

SKY-TYRANT OF MARS



BY UMBERTO PIGNATELLI

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ABOUT THIS SCENARIO

Sky Tyrant of Mars is a scenario for 4-6 Seasoned characters. The tale is built around the deeds of four pregenerated heroes, included as an appendix at the end of this PDF. Ideally, with the pregens and this scenario you will be able to start playing with very little preparation. To make the GM's job easier, the text includes parts in italics. These narrations should be read or rephrased to the players.

If your group prefers custom characters, you can easily modify the story to fit your party's needs. You only need to remember the following:

- At least one of the heroes must have a connection to or be friends with Azam Amur, the High Prince and ruler of Azhur Idhal.
- The heroes must have an airship. One of the pregens owns the Valiant, a medium-sized airship. If your party doesn't have a ship, the High Prince will provide one (the Valiant) at the start of Act 1, Scene 3.
- The Heroes must be at least Seasoned, with 20 Experience Points. You can easily tweak the scenario for higher ranking groups by adding some Extras in each fighting encounter.

But that's enough chat for now! It is time to venture across the red sands of Mars...

WHAT HAS GONE BEFORE

Jalabor Kan, also known as “Captain Slowdeath”, was one of the most infamous Sky Corsairs of Mars. He started as a corsair at the service of King Mallion of Callor Maralin, but soon his fame and power became so great that he began to covet the throne.

In a terrible battle, Jalabor’s fleet was crushed by the joint fleets of Callor Maralin and various other minor cities.

Jalabor’s capital ship, the *Sand Virgin*, was destroyed, but the body of the rebel captain was never found.

Some months later, a grizzled traveler, named Jallab the Wanderer, appeared in the southern wastes. He was just another scout from the nomad tribes, who made a living by escorting caravans across the deadly Mars deserts. No one could imagine that he had once been Captain Slowdeath.

Jalabor lived as a scout for more than twenty years, knowing that the King’s hounds were still on his trail. When he was about to give up his dreams of power, luck came his way.

While traveling in a remote region, a sudden sandstorm separated Jalabor from his caravan and left him lost in the desert.

The former pirate wandered in the desert for days, tormented by thirst and hunger, until he made a strange discovery: a great crater that hosted a secluded oasis. Hardly believing his luck, Jalabor satiated himself with fresh water and strange, sweet fruits.

Then Jalabor explored the oasis, finding it uninhabited, but with a strange black idol concealed among the trees. The structure was somehow familiar and stirred old memories in the corsair’s mind.

The “idol” was very similar to the top tower of an airship! By simply pressing on the right spot, Jalabor opened a hidden hatch. Burning with curiosity, he entered the structure and realized he had made an incredible discovery. An airship, a very big one, lay buried under the oasis! With further exploration he identified it as the *Tyrant*, the biggest warship built by the Red Martian King Kor Amal hundreds of years before the construction of the channels of Mars!

With a similar tool of destruction in his hands, a man could wipe out an entire city in a few hours, and conquer an empire in a matter of months! Suddenly his old dreams came back to life.

But they were short-lived. The *Tyrant* was without power, a lifeless shell. The cause was simple: the special, ultra-powerful, radium cell that powered the vessel had been completely spent.

Finding a replacement radium cell would not be easy: similar power units are very rare, the prized artifacts have been used in Martian cities’ power plants for centuries, meaning the difference between a thriving city or a deserted ruin.

But this won’t be a problem for the old Corsair. A devious plan is taking shape in his mind...

AZHUR IDHAL

Azhur Idhal is a Red Martian city on the southern border of the reign of Callor Maralin. It is not very big - its tall walls encircle an area of a just square mile - but, differently from many other cities on Mars, it is in quite good condition and almost all the basic services are still functioning (waterworks, public lighting, heating and communications). Like most Martian cities, Azhur Idhal is built on the banks of a canal, which provides water to the city and farms around it.

Azhur Idhal is ruled by various nobles, who name themselves Princes. Above them is the High Prince, who actually runs the city. The current High Prince, Azam Amur, is a wise, enlightened man, and Azhur Idhal is experiencing a period of peace.

ACT 1: THE THEFT

SCENE 1:

THE FESTIVAL OF SON RA

It is a festival day in Azhur Idhal. It is the Son Ra, the anniversary of when Azhur, a mythological hero and founder of the city, won the war against the Servants of the Night and brought light onto the city again.

A solemn ceremony with the High Prince and priests of all religions is held, but the most highly anticipated moment is, as always, the Three Doors Race, commemorating Azhur's great charge in the final battle riding Jogu, his trusted Jalf of the silver mane.

It is a race of levitating chariots pulled by Jomezons, curious six-legged beasts with eyes on long stalks. The race is always held on this night, while the city is fully illuminated by its powerful lighting system. The race consists of three laps around the city walls, with the population cheering and carousing from the walls. The winner earns much honor and respect and is crowned by the High Prince himself, so competition is always fierce.

This year you decide to participate, and now you are running the final lap!

The adventure starts in the middle of the competition!

Ask each of the players if their character is participating or not, reminding them that at least basic Driving skills are required. Players whose heroes don't participate in the race will be involved in the action by playing as the other drivers, so no one will be excluded.

Assign to any player not directly involved in the competition a NPC Charioteer (use the Azhur Idhal Soldier stats plus Driving d6). In this scene only, NPC Charioteers are considered Wild Cards.

The GM should place a total number of NPC Charioteers in the race to equal the number of heroes participating.

The race is handled using the Chase rules. Each Range Increment is equal to 10" on the tabletop.

Charioteers, both NPCs and heroes, have no armor and are equipped with a long whip (Str+d4, Reach: 3), used to spur the Jalabons and, sometimes, to attack other charioteers within the same Range Increment. Some rough playing – like hindering or ramming the other chariots – is accepted and part of the fun.

The competitors are placed along the track in relation to the leading position, an empty spot from which all the starting placements are calculated. Starting from the oldest player, each competitor rolls a d6 and subtracts 1 to the roll. This represents his current position, in Range Increments, from the leader of the race. So, if a player rolls 2, he is one Range Increment behind the leader of the race, and so on.

Then, place the main group (see below) one Range Increment behind the last Charioteer. You can use tokens or similar objects to better visualize the scene. The competition lasts for ten rounds and the chariot in the lead at the end of the tenth round is the winner. In case of more than one chariot leading the race, each Charioteer makes an opposed Driving roll, re-rolling ties, and the highest score wins.



Main group. The main bulk of participants is considered as one entity and has Driving d6 and the Wild Die.

Various events happen at fixed rounds to spice up the race a little:

Round 2 – Sharp bend. The competitors come to a sharp bend, all Driving rolls are at -2.

Round 4 – Imprudent child. A boy has run away from his mother and is sprinting down the road! The Charioteers must make an immediate Driving roll with a penalty equal to their position in the chase -5 (so the 1st suffers a -4, the 2nd a -3, and so on). In case of failure, the charioteers barely manage to avoid the child, but lose a Range Increment.

Round 6 – Sandy road. The road is very sandy here and the chariots kick up a lot of sand, seriously hindering everyone's vision. For this round use Notice instead of Driving as Chase skill.

Round 8 – Bottleneck. The road is very narrow here, so any attempt to use Force maneuver gains +2.

LEVITATING CHARIOT

A chariot without wheels, but with a powerful levitating engine. It must be pulled by a beast.

Acc/Top Speed: 10/15; **Toughness:** 10 (2);
Crew: 1;

Notes: Pulled by a Jalabon (see the Appendix for stats). Remember to inform the players of the Jalabons' Sensible Eyestalk Special Ability.

Award the winner (hero or NPC) a Bennie and read or rephrase the following text, with any necessary changes.

You cross the finishing line and you win! The crowd bursts into a roar of joy, people drag you away from the chariot and bring you in triumph down the city streets, cheering and celebrating.

The crowd releases you in front of the royal dais. With a benevolent smile on his face, the High Prince is ready to reward you with a crown of Mizur leaves, the plant of heroes.

In truth, winning the competition is not so important, as this scene is only an introduction for...

SCENE 2:

ATTACK OF THE UGALS!

The High Prince is crowning the winner, when something unexpected happens – all the lights go out, plunging the city into darkness.

After some moments of confusion, someone in the crowd points toward the Tower of White Marble, the tallest building in the city. On its top there is a lone figure, wearing the ceremonial robe and mask of Utu, the goddess of Death. He is visible because he is illuminated by a lone lantern. He holds a strange octagonal object in his hands, the size of a medium shield. You recognize it: it is the Heart of Azhur, the main radium cell powering the city's engines!

Before you can do anything, the mysterious figure drops his mask and sounds a blow horn, which emits a high-pitched sound. Moments later, a great flock of flying creatures fills up the sky over the city! They are Ugals, a strange humanoid crossbreed of men and bats, and among them there are several giant bat-like beasts, as big as a small airship! The giant beasts let fall strange balls that explode on the ground, while the Ugals plummet down into close combat. You are very close to the High Prince and you realize you are the only one who can protect him!

From now on, all the players use their own characters.

The battle area is the royal dais, a square area 12" by 12". The throne (Light Cover, Toughness 10) stands in the center but no other protection is available. Place the High Prince near the throne and the winner of the race next to him. If he is an NPC, consider him an Extra Azhur Idhal Soldier under the control of the party (As always, stats can be found in the Appendix at the back of the adventure).

The rest of the party starts below the dais, which is four feet high. Jumping onto it counts as difficult ground; otherwise, there are steps along the left side of the dais. All the area surrounding the dais is in turmoil, due to the massive battle, so it is considered impassable.

The enemies land on the dais whenever they want, using their Plummeting special ability. But two of them remain in the air, 8" from the ground, and pepper the heroes with projectiles from ranged weapons.

At the start of the third, sixth and ninth round, if the heroes are still fighting, an explosive bomb dropped by a giant bat hits the area. Center the bomb (a Large Burst Template) on the throne, and scatter it d6" in a random direction. Any target hit by the bomb suffers 2d6 damage. It is a starry night, so the whole area is considered in Dim Light. The fight ends when all the enemies are dispatched.

Ugal Warriors (1 per hero +2)

High Prince (WC). Use the Azhur Idhal Soldier stats, adding the Command Edge. The High Prince starts the fight without weapons and armor.



SCENE 3:

ON THE TRAIL OF A THIEF

When your last opponent falls, you see a huge bat landing on the top of the Tower of White Marble.

The cloaked figure jumps onto it, and they take off toward the East.

“By all the Gods of Mars! He escaped with the Heart of Azhur!” the High Prince shouts, his voice almost drowned out by the turmoil of the battle.

The battle lasts for an hour. The heroes can help in the fight, but you can skip this part if you want. In the end, the Ugals retreat and the city isn't ready to give chase.

After the battle the High Prince takes stock of the situation and talks to the heroes in private.

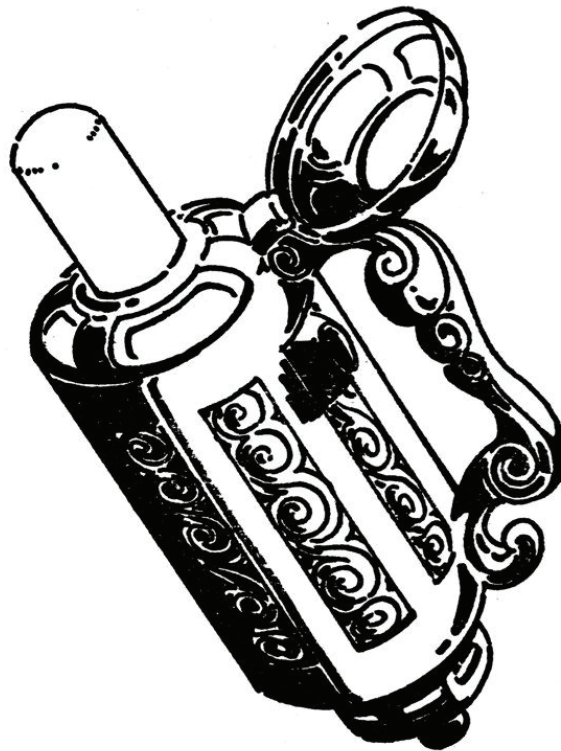
“My friends, the battle caused many casualties, but this is not our biggest problem. Without the Heart of Azhur the city is doomed. The engines ensuring a comfortable temperature in the houses and supporting the communication network and several other necessary systems are shut down! You are the most valiant heroes in the city, so I charge you with the task of hunting down the thieves and bringing back the Heart as soon as possible. Remember, in this situation Azhur Idhal can survive only for a few weeks.”

If you are playing with the pregens, Prince Ero Ghan owns an airship, the *Valiant*. Otherwise, if the group doesn't have a flying vehicle, the High Prince himself gives them the *Valiant*, his personal airship.

In both cases, the High Prince assigns a group of ten skilled air mariners to help the party in their quest.

They are Azhur Idhal Soldiers with Piloting d6. Their leader, Bosun Mak Oran, is a Henchman with the Command Edge and Piloting d8.

