, Terrifying, Voracious Engines.
Lasers (1d6 damage, 2 piercing; near, far).
Special Qualities: Commands the invasion force.

The flagship is the most heavily defended part of the invasion fleet, because it is the brains. Targeting the flagship first leaves you vulnerable to counterattacks by warships, but defeating the invasion's leadership leaves it without proper organization.

SCOUT SHIP   3 HP   0 Armour
Agile, Fast, Small, Stealthy.

Scout ships are used for collecting information. Destroy one, and its knowledge does not return to the invasion's leadership. Scout ships are an excellent way to foreshadow what comes next, but once the fighting begins in earnest, they are not used as often.

TRANSPORT SHIP   3 HP   1 Armour
Cautious, Large, Slow.
Special Qualities: Contains ground invasion forces.

Ships containing personnel are supposed to get the invaders onto the surface of Mars quickly and safely. Once they have boots on the ground, the invasion begins in earnest. Transport ships are poor fighters, however.
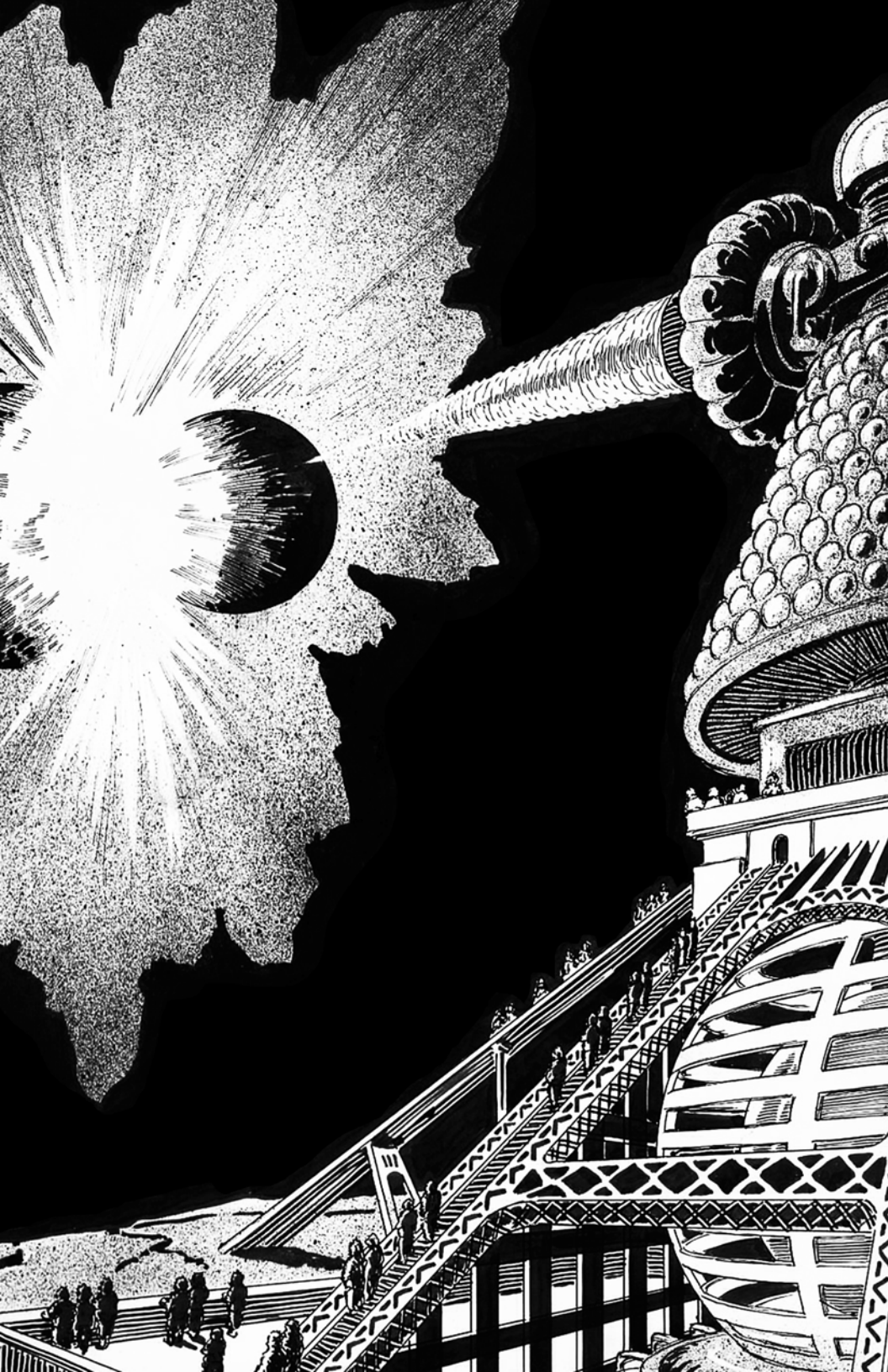