Getting ready for the mission takes four hours and the sun is high in the sky when the *Valiant* finally leaves the city. The heroes have no solid lead to follow, but the Ugals are known to live somewhere in the Mountains of Shadows. With a Common Knowledge roll, a hero remembers a story about a hidden city of the Ugals in those mountains, but it is no more than a tale he heard from some nomad tribesman. What is certain, instead, is that the Ugals' attack is very strange. They have always been a peaceful, reclusive people and hardly ever leave their lands.



ACT 2: THE MOUNTAINS OF SHADOWS

SCENE 1:

DEVILS IN THE SANDS

Traveling on an airship – and a good one like the Valiant – is always a pleasure, because she allows you to travel fast and to enjoy the landscape too, whatever the reason for your trip.

Now the airship is traveling over the Blood Dunes, a large desert of red sands. Desert dwellers say that it is made of a dead god's dried blood. In truth it is not sand, but a particular type of very fine red salt, an inheritance from times when Mars had seas. Some nomad tribes smoke the crystals and say they have hallucinogenic powers.

But Mars is a dangerous place, and even a splendid landscape can hide a mortal peril. Suddenly a strong wind starts blowing, rapidly turning into a sandstorm! The Valiant is in great danger, because the sand is so fine that it can clog up the engines – and that would mean a terrible death.

“Come on! Come on!” shouts Mak Oran to his men, “Secure everything and close the hatchways!”

This scene, built around managing an emergency, lasts six rounds in total, during which the party must solve the following three problems.

Master and Commander. The helmsman must manage to pilot the ship in the sandstorm, withstanding the terrible weather conditions. One of the heroes can take the helm; otherwise a sailor will do so. At the start of every round, the helmsman must make a Piloting roll. With a failure, crew members have -2 to their physical actions for the whole round. For each success and raise scored, give the helmsman a token. If at the end of the sixth round he has at least five tokens, the situation is successfully resolved.

Sailors' madness. The sand contains hallucinogenic agents. The party must make a Vigor roll or suffer a level of Fatigue. What's more, some crewmen are affected more than others.

During the first round, they start hallucinating and babbling about devilish monsters in the storm! In the second round, they go mad and run to the radium cannons to shoot the evil monsters down. If they aren't stopped, they use round three and four to charge and aim the radium cannons of the *Valiant*, and in the

fifth round they fire. This is very dangerous, because an energy ray shot in the air filled with electricity will cause a tremendous explosion and every character on the ship deck will suffer 2d8 damage. If the party stops the sailors before they manage to shoot, the situation is successfully resolved.

Mad sailors (2). Use the Azhur Idhal Soldier stats. The sailors are considered to be in Berserk state as per the eponymous Edge.

Sand in the gravitic apparatus. The gravitic apparatus that keeps the ship airborne is about to be jammed with sand and the *Valiant* is losing altitude. Starting from round four, the Helmsman's Piloting rolls suffer a cumulative -1 each round until the sand is removed. One of the heroes must climb down the hull from the outside, using an external ladder, which can be done with a Climbing (-2) roll. In case of failure, the hero simply isn't able to advance, due to the adverse conditions. With a critical failure, he falls, suffering 3d6 damage. Once he reaches the gravitic apparatus, a Repair or Agility (-2) roll is required to clean the apparatus and to temporarily fix the problem (for example, by pulling a cloth across the gravitic apparatus's conduit). If the heroes manage to clean the apparatus, this situation is successfully resolved.

Despite the party's efforts, the *Valiant* is doomed to plummet to the surface but, depending on how many of the previous problems the party have solved, it will be either just a rough landing or a disastrous crash. This will also affect the number of casualties among the crew, as explained in the table below.

Solved Situations	Heroes Damage	Valiant Damage	Crew Casualties
0	4d6	4d6	3
1	3d6	3d6	2
2	2d6	2d6	1
3	1d6	1d6	0

The storm rages on for a full day and the heroes are forced to stay inside the airship. When it ends, the party can assess the damage. Luckily the *Valiant* isn't seriously damaged, but the engines and other important parts are clogged by the very fine sand. It requires at least two full days of hard work by the crew to make it able to fly again. The heroes cannot waste so much time, they must continue the chase by other means.

SCENE 2: DEATH IN THE CANYONS

The winds brought the heroes very close to the Mountains of Shadows. They are only a couple of hours away on foot. If the heroes want, they can take some crewmen with them. However, for every two crewmen taken away from working on the ship, the repair time will increase by one day.

The Mountains of Shadows aren't actually mountains, they are one immense plateau, broken by a labyrinth of very deep canyons and crevasses. At the bottom of the canyons sunlight is quite scarce and the whole area is in constant gloom. This is the perfect environment for a race of bat people to live in, you think.

The heroes have no real track to follow and wandering into a random canyon could mean dying of thirst and hunger, lost in the enormous, endless labyrinth. Luckily for the party there is a hint. Let the group make a Notice roll. In case of success they see that the opening of a canyon is flanked by two great rock formations shaped to resemble giant bat heads.

If the heroes miss the roll, they don't spot the clue and wander aimlessly for a few hours until one of them, randomly selected, stumbles and slides down along a rocky slope. At the bottom, she finds the canyon marked by the two rock formations. The hero must make a Vigor roll or suffer from Bumps and Bruises.

After finding the canyon, the heroes are entitled to a Knowledge: History or Common Knowledge (-2) roll to remember old legends about a city built by the Ugals in the heart of the mountains. Surely, these carvings mark a path to it.

The canyons are quite humid, as the moisture is preserved by the constant darkness, and a layer of strange moss covers many surfaces. Yet, it is very hot here. Little, unidentified beasts flee in the darkness while you advance. When the canyon ends, you notice another smaller bat-like statue marking a side passage.

The statues are signs to find the hidden city of the Ugals. Following them, the party will eventually find their lair.

Since exploring and mapping the whole labyrinth is outside the spirit of the sword-and-planet genre, an easy, abstract system is used to simulate the heroes finding the right path through the canyons.

The party starts with **Encounter 1**. After dealing with it, the heroes can take different paths, each leading to other encounters. In the end, you'll be directed to the next scene.

Encounter 1: Rockslide

This encounter occurs an hour after entering the labyrinth of canyons.

You are cautiously walking down a narrow canyon, all your senses ready to spot possible dangers, when something strange happens. Little pieces of debris fall from above. You lift your head just in time to see some enormous tumbling rocks about to crush you!

If a hero has the Danger Sense, she is allowed to use it. In case of success, she senses the peril a moment before it happens, giving the whole party +2 in the following roll. At this point the heroes make an Agility(-2) roll. In case of success, they aren't crushed, otherwise they suffer 2d6 damage.

In case the hero rolls 1 on the Agility die, regardless of the Wild Die, the situation is desperate: the character is trapped under a rockslide, suffering 3d6 damage. The other heroes can try to save him, but it requires at least three successes or raises in Strength(-4) rolls. Each attempt, which can be cooperative, requires two hours. Every four hours under the debris, the character must make a Vigor roll or suffers a level of Fatigue. Multiple levels of Fatigue can lead to Incapacitation.

After the rockslide, read the following:

You have just escaped the rocks when, at the top of the canyon, you glimpse a pair of bat-like humanoids flying away in the darkness. If you were hoping to surprise the Ugals... well, forget about it.

The two Ugals that caused the rockslide are actually sentinels. Now they are going to the City of Shadows to report your presence.

Go to **Encounter 2**.

Encounter 2: Collapsed Statue

This encounter occurs a couple of hours after the previous one.

You have been following the path marked by the bat-like stones for quite some time, but now you have a big problem. The bat-like stone in front of you collapsed next to a fork in the path. Which way did it point? Will the party take the canyon to the right or the one to the left?

The characters can make a Notice (–4) or Survival (–2) roll to get some hints about the statue’s original position, by examining moss growth and similar factors. With a success, they guess the statue originally marked the canyon to the right. Alternatively, a character with the Luck Edge can choose to spend a Bennie to pick the correct path (the canyon to the right).

If the heroes choose the right canyon, run **Encounter 3**; otherwise run the very dangerous **Encounter 4**.

Encounter 3: Fresh Water... Or Not?

This encounter happens an hour after the previous one.

Something smells good – it is water, fresh water, and it’s not far! The canyon turns sharply east and you get to a clearing with a pool of fresh water. The whole area, including the pool, is covered by a thin but dense layer of dark green moss.

The water looks clean and must surely be very refreshing. Any hero drinking it immediately recovers a level of Fatigue. But the water also hosts a nasty microbe and, two hours later (at the start of Encounter 5), every character who drank the water must make an immediate Vigor roll or suffer a level of Fatigue caused by fever and tremors. Boiling the water kills the microbe, making it perfectly safe. This nasty condition lasts for at least three days, if not properly treated. A Healing roll reduces the duration by one day for each success and raise to a minimum of one day.

After this encounter, go to **Scene 3**.

Encounter 4: Slopes Of Death

This encounter happens a couple of hours after the previous one.

You are walking along a large canyon with gentle slopes. On the slopes there are strange, greenish plants. A light breeze passing through the vegetation creates soft, whispering sounds.

When the party is halfway down the canyon, the whispering becomes stronger and, suddenly, the heroes realize that it isn’t caused by the air – the plants are making the sound!

While the whispering grows stronger, the plants start trembling and, with a loud pop, they release ball-shaped fruits, twice the size of a watermelon. You recognize them as the strange “bombs” the Ugals dropped during the assault to the city. There are lots of them, rolling down toward you! You must run away!

This is Chase, and a very dangerous one! The heroes start at Medium Distance and they must get to safety, by leaving the canyon, in six rounds. Use Agility as Chase skill; heroes with the Fleet Footed Edge roll with +2.

The explosive fruits start slowly and acquire momentum by rolling down the slope. In the first round they have Agility d4, which increases by a die step every round to a maximum of d10. They are considered as a single entity and are a landslide. So, when they hit a character, they crush him and continue going on.

Characters hit by the fruits are in real trouble. They suffer damage based on the suit of the Action Card they are dealt, but they are entitled an Agility roll to avoid them. The characters roll with –2 if they are engulfed by the fruits (i.e. the fruits are above them in the chase). Dodge and Improved Dodge Edge give +1 or +2 to this roll.

Action Card Suit	Damage
Hearts	2d4
Diamonds	2d6
Spades	2d8
Clubs	2d10

At the start of the seventh round the chase ends. Read or rephrase the following text.

Luckily, the canyon ends in a tiny opening. You step through just in time: the explosive fruits detonate with a loud sound. You stop to catch your breath and hear the enraged clicking voices of the plants in the canyon.

After dealing with this encounter, go to **Scene 3**.

SCENE 3: GREEN HORRORS

You are advancing in a crevasse so deep that it's almost like a tunnel when, suddenly, you hear a scream for help coming from the end of the crevasse. You advance cautiously ready to react to any danger.

The crevasse becomes larger and the area is filled with a thick layer of mud. Half immersed in the slush is a young Ugal fighting some strange creatures, centipedes as big as dogs, seemingly made of vegetable matter! The Ugal is in great danger, he has a broken wing and is surrounded. Yet, despite his predicament, he keeps fighting bravely.

He sees you and shouts: "Please, help me!"

It is time to fight!

The battle area is 18" long and 8" wide and, due to the thick mud, it is considered Difficult Ground, with the exception of three rocky patches that are normal ground. Place the biggest patch (an irregular area of 4" by 5") in the center of the battlefield and the other two (one of 2" by 6" and one of 3" by 3") at least 6" away from the first one. If you don't have terrains, you can cut pieces of paper to represent the rocky patches or delimit their perimeter with gaming stones.

Tuuk, the young Ugal, is near the biggest rocky spot, surrounded by the pack of Green Centipedes, but only two monsters are fighting him in melee. Tuuk will use Total Defense to resist until the party saves him.

The other Centipedes attack the heroes as soon as they join the fight, ignoring the wounded Ugal. Being native of this environment, the mud isn't difficult ground for them. Their tactic consists in shooting their thorns when the characters are at Short range, then they switch to melee. They are pack hunters by nature, so they try to use the Gang Up bonus at best.

Green Centipedes (2 per hero)

Tuuk (WC). He has taken a Wound, and cannot fly for the remainder of the scene.

After dispatching the enemies, read or rephrase the following part.

"Tuuk of the Ugals thanks you, strangers" says the young creature, with a smile that shows his long teeth. Just then a strange sound, like the croak of a huge frog, resonates in the air.

"Oh, no!" screams Tuuk with a scared look on his face. "The Green Horrors! They use the Centipedes as hunting dogs! I imagine that pack wasn't here by chance!"

Only now you notice several holes along the upper sides of the crevasse and you see ugly, brutish creatures emerging from them. They are bigger and sturdier than men, and entirely made of vegetable matter. Instead of legs they have a crawling mass of roots that, to your astonishment, allows them to crawl along vertical surfaces like spiders!

Their leader, bulkier than the others, raises his spiked club and lets out the same croaking sound you heard before. At his signal all the monsters rush down to attack you.