WARSHIP   6 HP   2 Armour
Fast.
Lasers (1d6 damage, 3 piercing; near, far).
Torpedoes (1d8 damage, 1 piercing; near, forceful).

Warships comprise the main body of the invasion fleet. If you have a fight between spaceships, you need to include some warships! They usually attack in small squads, but the PCs could include a single patrol ship in certain situations.

Death Ray

The death ray does not think, it does not speak, it does not feel anything at all. It only destroys! As a force or energy, it washes over the planet, killing all life, destroying civilization, turning a thriving world into desolation.

The "death ray" can be many things, but it is not a person or a collection of people. It might be a living thing—a brainless mass or organic tissue sweeping across the cities of Mars, absorbing all it touches. It might be a beam of darkwave energy, fired at the solar system from deep space projectors. It might simply be the imminent implosion of the planet below their orbital station, and event with disastrous consequences for all.

The challenge here is to isolate the source of the death ray, or its inherent properties, and shut it down before everyone dies. This might require a scientific or technical solution—it probably does not require violence or persuasion, unless the death ray is being run by sentient people.

Choose a type of death ray to threaten Mars (and/or other planets):
- Death ray projector facility, run by the mad scientist Dr. Zargon.
- A dimensional overlap, causing a world from Dimension X to collide was this one.
- Hostile darkwave energy washes over the planet's surface.
- Monsters from the inside of Mars attack the surface mercilessly.
- Robotic strike forces that mimic humans before they strike.
- Swarms of attack drones, pre-programmed to destroy organic life.

Consequences of the death ray's activation:
- Evacuation orders are given, but they arrive too late!
- Mars' capital city is destroyed by the ray.
- Native wildlife flees from the death ray in massive migrations.
- Orbital structures are destroyed and fall into the atmosphere.
- Outposts of civilization fall before the death ray's destructive power.
- People on the planet panic, begin fleeing, looting, and causing trouble.
- The planet's defences fail in spectacular fashion.
- Uninhabited areas of the planet are destroyed by contact with the ray.

After the death ray begins its assault, describe consequences one at a time, whenever the PCs fail to turn the ray off. You can build up slowly or start off with a bang.

Draw Maps Like Crazy

Unless it's an obstacle that must be defeated purely through scientific research, you'll need to map out the route between the orbital station (or wherever the PCs are) and the source of the death ray.

Possible obstacles between the PCs and the source of the death ray:

- An alien temple complex.
- An army of technicians maintaining the ray.
- An asteroid field.
- A destroyed, multi-level residential complex, empty but haunted.
- Forests of mobile, flesh-eating plants.
- An interdimensional gateway that warps time and space.
- Mind-altering planes of psychic existence.
- Panicking civilians.
- Post-apocalyptic wastelands where the strong rule over the weak.
- Protective force fields.
- Space station security systems, surrounding the ray projector.

Questions

- *What political obstacles do you see standing in the way of an effective public response to this threat?*
- *Which famous villain do you think might be behind this, and why?*
- *Who do you know that works in a relevant field of science, and why are you reluctant to contact them?*
- *Who do you need to rescue from the impending destruction?*

DEATH RAY DENIER   3 HP   0 Armour

Devious, Hoarder, Horde, Organized.