"There are too many! Run!" shouts Tuuk, pointing towards the end of the passage.



Luckily the heroes are slightly faster than the monsters, so they can escape. But they don't get far, as explained below.

The passage you took ends in a circular area. You frantically look around for a way out but find none.

By all the Gods of Mars! You are trapped!

Behind you the croaking cries of the Green Horrors are getting closer. You must fight for your life!

The second part of the battle is set in a circular canyon, 18" in radius, with very steep walls. Though climbing up is theoretically possible, it requires too much time, which the party doesn't have. There is only one way in, a 6"-wide gorge used by the monsters to attack.

In the center of the battlefield there is an elevated area full of rocks. The area is easily defensible and roughly the size of a Medium Burst Template, which you can use to represent it if you don't have any gaming terrain. Characters in this area have +1 to Parry and Fighting rolls against targets outside the area, due to their higher ground advantage. In addition, there are three big rocks that can be used as Light Cover (-1). A very strong hero can also try to pick one up and throw it at enemies! Lifting it requires a Strength (-4) roll, which cannot be cooperative. The rock is a ranged weapon (Range: 2/4/6, Damage: Str+d10) and it hits all the targets in a Small Burst Template.

Alternatively, the rock can be pushed down to hit an enemy close to the higher ground area. This can be achieved by winning a Strength roll (which can be cooperative) against the target's Agility. In case of failure, the victim suffers 2d8 damage and is automatically Shaken.

The heroes get to the area before the enemies, so they can place themselves where they want and have a free round to activate Powers, switch weapons on, etc.

The monsters join the battle in the next round. Their tactic changes depending on the party's choice.

If the group chooses to defend the access to the gorge, a group of Horrors attacks them frontally, while the others use their Wall Walker ability to move along the canyon walls and try to attack them from behind.

If the party chooses to stay in the higher ground area, the Horrors surround them and attack from all directions.

Green Horrors (2 per hero)

Green Horror Chief (WC)

After dispatching all the enemies, the heroes realize that the fight isn't over yet.

You stand among the green corpses of the fallen monsters when another group of Horrors, with raging Centipedes flanking them, swarms into the canyon!

Place the new enemies in the canyon, 6" away from the battle area. They advance at full speed, running.

But the battle lasts for only two rounds (less if the party is heavily damaged, or more if they were barely scratched), because they get some unexpected help.

Green Horrors (2 per hero)

Green Centipedes (1 per hero)

Help From The Sky

You are ready to fight till your last breath when, with a sidelong glance, you notice something. A silent, winged figure is flying above the canyon. More than one. Many of them. It is a large flock of Ugals, armed with slings and spears. Suddenly a rain of stones and javelins starts decimating the Horrors, until the creatures are all gone or lie dead.

Then, a strong-looking Ugal warrior lands near you, while the others stay in the air, their weapons ready and pointed toward you.

Tuuk speaks excitedly to the newcomer in a high-pitched language that you can barely hear. Then, the warrior speaks to you in a heavily accented Red Martian.

"I am Raagh, leader of this group of warriors. Thanks for saving our boy. We are here to escort you to our city. The Wise Father, our leader, wants to discuss peace with you."

It is a strange offer, but definitely one the party cannot refuse.

SCENE 4: THE REWARD OF CAPTAIN SLOWDEATH

When the party accepts, read out the following:

Raagh lets out a strange sound and some of the giant bats sweep down to the ground. "Have no fear," he says "these are the mounts that will lead you to the City of Shadows."

The trip is uneventful, though a little disconcerting. The bats travel at very high speed in totally dark canyons. They perceive obstacles with senses other than their sight, but that's not enough to keep you calm.

The City of Shadows is a strange spectacle. It is built in a great canyon and resembles a pueblo carved in stone. Many Ugals fly around and the general architecture suits a flying race that doesn't need passages, bridges and stairs to move around.

You expect the city of the bats to be built in a dark place, but the area is in full light. Even stranger, many Ugals stagger and move in an erratic manner, as if they were dazed by the sun.

The bats drop you off in front of the biggest building in the city. Several Ugals watch them, with various expressions ranging from fear to desperation. There is definitely something wrong here.

The building is windowless and only a few torches, brought as a courtesy for the guests, provide some light.

In a great room, you meet the Wise Father, leader of the Ugals.

Surprisingly, he is a Red Martian, and quite an old one too. He sits on a throne and, despite the warm temperature, he wears a thick mantle. The throne is surrounded by a group of Ugal women, the first you have seen, singing a strange, dissonant song, full of desperation and grief.

"Thanks for accepting my invitation" he says. "I beg you to forgive the traitorous attack against your city. It might not change things, but it wasn't our fault. We were forced to act like that.

"My name is Turan Val, but the Ugals call me the Wise Father. Many years ago I was an airship officer, and I served among the Callorian Sky Corsairs. I was chief engineer on the Sand Virgin, the capital ship



commanded by the infamous Jalabor Kan, also known as Captain Slowdeath.

"Do you know the name? Maybe you are too young to remember, but twenty years ago he was the most famous Corsair at the service of his Majesty King Mallion of Callor. Jalabor was full of ambition – we all were back then – and decided to rebel against the king to conquer the throne. A great battle was fought in the skies over Callor Maralin and we, the rebels, lost. Our entire fleet was wiped out, even our capital ship was destroyed. Only Jalabor, I and some other chief officers managed to escape on a lifeboat.

Hunted by the king's men, we split up and went our separate ways. Many years passed and I ended up in this strange land. The Ugals adopted me. They are a primitive folk, while I am a man of science, so I have taught them many things to repay them for their kindness. They have a short lifespan compared to us Red Martians, so they considered me very wise and asked me to be their ruler and marry their queen, the Handmaiden of the Night. I accepted and I have always tried to be a good father to all the Ugals.

Then, a month ago, my forgotten past came back. My old captain, Jalabor Kan, came here. I don't know how he managed to find me. He was with some old officers and a group of rough looking people – simple pirates, I think.

In memory of the old times I welcomed him, but it was a mistake. He told me he has a plan to take revenge for the defeat of twenty years ago, but he needed my knowledge of the old science. I refused, because I have no interest in such things, but Captain Slowdeath isn't a man who takes no for an answer.

His men drew weapons and captured Kalla, Handmaiden of the Night – not my beloved wife who now rests in peace, but my daughter who holds the same title and powers.

The bastard knew that the Ugals would do anything to protect the Handmaiden, whom they consider an incarnation of their goddess, the Night.

He forced me to send the Ugals to attack your city, Azhur Idhal, to create a diversion while he stole the Heart, the cell that powers the city.

These ancient artifacts are very powerful, but they are protected, so that only the wise can use them. It is not enough to plug them into the device you want to power, there are many symbols on them and only pressing the writings in the right sequence awakens their tremendous energy.

This is the reason he looked for me, he hoped I would be able to awaken the Heart of Azhur Idhal for him. I tried, but I failed. It was just too complex for my skills.

So Captain Slowdeath proved that his old cruelty is still alive and kicking.”

At this point, Turan Val nods toward one of the Ugals, which gently removes the mantle from his body. He has a single red mark on his chest, the superficial wound of a knife.

“Do you know why he was called Captain Slowdeath? Because he has a terrible habit. He always carries a dagger coated with the poison of the Yellow Bakara, a scorpion of the southern deserts. It slowly paralyzes the body and in a matter of days the victim dies of suffocation. He used to inflict this torture on those who despised him, and twenty years haven't changed his old ways. There is no known antidote.

He stabbed me, because I wasn't able to awaken the Heart. My Ugals could not defend me, because Kalla is still his prisoner. The bastard left on his airship yesterday, taking the Handmaiden away with him. At

this point my sentinels informed me you were trying to sneak into our kingdom. I am a dead man, and I know your people suffered a lot, but you must stop that madman and save my daughter. I know where he's headed, and I'll tell you, in exchange for your promise to free her.”

The Wise Father is a good man, and in desperate conditions. With a Healing roll, the heroes understand that no medical skill can save him. If the heroes are curious about why the Handmaiden is so important for the Ugals, he says that she is blessed by the Night with a great power: she can create artificial darkness in the light. In ancient times the City of Shadows was built in a cavern, so as to be in total darkness, but an earthquake exposed it to the light. From then on, the Handmaiden of the Night has always kept a shroud of darkness around the city, making life comfortable for the Ugals.

If the party agrees to try and save Kalla, Turan Val reveals that Jalabor's ship, the *Vengeance*, is making for Kanellon Mar, a name that means only trouble (see sidebar on page 15). The old officer doesn't know what Jalabor means to do with the Heart, but surely he needs a lot of energy for some nefarious act. To help the heroes in every way he can, he sends a group of Ugals to the site where the *Valiant* crashed, to speed up the repairs. A few hours later, the Wise Father dies.

This is essentially a scene for interaction and roleplaying. The heroes speak mainly to the Wise Father, Raagh, and Tuuk, because the other Ugals are too shy or simply don't know the language.

Tuuk instead is very happy to spend time with the party and to show them the customs of his people.

If the heroes are injured, the Ugal's healers tend to their wounds. The medical care allows the party to make a free natural healing roll with a +2 bonus before leaving the City of Shadows.

The players can also try to persuade the Wise Father to order some Ugals to join their crew if they need replacements. This can be done with a Persuasion (–2) roll, which can be cooperative. For every success and raise, one Ugal Warrior joins them, up to a maximum of five. Obviously, this must be attempted before the Wise Father dies, since afterward the Ugals will be too grief-stricken to contemplate anything except mourning.

Alternatively, if you prefer, Tuuk can join the party for the rest of the adventure.

ACT 3: THE CROWNED KING

SCENE 1: MERCHANTS OF FLESH

Traveling at full speed, the Valiant reaches Kanellon Mar in three days. The trip is uneventful. The city is almost in ruins but, looking down from above, it appears quite crowded. It is built near a minor canal so there is plenty of water, but no one bothers with farming. All the groceries are imported with the money from the slave trade. Airships cannot land directly in the city – except for a few, very selected friends of his Majesty – but a large area outside the city is used as a docking zone. Almost fifty airships of all sizes and types are currently docked here. The docks are outside the city boundaries, so they aren't patrolled by the city guards, and theft, murder and kidnappings are far from uncommon.

Most captains leave a good part of their crew on board to guard their ship, while they do business in the city, and this is a behavior the heroes should wisely imitate. If no hero thinks of this, Bosun Mak Oran will suggest it.

Entering the city is easy, because access is free to everyone. The city provides unusual spectacles: it is strange to see natural enemies like Red and Green Martians side by side, and White Ape warriors speaking to Red nomads of the desert. The unnatural peace is enforced by very tough-looking guards, many of them armed with radium weapons.

Here follows a list of situations the party might be involved in.

Finding Jalabor

Captain Slowdeath's ship, the *Vengeance*, isn't at the docks. By looking around and making a Streetwise roll the heroes gather the following information.

First, the *Vengeance* and its captain are well-known in the city. In the past year, Jalabor has bought a lot of slaves in Kanellon Mar, many of them directly from the King.

Second, the common belief is that Jalabor is a personal friend of His Majesty; so, when he visits the city, he lands directly in the private docks of the palace, which aren't visible from the city.

Royal Palace

The Crowned King's palace is heavily guarded, and access is denied to strangers. But with a good bribe or a tankard of strong Bramblebeer and some friendly chat (Persuasion roll), a servant working at the palace will confirm that the *Vengeance* arrived yesterday and Captain Slowdeath is now a personal guest of the King.

It must be clear to the players that a head-on attack on the palace is suicide and no way in can be found – security is simply too tight. The party will eventually find a way to sneak into the palace later in the scenario.

Great Slave Market

Another place of interest is the Great Slave Market, which is held in the main square in front of the huge statue of some forgotten king. Here slaves of all races are sold by royal officers (who automatically set aside the King's percentage) and stalls display wares of all sorts. If your players are in the mood for exploring the market, they will have several encounters, detailed below. As a rule of thumb, for every hour the heroes stay at the market, they will have an encounter. Pick a card from the Action Deck to select which encounter they will have.

Encounters

Deuce – Four: Pickpockets. A band of pickpockets has chosen the party as its target. Every hero draws a card from the Action Deck and the lowest card indicates the victim. This is an opposed roll between the character's Notice and the thief's Stealth (d8+2). If the pickpocket wins, the hero loses a good portion of her money (a purchase option) in case she has drawn a red suit card, whereas, if her card is black (or she cannot make other purchases), she loses an item (GM's choice). If the hero wins, she spots the pickpocket before being robbed. The burglar tries to escape, and, if he wants to, the GM can run a little Chase through the market.

City Thief (1) (See stats in Appendix)

Five – Seven: Blind Beggar. An old blind Red Martian begs the party for money. If they give him some, the man is willingly to talk.

"I know a story, about the ruler of this city, the Crowned King. He isn't of noble birth, he was just a common raider. He was captured by dark devils, creatures that live in perpetual darkness, but his soul was even darker and he tricked one of them, gaining freedom and a powerful slave. But even

KANELLON MAR

Kanellon Mar is a very dangerous place ruled by the enigmatic and eerie Crowned King. To fully explain what the place is, we must tell the story of its ruler.