Special Qualities: Political influence.

Not everyone is so concerned about the death ray threat.

Instinct: To deny inconvenient truths.

Moves:

- Cut government funding for defence projects.
- Protest efforts to combat the death ray.

In private: Support the corporate/industrial old-boys' club.

In public: Stay on message, never admit failure.

When confronted by facts: Fall back on ridicule and rhetorical flourishes.

INTERDIMENSIONAL MISCREANTS
6 HP   1 Armour

Devious, Group, Intelligent, Planar.

Special Qualities: Depends on specific origins.

When the death ray rips a hole in time and space, what comes through—or rather, who? Opportunistic scoundrels arrive from another dimension!

Instinct: To have a good time in another dimension.

Moves:
- Sneak into an important function and start trouble.
- Start a fight that turns into a brawl.
- Steal something important and go for a joy ride.

When confronted: Misdirect, escape, get back into trouble.

SPACE WIZARD
12 HP   0 Armour

Hoarder, Intelligent, Magical.

Special Qualities: Technical expertise, zealous fanaticism.

If the death ray is anything other than technological in origin, it is inevitable that space wizards would converge on the scene, like vultures.

Instinct: To promote the growth of the death ray.

Attacks:
- Magic lightning bolt of darkwave energy (1d8 damage; reach, near).

Moves:
- See through time and space to discern a foe's weakness.
- Teleport to a new location by travelling through an interplanar gate.

When the death ray is threatened: Spring into action and support the ray!

TECHNICIAN
3 HP   0 Armour

Horde, Intelligent, Organized.

Special Qualities: Technical expertise, zealous fanaticism.

Instinct: To operate the death ray projector.

Attacks:
- Nervously operate a laser torch (1d6 damage, 2 piercing; hand, close).
- Wield a spanner like a club (1d6 damage; close).
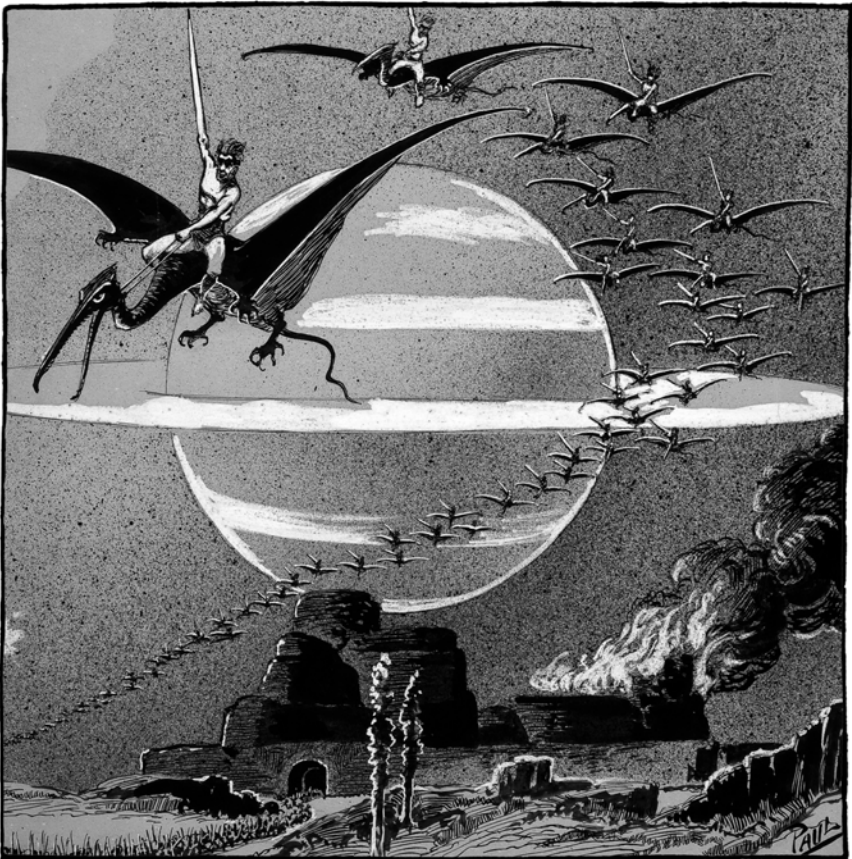
Moves:
- Make excuses.
- Spout technobabble.
- Summon security robots.