The Crowned King was the simple chief of a band of Red Martian marauders. One night they were captured by a Grey Martian hunter, a scholar skilled in the psionic arts.

The scholar had made a device consisting of two twin crowns. The first was the master and the second the slave. The master crown had the power to completely drain the memories and mental energies of whoever wore the slave crown, conveying them to the wearer of the master crown.

The Grey used the crowns to feed on the minds of the marauders, a method that he found more efficient than the simple eating of the brain, commonly practiced by his race. But he made the mistake of leaving the chief for last.

Distracted for a moment by a buzzing machine, the Grey left the two crowns on a table, not far from the cage of the marauders' chief. In a stroke of genius, the chief switched the two crowns. When the Grey activated the devices, the result was spectacular. His mind was almost totally destroyed, and the chief received a sudden surge of knowledge and strange mind powers. But the devices were built for a Grey mind, so the result wasn't permanent. The Grey's mind still contains wonderful knowledge and amazing mind powers, but only the marauders' chief can tap into them.

The chief escaped from the laboratory, taking his former captor away as a slave and came back to the surface. Then, thanks to his powers and enhanced intellect, he founded a new reign. Under his guidance, Kanellon Mar, a deserted city, came back to life and became the greatest slave market in the Green Wastes. The marauders' chief is now called the Crowned King because of the strange crown he always wears. His policy is cunning: he does business with everyone, from savage Green tribes to rich Red merchants and nobles. Even trade delegations of White Apes sometimes travel to Kanellon Mar to buy slaves. Despite strict security, the city is a very dangerous place and the Crowned King becomes richer and more powerful every day. He is also known for his amazing ancient knowledge (stolen from the Grey). If anyone can unlock the secrets of the Heart of Azhur, it's him. But everything has a price, as Captain Slowdeath will soon learn...

The heroes can acquire information about Kanellon Mar by making a Common Knowledge roll. Characters with a Wanderer background have +1 to the roll.

Basic knowledge (no roll required): Kanellon Mar is a far away city that thrives thanks to the slave trade. Anything is for sale in the City of Slavery.

Success: The City of Slavery is ruled by the mysterious Crowned King. No one knows where he came from but a few years ago he and a band of thugs took possession of the ruins of an abandoned city, Kanellon Mar, and transformed it into the thriving hub that is now. The Crowned King, who gets his name from the strange habit of never removing his crown, is a very skilled politician.

Raise: Rumor has it that the Crowned King actually has amazing mind powers and, despite his superior intellect, a cruelty streak as wide as a plow line. What is certain is that he is willing to do business with everyone: Green barbarians, Red aristocrats, White Ape slave traders. Anyone can come to Kanellon Mar, buy or sell their living wares and leave happily, not before having contributed handsomely to the King's treasury.

slaves can rebel against their master...

Just then, some patrolling guards come by and the beggar somehow senses their presence. He turns away and quickly disappears into the crowd. He cannot be found again.

Eight – Ten: Smokeseller. A greasy man with an even greasier smile stops the party and asks if they want to try his “Night Flower Smoke, not a common drug, but the purest blossom of a plant that grows on the graves of ancient heroes, so powerful that it can break the barriers of time”. If a hero accepts, she is brought into a huge tent, where many other people are smoking. The drug requires the hero to make a Vigor (-2) roll. In case of failure, she suffers a level of Fatigue until the effect of the smoke wears off (d6 hours). With a success nothing particular happens, while with a raise the character feels good and has strange, vague visions. For the whole duration of Act 3 she gains the Danger Sense Edge. If she already has it, she gets +2 in the roll to activate it. In no case will the smokeseller give money back.

Jack – Queen: Trader of Children. The heroes go past a slave market stall where a White Ape merchant is selling two Red Martian children, a boy and a girl. He is bargaining with a hulking Green Martian warrior who, judging from what he’s saying, wants to buy the children to eat them! Any hero worthy of the name must prevent this atrocity, by buying the children (a fight would be suicidal, as it would call down the attention of the guards). The hero’s offer triggers a very hot auction. In case of success, the warrior leaves in a huff and the Good Samaritan acquires a Bennie and two very faithful (if young) followers. If the hero doesn’t win the auction, condemning the children to a terrible doom, he loses a Bennie.

King – Ace: Scavengers. The party gets to a small market held by a tribe of Red Martian nomads. They must have raided some ancient city, because they have quite a number of antiques and curios to sell. Most stuff is pure junk, but there is something useful.

Spare Parts (3). High-tech components, useful for a Weird Scientist to repair devices. Every part gives +1 to fixing a broken Weird Science device and lowers the required time by one hour. Every part can be acquired using one of the party’s available purchases.

Radium battery (1). This full radium battery can be bought by using one of the available purchases. But, after showing the charge, the sly merchant will try to replace it with an exhausted one, winning an opposed roll between his Agility (d8) and the hero’s Notice.

Joker: Old Acquaintance. At the main stall of the slave market a random hero sees a slave for sale whom s/he seems to recognize, since s/he used to be a love interest many years ago! The slave is either male or female as best fits the character and is named Ulanna Mel (female) or Ulon Mel (male). If the drawn card is red, the slave really is the person the character thinks; if the card is black, it is no more than a striking resemblance. If approached, the slave claims to have only vague memories, due to a memory loss (red card: true, black: false). The party can use three of its available purchases to buy the slave. The details of the love interest’s past and the evolution of this side story are left to the GM to devise a nice subplot.

Dangerous Alleys

When night falls, business at the market slows down, many of the guards go off duty, and the city becomes a far more dangerous place.

When the party leaves the market, it is almost nightfall and they have an interesting encounter.

A luxurious litter, carried by four strong slaves, moves down the road.

“Let us pass! Let us pass!” they shout with arrogance. To avoid being trampled, you are forced to step aside. You think to yourself that pompous nobles and rich snobs truly are the same all over Mars.

But the rich litter doesn’t go far. Suddenly a group of men dressed in black emerges from the shadows and attacks the slaves, who let the litter fall.

“May the gods save us! Help! Help!” A woman’s voice from inside shouts in a high-pitched voice.

The heroes must intervene to save the arrogant, yet very important, noblewoman in the litter.

The battle area is an alley, 18” long by 6” wide, on the north-south axis. Place the litter, a 4” by 2” rectangle, in the center and the four slaves at each corner of the litter.

The alley is dark, so the whole area is in Dim Lighting condition, except for the two 1” by 18” strips along the alley’s walls, which are in Dark condition. The thieves are hidden in these dark strips, each within 3” of a slave. They are wearing black cloaks and are virtually invisible. As long as they stand still, they can only be spotted with a Notice roll, and only when a character is within 6” of them. They are automatically spotted when they move.

The heroes are placed within 3” of the southern entrance to the alley.

The thieves start on Hold, while the slaves are automatically Surprised. The party checks for surprise as normal. The bandits attack the slaves (trying to gain the Drop), while one of them goes for the litter and opens it to steal from or to kill the passenger.

City Thieves (5)

Master City Thief (WC). See the City Thief profile.

Halorak's Slaves (4)

Halorak Birr, Master of Pleasures (WC)

When half of the thieves are dispatched, the others flee into the night. Pursuing them down dark, unknown streets can be really dangerous, so the players should let them go.

At this point, read out the following part.

The litter opens and a fat, lavishly dressed Red Martian comes out.

"I am Halorak Birr, personal deacon of Theocrat Caralon of Lonaria, and forever your servant." He says. Halorak is a eunuch, and a very feminine one too.

"In the name of the Holy Book of Lonaria – may its Teachings always guide your souls – you saved my life! Thanks, thanks, many thanks again!"

He adds, repeatedly bowing to you in sign of respect.

"I understand from your clothes that you are strangers. The least I can do is invite you for dinner to my humble house. It isn't far, only a couple of streets away."

During the brief trip the heroes discover several things. Halorak is not only a priest of the Lonarian Theocracy, but a very particular one. He is Master of Pleasures of the Theocrat, a pretentious title to define the keeper of the harem. The rumors about the depravation of the Lonarian high clergy are true. Halorak frequently visits Kanellon Mar because here he can find the most beautiful females to satisfy his master's lust.



SCENE 2: A DANGEROUS SUPPER

Halorak's mansion is very luxurious, and a handsome, muscular man opens the door to let you in.

"Welcome to my humble house." Says the Lonarian priest with false humility, showing you the opulence of the dining room.

"As I said before, you saved my life, so I am your humble servant. I hope you will join me for supper. Nothing too fancy, I tend to be frugal at dinner."

If the party accepts, go on with the narrative part, otherwise Halorak is forced to trigger the ambush now (see below). The combat is very similar to the following one, but the heroes aren't poisoned.

If seven courses and rare wines are Halorak's idea of "frugality", you cannot imagine what levels of gluttony the Master of Pleasures can reach in a true banquet.

During the meal Halorak is a perfect host, although he pompously boasts about his acquaintances.

"When you saved me I was coming back from an audience with the King" the eunuch says. "The Crowned King personally chooses the best women for his friend, Theocrat Caralon, my master."

Then he frowns a little, before continuing "But this time I didn't manage to see His Majesty, as he was very busy with another important guest. So, after supper I'll have to return to the palace to see the King, as it is not wise to offend His Majesty by missing an audience."

The party will more than likely ask Halorak to let them enter the palace, but the eunuch politely refuses. You can roleplay this part with no rush, since Halorak has all to gain from letting the supper last as long as possible.

In the end, go on with the following:

"Quite a good wine, eh?" He says, smacking his lips in appreciation. In truth, it is sweet, very sweet, almost nauseating. And, to tell the whole truth, you aren't feeling goods well, maybe you have eaten too much.

"Feeling strange?" Halorak politely asks, with a smile.

"It's obvious; the food you ate was poisoned! You look

very suitable as slaves for the Theocrat -- and at such a bargain price as well! Stranglers, capture them!"

At his order, several slaves hidden behind the heavy curtains of the room come out and attack you!

First of all, you must check the effects of the drug on the heroes (see sidebox).

Then, the party must check for Surprise. Halorak's Servants are on Hold.

The dining room is a 14" by 8" rectangle with the longer side on the north-south axis. There is only a 2" wide door along the northern wall. A big table, 10" by 4", is in the center of the room, with several chairs along each side and a big seat for the master of the house at its head. The table counts as Difficult Ground and is full of dishes, bottles and other items the characters can freely use as props for tricks. The chairs are quite sturdy and can be used as props or improvised weapons (Str+d6, -2 to Fighting rolls).

Heavy curtains hang along the northern and the southern walls and the Lonarian Stranglers are hidden behind them. A character can use a curtain for Tricks or similar.

HALORAK'S POISON

Halorak's poison is only a strong sedative. The evil eunuch wants to capture the characters, not to kill them. Every hero must make a Vigor (-2) roll and is affected by the sedative as per the following table.

Critical Failure. The hero is Exhausted and, even after drinking the antidote, she is Fatigued for the remainder of the Act.

Failure. The character is Fatigued until she drinks the antidote. The effect ceases naturally after three hours.

Success. The hero is Fatigued but after three rounds the adrenaline of the combat overrides the effect of the poison and the Fatigue is recovered from.

Raise. The hero's body quickly overcomes the poison, so she is unaffected.

The heroes are sitting in their chairs, evenly divided on either side of the table, while Halorak is at the head. The slaves come out of hiding and fall on the heroes. They cause non-lethal damage, because their master only wants to capture the heroes. Halorak stays away from the fight as long as possible, using his Leadership Edges to spur his followers.

Halorak Birr, Master of Pleasures (WC)

Lonarian Stranglers (1 per hero +1)

Mercy, Please!

When the last Strangler falls, Halorak drops to his knees and cowardly asks for mercy.

"Mercy, my lords, spare my life! I'll do whatever you wish but I beg you, don't kill me!"