Martian Uprising

The people of Mars rise up in revolt! What happens to the orbital station when the planet below is engulfed in chaos, political unrest, and violence? People occupy government buildings. The public cowers in the wake of terrorist bombings. Militias seize control of borders and transportation systems. Security breaks down and Mars becomes a mad house!

Questions

- *Do you know anyone participating in the uprising?*
- *From what you know of the situation on Mars, do you think the uprising is justified? How venal and corrupt are the authorities?*
- *How have your own dealings with the Martian government been?*
- *Who are you concerned for, when you hear the news? Who do you know on Mars that might suffer because of the uprising?*

Civil War

The political party in opposition removes itself from the political process, resorting to war to get what they want. There might be good people on both sides, but *someone* is fuelling this conflict. *Someone* is preventing all parties from sitting down together and working out their differences to a mutually satisfactory conclusion.

Questions:

- *What sectors of the economy does the opposition control?*
- *Which minority groups side with which faction in the civil war?*
- *Which off-world factions back sides in the civil war, and what do they seek to gain from the conflict?*

Scenes:

- The Martian government (or the rebels?) asks the PCs to infiltrate a secret compound where the uprising (or its oppression?) is being planned and directed. If they refuse, they might lose access to Mars...
- The opposition (or the government?) tries to seize control of the orbital station—in order to use it in the war.
- The PCs are caught in the middle of a battle. Do they choose a side?

Raiders from the Death Moon

These "raiders" are violent revolutionaries bent on overthrowing the current Martian government and instituting a fascistic, totalitarian regime. Their home base is an artificial moon, and they travel through space and atmosphere alike on the backs of vicious pterodactyls. Their goal is to feed the weak to their death gods, thus forging a new, superhuman Martian society, built on eugenics and warlike competition.

Questions:

- *Where do their flying steeds come from? Are they flesh or robotic?*
- *Who is backing the raiders? Who built their artificial moon?*
- *Why have the raiders replaced their right hands with swords?*

Scenes:

- The Death Moon's tractor beams get ahold of the orbital station and threaten to bring it plumetting down upon the surface of Mars.
- The King of the Death Moon entreats the PCs to help him conquer Mars, and offers them valuables they need to complete their research.
- The raiders have seized control of the satellite networks that the orbital station uses to communicate with the rest of the galaxy—and are broadcasting nothing but their hate propaganda.

Xenophobic Riots

The Martian people are fed up! Illegal and semi-legal mining operations have been going on for too long, lining the pockets of off-worlders while the people or Mars pay the price for unsafe labour practices and environmental pollution. As the people take to the streets in great mobs, more radical elements begin a campaign of sabotage.

Unsurprisingly, the off-worlders respond even more violently, organizing harsh retaliatory strikes against the Martian population. If neither side will back down, the situation can only escalate.

Questions:

- *What effect has mining had on the Martian environment that people are so concerned about?*
- *What position does the Martian government take? Can they be swayed from that position?*
- *Who is leading the sabotage attempts?*

Scenes:

- The Martian authorities demand the PCs hand over their orbital station so it can be used to house aliens they intend to deport. They will not take no for an answer!
- The orbital station requires material from one of these mines, but it is attacked by agrieved Martians while they are there.
- Scientific research sites on the surface of Mars, which are vital to the success of the PCs' mission, are attacked by rioters.

Draw Maps Like Crazy

Keep track of which areas of Mars have fallen to the uprising, and which are still controlled by the authorities, the same way you do for the Alien Invasion scenario. You may also need a map of the rebel headquarters, or the Martian government, depending on which way the PCs decide to go.

Mutagenic Plague

People begin to change. Perhaps it starts slow, perhaps it begins like a bomb, but either way it spreads like wildfire. Once affected, they are no longer themselves, but strange, alien creatures. Some grow hard, grey plates and enormous horns, some lose the strength in their bones and turn to jelly. Others find themselves more like plants or fungi than mammals, while yet others grow wings made of light and drift away into the darkness of space. The transformations run rampant. Who remains unaffected? Who has the antidote, and who will they share it with?

Some people are horrified by these changes and react violently, but others revel in them, turning against their former kin. They have but one message for the rest of us: "Humanism is dead. This is the New Flesh."

The Change

Whenever an NPC contracts the plague, the change happens in them quickly. They begin opposed to the transformations that others have experienced. But then they begin to talk about it, expressing their feelings at great length, gradually talking themselves around, coming to a more favourable position on the matter. They begin to look different—alarmingly so, as if they were ill. Finally, the change occurs in an instant.

Suddenly, they are smashing through walls and trumpeting their newfound existence, loping around on all fours, completely given over to this new world of alien experiences. It takes a great deal of effort just to communicate with them, never mind trying to reason with them.

Choose one or more sources for the plague:
○ Alien xenoforming machines.
○ An ancient, parasitic species of microscopic alien has been awoken.
○ Illegal mining releases chemicals into the environment.
○ Mad science performed by a psychotic criminal.
○ The rampant trade in illegal psychic drugs.

Questions

- *What lab would be able to produce a cure for such a disease? What lab might have been able to make the disease itself?*
- *What part of the transformation process scares you the most, and why?*
- *What rumours about the transformed do you keep hearing? Who tells you these things?*
- *Who do you know that lives where there has been an outbreak of the plague?*
- *Who do you know who might be trying to study the plague, and why do you need to see them now?*

Draw Maps Like Crazy

Sketch out a rough map of Mars, and indicate where reports of the mutagenic plague have been coming from. Perhaps the PCs can figure out the point of origin and thus track down the source.

You'll also want to keep track of the progress of the infection, as it spreads throughout Martian society. The PCs may be more concerned about preventing its spread to certain places close to their hearts.

In the Lab

Scientists might be able to find a cure for this plague, if they do some research. **Choose some complications:**

* The antidote has psychic side-effects.
* The antidote is not 100 percent safe, and might occasionally be fatal.
* The ingredients required are incredibly expensive.
* The ingredients required are rare and dangerous to acquire.
* The process requires a laboratory more sophisticated than the one currently available.
* Research requires samples from the transformed, both living and dead.

Opposition

Those who become transformed do not want to change back. Instead, they want to destroy civilization! They would tear it all down and build it back up again in their own image. They do not sit idly by while the unchanged work to stop them—they fight back.

Where To Start?

Use these scenes to begin the middle sequence, or to continue it:

* The lab where a cure for the mutagenic plague is being synthesized is attacked by mutant terrorists—while the PCs are there!
* The PCs are caught in the middle of an anti-mutant riot at the quarantine area where mutants are being separated from the rest of society.
* The PCs discover one of their allies has become infected, and is hiding her mutations—because another ally of theirs has announced his intention to purge society of the mutants.
* Scientists send the PCs to collect samples from mutants in areas struck by the mutagenic plague, where society has completely collapsed.
* A supervillain's minions expose the PCs and their allies to the mutagenic plague in an attempt to discredit them and stop them from thwarting the supervillain's nefarious plans.

The End Sequence

The end sequence is usually pretty obvious by the time you get there. The session should end with an action-packed showdown, so just pick the most appropriate character introduced so far to be the main villain orchestrating everything, and let the PCs fight it out with them!