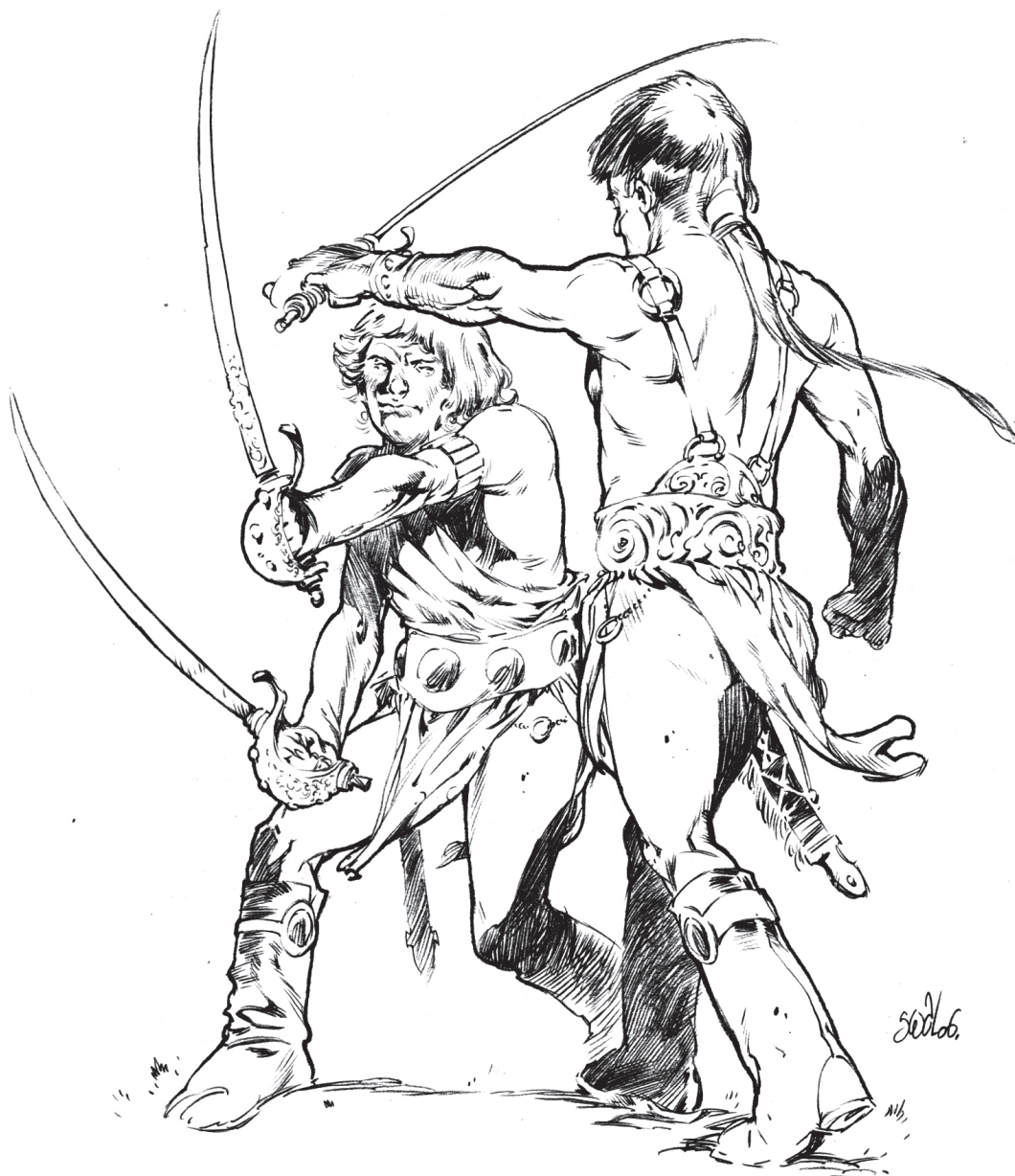
Killing a surrendering man, even a filthy snake like

Halorak, isn't heroic at all. If a hero decides to kill him, he loses a Bennie.

The treacherous eunuch has an antidote to the poison and will give it to the party. Questioned about how he is admitted to the King's palace, he tells the heroes he has the Theocrat's seal and a letter of credentials that grants free access to the palace. As he said before, he is summoned to an audience with the King later tonight, so the party can use this occasion to sneak into the palace!

In the house there are long, black, hooded tunics the party can use to disguise themselves as Lonarian envoys. The clothes, the Theocrat's seal and the letter are enough to let the heroes enter the King's palace but, to be on the safe side, they can bring along the treacherous Halorak and watch him closely.

All the other servants of the house flee when the party defeats Halorak's goons.



SCENE 3: THE CROWNED KING

The party arrives at the palace of the Crowned King and, thanks to the Lonarian credentials, enters without problems.

“King’s palace” is quite an exaggeration. The Crowned King’s residence is a crumbling ruin like most buildings in the city, and the marvelous tapestries and rich furniture cannot hide its awful state. The palace is heavily guarded and security is tight. After showing your credentials, you are directly escorted to the throne room, where a servant tells you to wait, because his Majesty is still busy with his personal guest.

The room is filled with courtesans and guards, so you find a corner where to wait. The king is an ordinary looking Red Martian, with an extravagant crown on his head. Many stories are told about the Crowned King’s headgear, but it is actually made of crude iron, and would be of no value but for the enormous green gem on it, which shimmers in the light of the braziers.

The King is busy talking to a middle-aged Red Martian dressed as a Corsair or military officer. You recognize him: he is the figure you saw on the Tower of White Marble the night the Ugals attacked. The King is speaking to Captain Slowdeath!

The King himself is holding the very object of your quest, the famous Heart of Azhur! He is studying the symbols on it. Everyone looks with rapt attention at the king’s face when he speaks.

“It is simple, Jalabor, my friend. You can understand how to unlock this item by looking at the hunting scene emblazoned on it. The symbols you must press to awaken its power are the Busharbal’s head, the Cazarn’s sting, the Chu’grahk’s mouth and... the Glashgar’s horn!”

The GM must emphasize the King’s hesitation before saying the last words. It will be important later.

All the courtiers applaud this show of knowledge and Captain Slowdeath bows as a mark of respect.

“Majesty, your knowledge is impressive.” he says.

“Yes, yes Captain, but now you must pay my price!” the king says avidly.

Slowdeath nods and two rough sky pirates bring forth a girl in chains. She is an Ugal, but her skin is completely white and her features are strangely beautiful. You understand that she must be Kalla, the Handmaiden of the Night.

“Excellent!” the Crowned King says, but he suddenly stops and scans inquisitively through the courtiers below, while the gem on his crown shimmers more brightly. You feel strangely uneasy, as if something was probing your mind.

“What do we have here?” he says “People who dare to THINK against our will! Guards! Arrest them!” The Crowned King points toward you!

There are many guards in the room and others watch from a high balcony, armed with radium guns. The party can only surrender and let the chief guard disarm them.

“Jalabor,” the King says, “these people have a personal grudge against you. They are from Azhur Idhal and I think they want your little trinket back.”

Yes, the Crowned King can read minds, but luckily only surface thoughts.

Jalabor Kan’s eyes open wide in surprise and he says: “Majesty, I am two times your debtor.”

“Don’t worry Jalabor, I am always fond of new slaves” the King replies with a grin.

Jalabor Kan and his men bow deeply and leave the room, taking the Heart of Azhur with them.

The King now speaks to you with an evil smile on his face. “And now, my guests, we’ll have a good time!”

The King’s guards remove the party’s weapons and other useful equipment (leaving only their armor).

SCENE 4: THE CROWNED KING'S PET

The Crowned King's idea of a good time is definitely not the same as yours. The guards move back a few steps, leaving you and Kalla in the middle of the room.

If Halorak is with the heroes, he throws himself at the King's feet. But His Majesty isn't a forgiving person. He nods to the guards, who execute Halorak on the spot.

The Crowned King now stares at you with something like a terrible hunger in the eyes.

"You are a marvelous girl," he says to Kalla, "and if half of what Jalabor told me of your powers is true, they will suit my Pet very well. And about you, Azhurans, well, food is food!"

At this point he pushes a hidden button on the throne and the floor opens under your feet!

You fall into a big pit, at least six yards deep. The place smells of death and is full of old bones, waste, and worse things that cushion your landing. The King and the courtiers gather around, ready to enjoy the spectacle.

"Hey, down there, are you feeling good?" he asks in a mocking tone.

Then, a truly horrible creature emerges from the bottom of the pit.

It resembles a Gray Martian, if the stories you have heard are true, but it is huge and incredibly strong.

The beast flails its tentacles, in anticipation of its next meal. They are big enough to crush a man's back. Its eyes are almost totally deprived of intelligence, but their stare has a hypnotic power.

"Come on, Pet! This is your food! Devour the white girl and we'll enjoy her delicious power!" shouts the Crowned King in a mad voice.

The pit is circular, 18" in diameter, and full of assorted rubbish and piles of old bones, the remnants of the Pet's meals. Place three piles of rubbish on the battlefield, at least 6" away from each other. They are of irregular shape, but you can use a Small, a Medium and a Large Burst Template to represent them if you don't have any suitable terrain. Each pile grants Light Cover and counts as Difficult ground.

Place the heroes and Kalla within 6" of the southern wall of the pit, while the monster starts within 6" of the northern wall.

Remember that the party is unarmed, so they must use Tricks, Tests of Will and find improvised weapons amongst the filth. If he uses a full round to search through a rubbish pile, a hero is entitled a Notice roll. In case of success, he finds something useful, rolling a d8 as per the sidebar table. For each raise he adds +1 to the roll. If the roll indicates an item already found, the next free entry up applies.

Kalla isn't just a lady in distress; she has an amazing power and will use it to help the heroes: she can create areas of total darkness, which will give the party a slight advantage. The poor girl's wings are trapped in a tight vest and she is chained, so she cannot fly unless a hero frees her (a full round required).

The Pet advances without running, using the Enemy in Your Mind special ability until he can engage the party in close combat. At this point, he uses his Hypnotic Gaze on the strongest looking character while attacking the closest hero with his tentacles.

Any hero within 6" of the Pet is allowed a Notice roll to see something shimmering stuck in the gray flesh of the monster – a gem very much like the one on the King's crown! Destroying the gem (see the Pet's stats) is the easiest method to win this fight.

Once the Pet is dispatched or his gem destroyed, go on with the next section.

Crowned King's Pet (WC)

Kalla, Handmaiden of Night (WC)

WEAPONS IN THE RUBBISH

Roll (d8)	Object found
1	Heap of d4 rocks (Str+d4, Range: 3/6/9)
2	Metal piece (Str+d4, Improvised, breaks on 1)
3	Sturdy Object (Str+d6, Improvised, -1 Parry)
4	Metal bar (Str+d8, Improvised, -1 Parry)
5	Length of Chain (Str+d4, Reach 2, -1 Parry)
6	Staff (Str+d4, +1 Parry, Reach 1)
7	Sharp, balanced wooden stick (Str+d4, Range: 4/8/16)
8+	Broken short sword (Str+d4+1)

The King Is Dead

Destroying the gem or killing the Pet has the same effect, described below.

You hear a terrible cry of pain, which pierces not only your ears but your very mind. It isn't the Pet, but rather the King-- and he's dying. Rivers of blood gush out from his eyes and nose.

Then your head is filled with strange, confused images. You understand that the King's mind is going wild, transmitting random thoughts. You see Busharbal's head, Cazarn's sting and Chu'grahk's mouth, three of the four symbols indicated by the King to activate the Heart of Azhur, but strangely the fourth symbol, Glashgar's horn, isn't there.

In the end the mind storm ends and you realize that the Crowned King is finally dead. The courtiers and the guards are panicking, some of them have drawn weapons, and the fight for succession starts immediately!

In case the Pet is still alive, read the following:

The Pet, released from the control of the King, roars for vengeance. He ignores you and uses its tentacles to climb out of the pit. The pit's walls crumble under his weight, creating a handy ramp, and the monster starts slaughtering the courtiers. You are sure that before dawn Kanellon Mar will have a new king.

But now the heroes have no time to think about it, they have to get away from the palace.

The King's death creates great confusion and the party can take advantage of it to climb out, grab their equipment (abandoned on the edge of the pit) and safely reach the Valiant.

They have rescued Kalla, but Captain Slowdeath is gone and, worst of all, he now knows how to activate the Heart of Azhur!



ACT 4: THE TYRANT OF THE SKIES

SCENE 1: BATTLE AMONG THE PEAKS

The heroes are stuck, they have no clue about where Jalabor is headed. His ship, the *Vengeance*, took off some hours before the heroes managed to reach the *Valiant*. Luckily Kalla was held by Captain Slowdeath in his cabin and eavesdropped on some conversations between Jalabor and his officers.

"They were talking about the 'White Teeth' and the 'Sea of Desperation'." The winged girl says.

After the heroes hear this, let them make a Common Knowledge roll. With a success they discover the following information or, in case of failure, Bosun Mak Oran remembers it.

These two names are enough to stir something in your mind. You remember that, a week's flight from Kanellon Mar, two white stone pinnacles resembling animal teeth stand in the middle of the desert. The area is known as the Sea of Desperation, a former body of water, depleted many thousands of years ago. It is a feeble lead, but it is the only one you have!

The *Valiant* must head to the Sea of Desperation at top speed if the party wants to stop Captain Slowdeath's evil plot.

The flight to the Sea of Desperation and the White Teeth proceeds smoothly but the land below is really strange: large patches of brown-green algae fossilized during the ages, and now the desert has a crusted appearance, like a face scarred by the plague. It is an unpleasant sight that instills a subtle anxiety in your hearts.

Finally, you reach your destination.

The White Teeth stand very tall on the flat desert, at least a thousand yards. Unfortunately, there is no trace of Jalabor here.

Give the players some time to explore the area, though there is nothing important to discover here. Then, continue reading.

"Captain!" a sailor shouts. "Airships approaching!"

You run to the bulwark to see three small airships coming from the south and making straight for your position.

Bosun Mak Oran watches them through a spyglass.