Make the end fight complicated enough to fill up the time you have left, but simple enough to leave time for an epilogue afterward. Think about the environment for the fight as much as the villain's powers and abilities—the setting counts for a lot! Choose somewhere exciting and evocative, but also somewhere that adds danger to the scene. Are there crowds of innocent people? Bubbling rivers of lava? Acid-spitting sharks made of lasers swimming through the air? Who is in danger, and who must be saved? Think of three or four simple objectives the PCs must accomplish in order to save the day—once those objectives are reached, the game is over!

You can create your final villain using one of the following profiles, or combine two or more of them together. Some don't go well together, though—overlord and supervillain, for instance, or machine boss and magician. Combining attributes that contradict each other just means you'll have to drop one of them, so be careful.

End Villain Profiles:
- Alien Boss.
- Giant Monster.
- Machine Boss.
- Magician.
- Overlord.
- Supervillain.

Death at the End

Because you are only playing a single session, there is little point in allowing PCs to die in the middle of the game. It adds unnecessary handling time as they introduce a new character with no prior history and only a tenuous connection with the other PCs. At the end of the session, however, it's okay to have characters sacrifice themselves to save others or even lose outright to the villain. This is an interactive game, and choices should have consequences.

Alien Boss

The natural leader for an antagonistic group of aliens is an alien boss. But this villain could also be at the head of human crime syndicates or Martian uprisings, for the alien has strange and unique biological powers. Hypnotic eyes perhaps, or a superhuman intellect.

The alien boss can be a creature from the other end of space and time, or a human who has mutated into something strange and alien, as long as they are fundamentally different from human beings, in form or in function.

Strengths: The alien boss has a biology not quite the same as everyone else. They should be immune to certain forms of harm that the PCs have relied heavily on so far throughout the adventure, or have ways of resisting their preferred tactics. The alien boss should make the players think on their feet!

Weakness: The alien boss is on unfamiliar ground here. This is not its home, and although everything still works the same, mostly, the organisms here are completely wrong. They behave in such unexpected ways! If the alien boss is a mutant, this unfamiliarity applies rather to their own body— they remember the world they used to live in, but they are the thing that has completely changed.

Environment
- **Alien Spaceship:** The alien boss is comfortably at home on its own spaceship. But there are so many of its secrets on display here! And what it wants is out there, on Mars or in space, not here in the spaceship.
- **Military Base:** The alien boss has come to retrieve its fellows, who have been captured by the military. Did they crash their secret scout vessel and give away their operations? Or were they convicted of espionage and placed in a military prison?
- **Music Festival:** Where would the social power of another race be located, except wherever the most people gather? The alien boss has mistaken this festival for a political event and has come to take control of it!

Giant Monster

From out of the sea, or the darkness of space, comes a great leviathan, a behemoth of destruction! How can civilization stand firm against its great bulk? It smothers the world with its bulk, carves out rivers in the shaking ground as it walks. Can science even comprehend this beast?

Strengths: A giant monster is too big to fight all at once. The PCs must tackle its individual parts one at a time—a tentacle here, a ravaging maw there, enormous pulsating wings that still beat after the head is severed. A giant is almost like a group of smaller foes, combined into a single mass. Choose a number of different parts or segments and give each of them a different way of threatening the PCs.

Weakness: A giant monster is just too big to do many things comfortably. It cannot reach into tight places to get at its enemies, it hurts itself just by moving around in any place where people live, it cannot hide from those who would hunt it. Precision and stealth are effective tactics against a giant.