"I have never seen ships like those," he mutters. "But they are full of soldiers and they are manning the radium cannons."

That's all you need to hear.

This is a small air battle, but dangerous because the *Valiant* is outnumbered. The players should use the environment to split the enemy forces up and destroy each ship individually.

We suggest you play this battle using a scale of 1:20, so rounding down weapon ranges and other measurements is quite easy. Ships can perform boarding actions (see Mars rulebook), ending their movement in the same inch as the enemy. If you choose another scale, you have to recalculate the following instructions.

The battleground is a 36" by 36" Area. Place the *Valiant* within 6" of the southern border and the three enemy ships within 6" of the northern border.

The Teeth, represented by two Large Burst Templates, are placed in the middle of the area, 3" away from each other. They are solid obstacles and totally block the line of sight.

There is a bank of clouds in the area, a very irregular shape at least 6" by 18". If you are playing on a battlemat, you can sketch it; otherwise you can mark its perimeter with gaming stones. Ships in the clouds count as being in Pitch Black condition, and they are invisible to ships outside the clouds.

The area is very windy and this affects the battlefield. Every time a captain is dealt a black suit card, a strong wind sweeps the battle area.

The wind causes the bank of clouds to dissipate.

Moreover, all the ships' helmsmen must make an immediate Piloting (-2) roll or their ships are carried away 1d3" in a random direction (roll 1d6+6 and read it clockwise, considering the north of the map as twelve o'clock). The direction is the same for all the ships, but the distance is rolled individually.

If two ships end up in the same inch, this can lead to collisions with the peaks or other ships. In the latter case, the helmsmen must make a Piloting roll and both of them must score a success to avoid the crash.

The enemies split up and try to surround the *Valiant*, using the clouds to their advantage.

They battle at a distance but, after they lose one of their ships, the other two try to board the *Valiant*.

The battle ends when the three enemy ships are destroyed or captured.

Baltanese Skyriders (3)

Baltanese Skyriders are medium-sized airships used in the far past for fast attacks against bigger ships. Today, many of them are in the hands of pirates and corsairs, who use them for their bloody business.

Acc/Top Speed: 30/180 **Climb:** 25
Toughness: 12 (2); **Crew:** 2(+10)

Base Manouver: Good(+2) **Hard Points:** 1
Cargo: 500 lbs **Width:** 4

Length: 10 **Height:** 1 deck

Weapons: 1 Light Radium Gun (Position: Nose; Range: 40/80/160; Damage: 3d6+2; RoF: 1; Weight 14; Shots: 15; AP 4; Heavy Weapon).

Notes: Heavy Armor

Crew Skills: Piloting d6, Shooting d6.

Crew: Each ship is manned by 10 Pirates and one Wild Card Pirate Officer.

Questioning Prisoners and Going On

If the heroes take some prisoners and question them, they discover that they are on the right track. The three ships were sent here by Slowdeath to patrol the area against unwanted attention. Slowdeath's base is two hours' flight south. If the heroes don't take prisoners or all the enemy ships are destroyed, they can reach Slowdeath's base by exploring in the direction from where the sentinels came.

SCENE 2: A RELIC OF THE PAST

You fly south. The desert here is quite different. There are dunes all around and some of them are very tall.

After two hours, the dune area ends abruptly and you get to the border of a very big caldera, almost invisible from the dunes.

In the middle of the caldera there is a small oasis, totally ravaged by a huge excavation. In the center of the pit there is the biggest airship you have ever seen! It is at least three hundreds yards long, and seems to be far more advanced than current airships.

With a Common Knowledge roll the characters recognize it as the fabled *Tyrant*, one of the largest airships built by the Red Martian King Kor Amal, hundreds of years before the construction of the channels! It is armed with dozens of heavy radium guns.

With a similar tool of war, Captain Slowdeath could destroy a city the size of Azhur Adhal in a few minutes!

The excavation site is surrounded by a large camp, full of activity. Despite being almost totally uncovered, the *Tyrant* seems lifeless, but the heroes notice that a constant stream of men and supplies are being loaded through the access ramps. The *Tyrant* seems ready to take off! A sound of horns and a voice shouting "Five minutes to liftoff!" alerts the last stragglers to get on board.

The heroes must hurry if they want to stop Jalabor's plans!

The camp is not far so the heroes can make a run for it and sneak inside the *Tyrant*. A little disguise (as a ragged cloak or something similar) might help a lot. When the characters are aboard, the portholes are closed. They are in the enemy's lair now!

SCENE 3: ON THE TYRANT

The huge ship is completely dead, but suddenly all the lights turn on and the engines roar like the howling of a hundred desert dragons. After centuries of sleep, the beast finally awakens.

So, you understand what the Heart of Azhur is needed for: to power this leviathan!

But you have little time to ponder the matter. Now that the lights are on, you are easily spotted and a pirate shouts: "Halt there! Intruders!". The pirate and his comrades unsheathe their swords.

Defend yourselves!

There is a little combat incoming.

The battle area is a small square room, 8" by 8". Besides the sealed porthole along the southern wall, there are three 2"-wide exit passages, in the middle of each of the other walls.

In the room there are two very big coils of rope (at least 100 yards long) that were used for the loading operations. They can be used as props for Tricks or to trap nearby enemies. It is an opposed roll between the character's Strength (+2) and the victim's Agility. If the victim loses, he is Shaken and severely restrained (-2 to Agility and Strength related skills until he sets himself free with an Agility or Strength roll).

Place the heroes and pirates at random throughout the room, but no pirate can start in contact with a character.

When the last pirate is dead, go on with the following part.

Pirate (1 per hero +1)

Catch Them!

The last pirate has just fallen when the alarm starts sounding.

Another group of scoundrels, bigger than the first one, is rushing down the eastern passage.

"Capture them all!" orders the scarred veteran commanding them.

Luckily, at that very moment the Tyrant takes off causing a change in pitch of the deck, which makes the pirates lose their balance and fall! This is a perfect chance to get away!

Let all the heroes make a Notice roll. With a success they see a plaque on the wall, with a schematic map of the ship. The control panel and the main energy cell are both located in the same room! In case all the party members fail the roll, they are allowed another roll whenever they enter a new room in the following Chase (see below).

In the meantime the pirates recovered their balance. They are too many to be fought, so the party must escape. The situation turns into a Chase, with the heroes running to various locations on the ship desperately looking for the control room and the pursuers on their tail.

The Chase starts at a Medium Range Increment, and each Range Increment is equal to 5" on the tabletop.

There are 20 Pirates divided into two groups of 10. Each group moves as a single entity and uses a group Agility roll (d6), plus the Wild Die as Chase Skill. They try to engage the party in melee, but they shoot with handbows whenever their targets are at least at medium range (with a -1 due the narrow passages on the ship).

For this Chase, we strongly suggest that the party moves as a single entity, using the lowest Agility of the group as Chase skill plus the Wild Die. On the upside, any player can spend a Bennie on the Chase roll.

In case a hero decides to split off from the party (usually because she finds something interesting to do), she rolls individually for the Chase until she rejoins the party.

The party must move through various areas of the ship before reaching the control room. To simulate this, draw a card from the Action Deck; it indicates the first room the party enters. Each entry includes a number in parentheses and a description. The number indicates how many rounds the party spends in the area and the description details any special rules for the room. When the party leaves an area, draw another card and so on, until you have drawn five cards. At this point the Chase ends and the party reaches the control room.

Stopping. In certain cases the party or a hero wants or is forced to stop. While stopped he skips the Chase roll and automatically loses a Range Increment.

Ship Locations

Deuce (4) – Labyrinthian Docking Bay. A fantastically huge docking bay, full of crates forming a sort of maze. While in this area the party uses Smarts as Chase skill, because going the right way in this place is more important than speed. The crates contain nothing of interest. This area is so crowded that all the characters are considered to be under Medium Cover.

Three (3) – Ladders. The chase becomes vertical, with the party going up and down metal ladders! Every hero must make an additional Climbing roll before the Chase roll. For each success and raise he adds +1 to the Chase roll, while with a failure he suffers -2. In case of critical failure the poor sod falls down (he automatically stops and suffers 2d6 damage).

Four (3) – Dormitory. A low-ceilinged chamber full of beds. If the card drawn is red, the chamber is empty and nothing special happens. If it is black, there are 2d4 Pirates in the room.

Five (3) – Turbines Room. Terrible sounds come from this room, where huge turbines, fed by the Heart of Azhur, work at maximum capacity, providing energy to the whole ship. Shooting in this room is very dangerous, because stray projectiles are likely to end up in the turbines and ricochet at random. In this room only, the Innocent Bystander rule applies to rolls of 1-2.

Six (2) – Suspended Passageway. The party is running down a walkway with no railings, ten yards above the ground. Due to the lack of cover, there is no malus to Shooting rolls while in this area. In addition, any character Shaken must make an immediate Agility roll or fall off the passageway! An Extra simply meets a horrible death, while a Wild Card suffers the normal damage from falling (3d6) and loses two Range Increments.

Seven (2) – Armory. The party enters the ship's weapons room. There are two Pirates here and both of them must check for Surprise. Quite a number of war implements are stored here: short swords, rapiers, bracer shields, broadswords, hand crossbows and a single radium rifle fitted with a battery with 2d6 shots. Grabbing a weapon requires stopping for one round.

Eight (2) – Disused Hydroponic Farm. The Tyrant was built in a distant past to be partially autonomous in its food production. This big room hosts two hydroponic pools, now filled with disgusting mud. The party can cross the room only by walking down a narrow, slippery passageway between them. Both the heroes and the Pirates must make an Agility roll while on the passageway. With a failure they fall into the goo. Anyone who falls in automatically loses a

Range Increment (if the heroes stop to help him, they all lose a range increment) and suffers -2 to Charisma until cleaned up. A pirate falling in is so upset that he abandons the Chase.

Nine (2) – Barrels. There are a lot of barrels here, just at the top of a flight of stairs. A character can stop for a round and throw some barrels down to slow the pursuers! It is a Strength roll, which can be cooperative. For each success and raise one of the Pirates in the nearest group must make an Agility (-2) roll or be taken out by the deadly avalanche. If, as a result of this, the pursuers lose more than one third of their group, they also fall back two Range Increments.

Ten (2) – Kitchen. The party is in the kitchen, which is empty at the moment. With an Agility roll they can grab a cooking implement of their choice while running, which will give +2 to a single Trick.

Jack (1) – Compartment Door. There is a compartment door in this corridor. If the card drawn is red, the door is open, so the heroes can go on and close it behind them. The pursues must stop for two rounds to open it. If the card is black, the door is sealed and the party must make a group Strength (-2) roll to pry it open. While the door is closed, the party cannot proceed and no new room card is dealt.

Queen (1) – Cannon Turret. The cannon in this room is partially dismantled for repairs, but it is still functioning! So a hero can use a round and a Strength (-2) roll to point it at the pursuers and fire (with a multiaction penalty), or another hero can shoot at them. The cannon is not very powerful (no Heavy Armor), but it is quite devastating against men (Range: 20/40/80; Damage: 3d6+2; Shots: 3; AP 2). Unluckily, it is too heavy to be moved from this room.

King (1) – Elevator. A small room with a panel full of strange symbols. It can take the heroes to other decks, if they manage to understand how it works. The party can stop for a round and, with a Knowledge (History) or Repair roll, discover how to activate the elevator! In this case roll a d6 to get the number of Range Increments by which the party immediately advances.

Ace (1) – Fork in the road. The heroes see three corridors in front of them. If they are at least three Range Increments ahead of the pirates, the pursuers don't know which corridor the heroes have taken and split into three group. For three rounds (until they regroup), only a third of the Pirates pursues the heroes.

Joker (special) – Shortcut! The party finds a shortcut or some useful indication (GM's choice) to get to the control room. All the players receive a Bennie and another room card is immediately drawn.

SCENE 4: THE LAST TRICK OF THE CROWNED KING

You finally reach the control room. Captain Slowdeath, his most trusted officers, and several pirates are ready to welcome you, with drawn weapons.

The captain is at the helm, next to the main engine where the Heart of Azhur is plugged in.

“You were a thorn in my side, strangers -- but now your end has come. Drop your weapons or we’ll kill you on the spot.” Jalabor orders, while his men are watching you closely, ready to attack.

The situation is very tense and you are seriously worried about your predicament, when something unexpected happens: the lights start to flicker and the engines sputter. The ship suddenly loses altitude!

Only Captain Slowdeath’s skills keep the ship safe. The phenomenon happens again after a few moments. At this point every hero with scientific knowledge makes a Common Knowledge roll. In case no hero has the right skill or each of them misses the roll, one of Jalabor’s officers understands what’s going on and says it aloud.

The Heart of Azhur isn’t correctly calibrated, because the unlocking sequence is partially wrong!

With the current configuration the Heart of Azhur is likely to explode very soon unless deactivated, and this can be done only by pressing the correct sequence of symbols!

In truth this is a devious ploy by the Crowned King. He didn’t want such a powerful weapon to be under Slowdeath’s control and gave him a correct sequence except for the last symbol, so that Jalabor would be killed. It is a trick that satisfies his twisted sense of humor.

“Please, captain, turn off the engines.” A scared pirate begs.

“When we are so close to victory? NEVER! Helmsman! Full speed ahead! Anyone who touches the engines is a dead man!”

You understand that Jalabor is totally consumed by

his thirst for victory now and will never surrender. But the pirates aren’t of his mindset. They don’t want to die and many of them have just unsheathed their weapons.

When this happens, Slowdeath’s faithful officers gather around their old captain, ready to die with him! One of the pirates makes the first move by attacking an officer, and the battle starts!

Now the heroes can attack! The battle sees the heroes fight alongside the pirates against Captain Slowdeath and his trusted men.

But fighting is only a part of the scene, the heroes must also defuse the Heart of Azhur (see below) before it explodes!

The battle takes place in the command room, a 20” by 10” area along the north south axis. It is divided into two parts: the lower deck (the southern 12” by 10” area), where the crew stands, and the higher deck (the northern 8” by 10” area), where the officers, the captain and the Heart of Azhur are. A single stair, 3” wide, allows access from the lower to the higher deck. Alternatively, with an Agility roll, a hero can also climb the 2 yards needed to reach the higher deck.

In the middle of the higher deck is the energy battery pedestal, where the Heart of Azhur is plugged in (you can use a Small Burst Template to represent it). A low balustrade on the edge of the higher deck offers Light Cover.

On the lower deck there are various machineries and consoles (at least five of them, with dimensions ranging from 2” by 2” to 2” by 6”). They grant Light Cover and are Difficult Ground. The room was under maintenance until some hours ago, so a long chain hangs from the ceiling in the middle of the room. A daring hero can climb on a console, jump to the chain and use this unusual means of transport to reach any point on the battlefield, with an Agility (– 2) roll. In case of failure, he lands badly suffering 2d6 damage. The hero can also land on an enemy, with another – 2 to the Agility roll, and, in this case, the bad guy suffers 2d6 damage and is automatically Shaken.

The lights keep flickering until the Heart of Azhur is defused. Every time a character acts on a black face card, the whole battleground is considered to be in Dim Light (– 1).

The pirates start on the lower deck, at least 6” away from the higher deck. During this fight, they are on the same side as the heroes, so they are Allies the party can use.

Slowdeath and his trusted officers begin on the higher deck. All the officers are considered Henchmen during this battle. The officers' tactic consists in defending the higher deck till the last man.

The heroes start within 6" of the southern wall.

The battle lasts for twelve rounds. If at the start of the thirteenth round the Heart of Azhur hasn't been defused yet, the Tyrant explodes and the adventure ends in a bad way, otherwise go to the End.

Pirate (6)

Pirate Officers (1 per hero +1). Half of them are armed with radium pistols (Range: 12/24/48, damage: 2d6+2, Shots: 10, AP 3).

Captain Slowdeath (WC)

Defusing the Heart of Azhur

The Heart of Azhur is a giant, super-powerful radium cell, with a security mechanism built in. The engravings on its cover represent a hunting scene led by Azhur, the founder of Azhur Idhal. There are twelve buttons on it and each has an engraved beast. The right combinations of four buttons correctly activate/deactivate the device.

The heroes had a brief glimpse of the Crowned King's mind (Act 3, Scene 4), so they know that only the last symbol is wrong. Busharbal's head, Cazarn's sting, and Chu'grahk's mouth are correct, while Glashgar's horn is wrong. So eight available symbols remain.

Which is the right one?

It is Jalf's mane, perfectly reproducing Jogu, the trusted Jalf steed of the silver mane belonging to Azhur, as explained in the very first scene of this scenario.

So if a player remembers this, he can easily pick it out. Such an attentive player must be rewarded with an extra Bennie at the start of the next adventure for saving the whole party today.

Otherwise, the characters can make a group Common Knowledge (-4) or Knowledge: History (-2) roll. In case of success they remember Jogu, Azhur's faithful steed.

What happens if the players push one of the wrong buttons? Well, roll a d12. If the result is equal to or less than the number of failed attempts (including the current one), the Tyrant explodes. The players can

make you roll again at the cost of two Bennies.

Heart of Azhur Buttons	Description
Cazarn's Sting	Desert Wasp
Jalf's Mane	Steed
Monolesh's Eye	Dreamlure
Shalag's Jaw	Flying Jaw
Chu'grahk's Mouth	Nightleap
Vronag's Hide	Massive Beast
Xilk's Tail	Cave Scorpion
Busharbal's Head.	Sandsquid
Buthra's Egg	Giant Mantis
Vertak's Tongue Chameleon	Poisonous
Glashgar's Horn	Horned Drinker

The End

When you finally manage to deactivate the Heart of Azhur, the Tyrant crashes to the ground! The impact is terrible, and only the exceptional construction techniques from the past save your lives. Jalabor and almost all of his officers and the pirates are dead. You manage to come out of the wreckage and reach a safe spot before the mighty Tyrant catches fire and explodes. This is the end of the biggest airship ever constructed on Mars and another part of the Red Planet's glorious past disappears in the dust.

The Valiant arrives after some time and rescues the survivors. You know the secret sequence to activate the Heart of Azhur so, once in your city, it will be easy to restore its energy system.

When you finally get back to Azhur Idhal, the High Prince himself welcomes you and a three-day celebration is held in your honor.

The heroes are quite popular in the city now, and they gain a permanent +1 to Charisma while in Azhur Idhal. The GM is also free to show them the High Prince's gratitude as best fits the campaign.

APPENDIX: CREATURES AND CHARACTERS

PREGENS

All the pregens will have 20 Experience Points (10 standard for MARS heroes + 10 extra points).

All the pregens are linked to the Red Martian city of Azur Idhal, which will be the base and common element of the three adventures. Azhur Idhal is placed on the southern border of the reign of Callor Maralin. The group starts with an airship, the *Valiant*, which belongs to Prince Ero Ghan.

Prince Ero Ghan, Nobleman of Azur Idhal

Ero's family is one of the noble houses of Azur Idhal, and they are charged with the task of protecting the eastern port of the city, but today this is a merely honorific title. In times of war Ero would also have to lead part of the army of Azur Idhal, but luckily the city has been at peace for many years. Ero is a great traveler and a dashing swordsman. He owns an airship, the *Valiant*, a family heirloom, and is usually sent on diplomatic missions by the High Prince of Azur Idhar. In his travels he met and hired Valerio Campini and his mate Okus, and now they are close friends. He also enjoys the company of Gala, and in truth he has a crush on her, but he is too shy to openly show his feelings.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Driving d4, Fighting d8, Intimidation d6, Knowledge (Battle) d4, Notice d4, Persuasion d6, Piloting d4, Riding d4, Shooting d6, Stealth d4, Survival d6.

Charisma: +2; **Pace:** 6; **Parry:** 8; **Toughness:** 6.

Edges: Fencer, First Strike, Noble, Riposte.

Hindrances: Heroic, Loyal, Quirk (shy with women).

Gear: Rapier (Str+d6, +1 Parry), dagger (Str+d4), radium pistol (Range: 12/24/48, damage: 2d6+2, Shots: 10, AP 3), one spare radium cell, silkweave armor (+2), *Valiant* (see below).

Gala Omen, Enginekeeper

Gala is the only daughter of Utolius Omen, the most famous scientist in Azur Idhal. Utolius was one of the few to understand the functioning of the marvelous machineries sustaining Azur Idhal. When he died, Gala was charged with the same task and now she controls and monitors the engines of Azur Idhal. Gala is a cunning scientist and a beautiful girl. She has always dreamed of traveling outside of Azur Idhal, but her tasks keep her in the city most of the time. She is quite fond of Prince Ero Ghan, and likes to hear the fabulous stories of his travels. Gala has the famous Staff of the Keeper of the Machines, an artifact discovered by her father in the depths of the city, repaired and improved by her very skills.

Attributes: Agility d6, Smarts d10, Spirit d6, Strength d6, Vigor d6

Skills: Climbing d4, Fighting d6, Healing d6, Knowledge (Science) d6, Notice d4, Lockpicking d4, Repair d8, Shooting d6, Stealth d4, Survival d6, Weird Science d10.

Charisma: +2; **Pace:** 6; **Parry:** 5; **Toughness:** 5.

Edges: Arcane background (Weird Science), Attractive, Engineer, Extra Power Points, New Power. Powers [15 PP/device]: Bolt (ray of energy from her staff), deflection (the staff creates a force field) Hindrances: Big Mouth, Curious, Phobia (spider-like beasts).

Gear: Staff of the Keeper of the Machines (Str+d4, +1 Parry, houses all her weird devices), basic repairing equipment, basic healing equipment, lockpicks.

Valerio Campini, Earthman Ace and helmsman of the *Valiant*

Valerio Campini was one of the first Italian biplane pilots and he fought in the First World War. He was quite renowned for his skills and had 24 confirmed killings. But one day, during an incursion in the skies over Yugoslavia, he met the terrible Manfred Von Richtofen, also known as the Red Baron. Valerio lost the battle and his biplane was shot down. This is the last thing he remembers of his life on Earth.

Valerio woke up on the desolate Mars plains and was captured by a tribe of Green Martians. During his slavery he met Okus, the White Ape, a fellow slave. Despite their cultural differences, the two became friends and finally managed to escape enslavement. The two friends wandered Mars until they found Prince Ero Ghan, who was in search of a pilot for his airship, the *Valiant*. Valerio had never seen one, but he assured the Prince that, if something flies, he can pilot it.

Prince Ero hired him and Okus and he has never regretted his decision. In time their work relationship has turned into friendship and now, when they aren't away aboard the *Valiant*, they live all together in Ero's mansion in Azur Idhal.

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d6, Driving d8, Guts d4, Notice d6, Piloting d8, Shooting d8, Stealth d6, Streetwise d6.

Charisma: -2; **Pace:** 6; **Parry:** 7; **Toughness:** 5.

Edges: Acrobat, Greater Luck, Marksman, Sky Corsair.

Hindrances: Arrogant, Quirk (never refuses to bet or gamble), Outsider, Vengeful.

Strange Powers: Enhanced Agility, Fearless, Unfzable.

Gear: Longsling (Range: 10/20/40, Str+d6), short sword (Str+d6), jewel armor (+2 Parry, +1 Armor vs. missile).

Okus the White Ape

Okus was a fierce warrior of the Ape Empire, and a ranked officer too. During a raid in the southern lands, he was ordered by his chief to attack and destroy a village of Red Martians populated only by women, children and the elderly. He refused to kill the innocents and in that moment, he discovered he had a conscience.

His rebellion was harshly punished: the chief ordered to slaughter the whole population of the village and forced Okus to watch. Then he buried him in the desert, with only his head above the sand, and left him to die. Luckily, he was found by a tribe of Green Martians, who saved him from death but made him a slave. After some months, Okus and Valerio Campini managed to escape the harsh life of the slave camp and from then on they have been best friends.

In the following months the two friends were hired by a Red Martian nobleman, Prince Ero Ghan, as crew members on his airship. The three have been through many adventures together and they are now inseparable.

Okus is grumpy to human standards, but he'll give his life for his friends, especially for Valerio.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d10, Vigor d8

Skills: Climbing d6, Fighting d8, Healing d6, Intimidation d6, Notice d6, Piloting d4, Stealth d6, Survival d6, Throwing d4.

Charisma: -4; **Pace:** 6; **Parry:** 7; **Toughness:** 10(2).

Racial Traits: Bloodthirsty, clumsy, limited Spirit, prehensile toes, size+2, +4 vs. cold.

Edges: Alertness, Brawny, Guardian, Sweep.

Hindrances: Code of Honor, Loyal, Stubborn.

Gear: Battleaxe (Str+d8, AP 2), silkweave armor (+2), bracer shield (+1 Parry, +1 Toughness vs. ranged weapons), basic healing equipment.

The *Valiant*

The *Valiant* is a medium-sized airship, whose origins lie in the ancient past of Prince Ero Ghan's family.

Acc/Top Speed: 25/200

Toughness: 14 (2);

Base Maneuver: Good(+2)

Cargo: 1000 lbs

Length: 14

Weapons: 2 Radium Guns (Position: Nose, Right Side; Range: 40/80/160; Damage: 4d6+2; RoF: 1; Weight 18; Shots: 25; AP 4; Heavy Weapon,.)

Notes: Heavy Armor

Climb: 20

Crew: 2(+18)

Hard Points: 2

Width: 6

Height: 2 decks

NPCS

Azhur Idhal Soldier

A skilled soldier, guardian of the city and protector of the land.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d8, Guts d4, Intimidation d6, Notice d4, Shooting d6, Survival d6, Throwing d6.

Pace: 6; **Parry:** 6; **Toughness:** 7(2);

Gear: Short Sword (Str+d6), silkweave armor (+2), bow (Range: 12/24/48, damage: 2d6).