Environment

- **A City:** Giant monsters love to destroy cities!
- **The Orbital Station:** Attached to the outside of the station like a barnacle, the monster slowly pushes itself inside to consume the delicious morsels of meat that cower inside.
- **Underground Tunnels:** In tight spaces (tight for the giant monster, that is), it can throw its weight around and put opponents at a disadvantage—as long as the space doesn't get *too* small for it to handle.
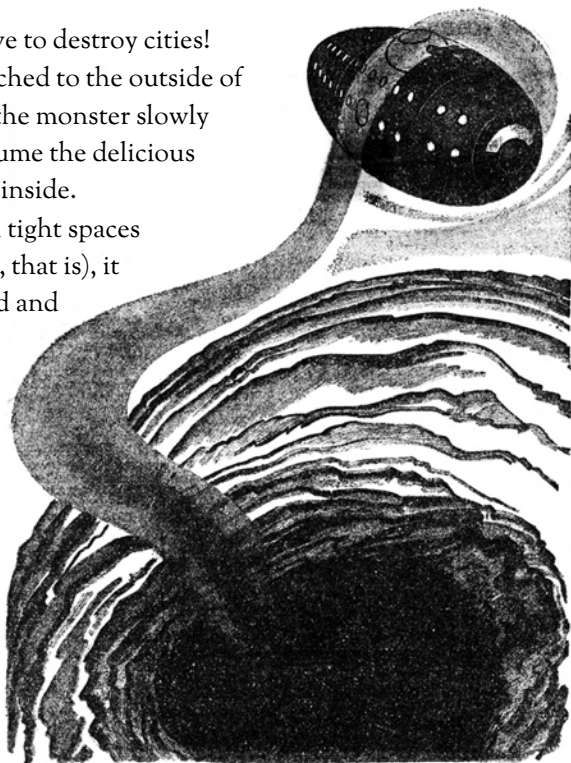
Machine Boss

The melding of technology with the human mind and body, the machine that acts like a person, the computer with a sentient brain—all these tropes make for excellent villains.

Strengths: The machine boss is made of metal, making it nigh-indestructible. No fist fight can solve this problem! This metal body also wields industrial-grade weaponry. It has the power to destroy not only people, but infrastructure and landscapes as well.

Weakness: The integration between biology and machinery is not perfect—the machine boss has crippling vulnerabilities. Perhaps part of it is still flesh—a brain, a heart, or even most of a body. This part is more vulnerable than it would be otherwise, surrounded by metal as it is. Or perhaps the machine boss is entirely artificial? In that case, its machine brain can be paralysed by logic and the need for improvisation. It makes its plans ahead of time and sticks to them. It cannot handle human paradoxes.

Environment

- **Factory:** Can you stop the machine boss before it creates more of its own kind? The factory, dangerous as it already is, will only become more deadly as it births anti-human robot warriors.
- **Power Plant:** What better target for a machine than civilization's source of power? The machine boss' enemies will literally be powerless to object.
- **The War Room:** The machine boss can take control of Mars' defences from this control centre, not to mention holding all the top military personnel as hostages.

Magician

Space wizards peer past the void of deep space into other dimensions full of arcane essences, opening holes in hyperspace for those energies to bleed into the material universe.

Strengths: A magician operates on some kind of fairy-tale logic—the laws of physics have no hold over this villain! Magic allows villains to have all sorts of strange powers that don't quite fit into the science-fiction genre. Technology doesn't necessarily have a hold over magic, either—a magical villain can ignore the effects of some weapons and equipment.

Weakness: A magician does not understand science and technology. Magic is a different world—one does not understand the other. A magician can be stymied by cars, elevators, and normal hi-tech doors. They might have to blast holes in the walls using magic just to get around.

Environment
- **Ancient Tomb:** The dead can be made to rise when the laws of magic come into effect. The magician has the power to part the veil between worlds! These puny scientists with their vaunted technology have no expertise here, dealing with the mysteries of the ancient world, the pharaonic curses, the demons bound in jars. Only magicians know the truth of this place—or *do* they?
- **Technical Institute:** Why has magic grown so rare in the galaxy? It must be the rise of these damnable machines! This magician is going to do something about it, dammit! A technical institute can actually show up many of the magician's weaknesses, because of all the technology around, but it destroying it moves the magician's agenda forward speedily.
- **Tourist Attraction:** So many souls to prey on! They gather here on some kind of pilgrimage, and so the magician has decided to seize the advantage. Crowds of panicking people, vendor stalls overturned in tchotchke explosions, and security guards who can't tell the difference between the villain and the people promoting the location all add to the confusion.

Overlord

An overlord is someone who would only be a minor threat on their own, but they're not alone. They brought an army with them!

Strengths: The main advantage the overlord has is scope. They can send their minions in many different directions at the same time, or sneak a single one in where more would be noticed. The overlord's minions are also organized, able to quickly complete complex tasks that would take a single person, no matter how skilled, far too long to be useful.

Fighting an overlord is a lesson in frustration, as wave after wave of minions are beaten down and then rise up to fight again.

Weakness: The main problem facing an overlord is loyalty. Their minions can be made to turn against them—by hypnotism or persuasion, by threats or higher wages. The overlord must be careful to balance the fear they strike in the hearts of their servants with a reward worth having—or at least the promise of a reward! Enemies who identify what makes a minion loyal can subvert that minion, reducing the overlord's power.

Environment

- **Crowded Warehouse:** Full of ill-gotten goods, illegal arms shipments, or even people being smuggled, this warehouse is a complicated place for a fight. Things get damaged at every turn, flammable chemicals spill from broken crates, endangered animals break loose, and the people who should be in control of things—the overlord's minions—are too busy trying to get rid of the PCs to do anything else.
- **Martian Parliament:** Of course the overlord's magnum opus is to take control of the government of Mars. Capture the politicians and force them to declare the overlord the new leader—or just liquidate them all and replace them with loyal minions!
- **Villain's Flagship:** In order to stop the overlord, the PCs must get into their headquarters—a giant, floating city carrying even larger weapons of mass destruction. And it's full of people, too, all of whom serve the overlord.

Supervillain

Is it any surprise that the übermensch would be perceived as a villain? He is so far above normal human beings, how can his superior mental processes be comprehended by mere ants? The supervillain knows what its best for lesser life forms and he has come to implement his plans. He has complete moral impunity to do whatever he likes, because of his superiority.

Strengths: A supervillain appears to be a normal person, but displays amazing powers, either mental or physical. This can include things like superhuman strength, the ability to fly or transmute matter, read minds or possess people's bodies. Or, perhaps the supervillain has constructed a death trap dungeon, a malevolent maze for the PCs to escape from—or, rather, die trying!

Weakness: In addition to an excess of power, the supervillain also suffers from hubris and overconfidence. They always fly solo, never relying on incompetent help to do anything important for them. Supervillains are notorious micromanagers! They also do things the way they think is proper, and rarely listen to advice. The easiest way to defeat a supervillain is to take advantage of that overconfidence.

Environment

- **Political Protests:** The supervillain has decided to strike while division is high. Riots and tear gas, striking workers, protest signs, people chained to monuments, tanks in the streets—all this and more chaos circles around the supervillain as they pull off the heist of the millennium, and steal control of an entire planet away from its people.
- **Scenic Isolation:** Supervillains are well-known for their sense of style. This one has chosen a picturesque spot in the middle of nowhere to have this duel. Waterfalls and cliffs, strange monoliths, harsh desert winds, and wild animals.
- **Scientific Laboratory:** Has the supervillain broken in, or is this their pet project? All around the place there are dangerous machines and harmful chemicals. A fight here could turn everyone into mutants, if it doesn't kill them!

The Epilogue

After it's all over, you need an epilogue. In some ways, the ending is the most important part of the game. A satisfying ending sticks in the memory. It can erase any feelings of boredom or frustration people felt in the early part of the game. When people enjoy the ending, they walk away happy!

Once the final villain has been defeated (or is victorious!), give everyone a few minutes to say what happens to their character after the events of the game. Go around the group and let everyone have a turn, ending with the player whose character was at the centre of the most dramatic event or events.

Did they achieve their personal goals? Are they able to do that after the excitement is over? Did they bring peace to the solar system? Are they worshipped by aliens for centuries to come?

You might also narrate epilogues for your favourite NPCs, if they were popular amongst the players. This gives you a chance to set the tone and show what an epilogue can look like. The other players will probably follow your lead.

Even players whose characters died get a turn! Have them say what their legacy is, how their actions affect the course of history, and who is left behind to follow in their footsteps.

Once you've finished, thank everyone for playing. Then go take a break and relax!

THE END.