Captain Slowdeath (WC)

Jalabor Kan, also known as Captain Slowdeath, has played many roles in his life: a corsair, a warrior, a traitor, and a wanderer. But mainly he is a man driven by ambition and lust for power.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d8, Vigor d8

Skills: Climbing d6, Fighting d10, Guts d8, Intimidate d8, Notice d8, Stealth d6, Streetwise d6, Survival d6, Taunt d8.

Pace: 6; **Parry:** 8; **Toughness:** 8(2);

Edges: Ambidexterity, Command, Hold the Line!, Fencer, Sky Corsair, Spot Weakness, Two-fisted, Trademark Weapon (poisoned dagger).

Hindrances: Arrogant.

Gear: Poisoned dagger (Str+d4, see below), rapier (Str+d6), radium pistol (Range: 12/24/48, damage: 2d6+2, Shots: 10, AP 3), silkweave armor (+2), antidote.

Special abilities:

- **Poisoned Dagger:** Captain Slowdeath's dagger is coated with the infamous Yellow Bakula poison. Anyone suffering a hit or being Shaken by the dagger must make a Vigor roll or suffer a level of Fatigue. Then, a slow paralysis process starts and in few days the target dies painfully. The rumors that there is no antidote are false: Slowdeath has found one, a mixture of rare herbs, and always carries it with him

City Thief

Kanellon Mar has few thieves, though thieving can be very profitable given the amount of richness circulating in the city. The laws are very harsh and punishments range from public decapitation to an instructive trip in the King's dungeons (most criminals prefer the first option). So, the few thieves in Kanellon Mar are very skilled and ruthlessly kill their victims when there is even the smallest chance of being identified or captured.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Climbing d6, Fighting d8, Guts d6, Notice d8, Stealth d8, Streetwise d6, Survival d6.

Pace: 6; **Parry:** 6; **Toughness:** 5;

Edges: Criminal, Dodge, Thief.

Gear: Dagger (Str+d4), black mantle.

Special abilities:

- **Master of the knife:** While fighting with a shorter weapon, he is excellent at getting close to enemies, thus gaining +1 Parry and +1 to Fighting rolls.
- **Remorseless killer:** When he hits with a raise using a dagger, he deals an additional d8 damage instead of a d6.
- **Master Thief:** The band is led by a more experienced individual. He is a Wild card with d10 Fighting and Stealth and the Acrobat Edge.

Crowned King's Pet (WC)

Many years ago he was a very powerful Gray Martian, a master of mind powers, but the Crowned King cheated him, and now he is little more than a stupid beast, though he still has tremendous mind powers. The many years spent on the surface, the human flesh diet, and other factors have lent enormous strength to his weak body. The Pet has the unique ability to acquire the mind powers of the creatures he eats, but these powers are used by the King.

Attributes: Agility d6, Smarts d4 (A), Spirit d10, Strength d12, Vigor d10

Skills: Fighting d6, Intimidation d8, Notice d6.

Pace: 3; **Parry:** 5; **Toughness:** 10;

Special abilities:

Hypnotic Gaze: By winning an opposed Spirit roll, the Pet can Shake a target within 10". If he wins with a raise, the victim has -2 to rolls for recovering from this condition.

Enemy in Your Mind: The Pet has the power to induce the worst fears in the psyche of his opponents. In gaming terms, every enemy in a Large Burst Template must make a Spirit (-2) roll or an Illusionary Enemy is conjured up, one for each character who fails the roll.

Improved Frenzy: The Pet can use his Hypnotic Gaze and attack with his tentacles in the same round without penalty.

Size +3: The Pet is very big, roughly the size of a horse.

Tentacles: Str+d4, Reach 3.

Weakness (gem): The gem in the Pet's head is the slave crown, a device that dominates his will. Once destroyed, the Pet is free and the Crowned King dies from the backlash (see Act 3, Scene 3). It has Toughness 7 and can be hit with a Called Shot (-4).

Green Centipede

These short, squat centipedes have a mouth full of long, flailing tentacles. They aren't animals, but sentient plants, used by the Green Horrors as hunting beasts. Their "tentacles" and ticking paws are actually modified roots. They are carnivores and feed on the bodily fluids of animals.

Attributes: Agility d6, Smarts d4(A), Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Notice d6, Shooting d6.

Pace: 6; **Parry:** 5; **Toughness:** 6 (1);

Special abilities:

- **Armor+1:** Thick, bark-like, exoskeleton.
- **Flailing Tentacles:** Str+d4.
- **Size-1:** Green Centipedes are as big as dogs.
- **Thorn Spitting:** At the center of its mouth, every Green Centipede has a sharp, dagger-sized thorn, which it can fire at enemies with deadly strength. It is a ranged weapon (Range: 3/6/12, damage: Str+d6, AP 1). Every Centipede has only one thorn, which grows back in three days.
- **Weakness (Fire):** As they are plant-like, Green Centipedes are quite vulnerable to fire, which deals them +4 damage.

Green Horror

Of vaguely humanoid appearance, these vegetable minions have spider-like legs and a featureless face, with the exception of a screaming mouth and two black holes for eyes. They are intelligent, but ferocious and barbaric.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d6

Skills: Climbing d6, Fighting d6, Notice d6, Throwing d6.

Pace: 5; **Parry:** 5; **Toughness:** 7(1);

Gear: Big club (Str+d6), javelin (Str+d4, Range: 3/6/12)

Special abilities:

- **Armor+1:** Thick, bark-like, exoskeleton.
- **Size+1:** Green Horrors are bigger than men.
- **Wall Walker:** These creatures can walk on steep surfaces at their normal Pace and must make Climbing rolls only in extreme conditions
- **Weakness (Fire):** As they are plant-like, Green Horrors are vulnerable to fire, which deals them +4 damage.

Green Horror Chief (WC)

This abomination is bigger, stronger and smarter than the other members of the band.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Climbing d6, Fighting d8, Intimidation d8, Notice d6, Throwing d6.

Pace: 5; **Parry:** 6; **Toughness:** 9(2);

Edges: Combat Reflexes, Sweep.

Hindrances: Bloodthirsty.

Gear: Big spiked club (Str+d8)

Special abilities:

- **Armor+1:** Thick, bark-like, exoskeleton.
- **Size+2:** Green Horrors are bigger than men.
- **Wall Walker:** These creatures can walk on steep surfaces at their normal Pace and must make Climbing rolls only in extreme conditions.
- **Weakness (Fire):** As they are plant-like, Green Horrors are vulnerable to fire, which deals them +4 damage.

Halorak (WC)

Halorak is a eunuch and a priest, who is entrusted with special tasks by the Theocrat of Lonaria. He is a filthy, depraved person, more treacherous and devious than a snake. He will do anything to save his life.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d8, Knowledge (Religion) d8, Notice d4, Persuasion d10, Streetwise d8, Taunt d8.

Pace: 5; **Parry:** 5; **Toughness:** 6;

Edges: Command, Criminal, Iron Will.

Hindrances: Greedy, Obese.

Gear: Dagger, fancy robes, antidote, spray ring (see below).

Special abilities:

- **Spray Ring:** Halorak's religious ring holds a reserve of stunning gas. He can spray it in Small Burst Templates that are in contact with him. Targets must make a Vigor roll or be Shaken. The ring contains three doses of gas.

Halorak's slave

Halorak's slaves are big and sturdy, but not very smart. They are quite muscular and imposing too, but this is only a façade. They are actually slaves at heart, as submissive as a Jalf foal.

Attributes: Agility d6, Smarts d4, Spirit d4, Strength d10, Vigor d6

Skills: Fighting d4, Intimidation d4, Notice d4, Survival d6.

Pace: 6; **Parry:** 4; **Toughness:** 6;

Edges: Brawny.

Gear: Nothing.

Illusionary Enemy

An illusionary enemy is a hallucination created by a person's deepest fears. He is a gaunt humanoid with features similar to those of the person who created him, but distorted.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d6

Skills: Fighting d8, Notice d6, Intimidation d10.

Pace: 6; **Parry:** 6; **Toughness:** 5;

Special abilities:

- **Claws:** Str+d4.
- **Creation of the Mind:** Only the character whose fears cause the hallucination sees and can interact with the Illusionary Enemy. To others he simply doesn't exist.
- **Overcoming Your Fears:** Immediately after the Illusionary Enemy is Shaken or suffers a Wound, the character whose fears created him must make a Spirit roll (-2 if the creature is only Shaken). In case of success, the hero overcomes his fears and the Illusionary Enemy is destroyed, otherwise the illusion immediately recovers from being Shaken and his Wounds are healed.

Jalabon

Jalabons are peaceful beast, similar to big lizards with red stripes, six legs, and eyes on the top of long eyestalks. They are often used as beasts of burden.

Attributes: Agility d6, Smarts d6(A), Spirit d6, Strength d12+2, Vigor d8

Skills: Fighting d4, Notice d6.

Pace: 8; **Parry:** 4; **Toughness:** 8;

Special abilities:

- **Size+2:** Jalabons are the same size as a pony.
- **Fleet Footed:** Jalabons roll d8 instead of d6 when running.
- **Sensitive Eyestalks:** Jalabons have a very sensitive nerve at the base of their eyestalks. Hitting it with a Called Shot (-2) provokes a sudden frenzy that makes them run faster. In Chasing terms, the creature gains +2 to Chase rolls for the next three rounds. The eyestalk can be hit only once during the chase, otherwise the beast collapses exhausted.

Kalla, Handmaiden of the Night (wc)

Kalla is the daughter of the Wise Father, a Red Martian, and of the last Handmaiden of the Night, the High Priestess of the Ugals. She is a hybrid and she looks strange, yet beautiful. Kalla isn't a simple damsel in distress, she is a talented and worthy ally.

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d4, Vigor d6

Skills: Fighting d6, Notice d6, Persuasion d8, Psionic d8, Stealth d8, Survival d6.

Charisma: +2; **Pace:** 6; **Parry:** 5; **Toughness:** 5;

Edges: Arcane Background (Psionics), Attractive, Priest.

Hindrances: Loyal.

Powers[30 PP]: *Obscure.*

Gear: Vest.

Special abilities:

- **Claws:** Str+d4
- **Handmaiden of the Night:** when in the City of Shadows, Kalla can gather the energy of all her people, so she can cover the whole city in a permanent shroud of darkness.
- **Sonar Vision:** Ugals use ultrasounds to see, so they ignore any visibility modifier.
- **Winged:** Ugals fly with Pace 8" and a climb rate of 2".

Lonarian Strangler

Stranglers are a secret group of killers at the direct orders of the Lonarian clergy. Stranglers are slaves, their tongues are ripped out to make them mute, and they are very skilled in the use of the strap strangler, their weapon of choice. When a body with bruising on the neck is found in Lonaria, you can bet the victim was choked to death by one of these fanatics.

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d8, Vigor d6

Skills: Climbing d6, Fighting d8, Notice d6, Stealth d8.

Pace: 6; **Parry:** 6; **Toughness:** 5;

Gear: Strap strangler (see below), iron fists (Str+d4)

Special abilities:

- **Mute:** Lonarian stranglers cannot speak.
- **Strangler:** Lonarian stranglers usually attack with their strap stranglers, a length of silk with a weight at the end, and they can hit the neck of their victims with a Called Shot (-2). From then on, the weapon deals Str+d6 damage to the victim each round. Breaking free is possible by winning an opposed roll of Strength (but the Strangler rolls with +2), or by cutting the silk strap with a sharp weapon, which requires a Called Shot (-2).

Pirate

The scum of the skies, this individual is both a skilled sailor and a vicious fighter.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Climbing d6, Fighting d6, Guts d4, Intimidation d6, Notice d4, Piloting d6, Shooting d6, Survival d6, Throwing d6.

Pace: 6; **Parry:** 5; **Toughness:** 5;

Gear: Short Sword (Str+d6) and handbow (Range: 10/20/40, damage: 2d4) or javelin (Str+d4, Range: 4/8/16) or dagger (Str+d4).

Special abilities:

- **Born on the Deck:** He knows all the secrets and tricks of fighting on airship decks. While on an airship he has +1 to Agility Tricks.

Pirate Officer

This grizzled Red Martian was actually one of the officers at the service of Captain Slowdeath before the disastrous rebellion against the Callorian King. He is still alive and kicking, and worships his old captain.

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d8, Vigor d8

Skills: Climbing d6, Fighting d8, Guts d6, Intimidation d6, Notice d6, Piloting d6, Shooting d6, Survival d6, Throwing d6.

Pace: 6; **Parry:** 7; **Toughness:** 8(2);

Edges: Command, First Strike, Precision Strike.

Hindrances: Loyal.

Gear: Long sword (Str+d6), dagger (Str+d4), radium pistol (Range: 12/24/48, damage: 2d6+2, Shots: 10, AP 3), one spare radium cell, silkweave armor (+2), bracer shield (+1 Parry, +1 Toughness vs. ranged weapons).

Tuuk, young Ugal (wc)

Took is a young Ugal, but he is destined to become a great warrior and leader of his people. Adventurous and curious, he likes hunting alone in the mountains.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d4, Vigor d6

Skills: Fighting d6, Notice d6, Shooting d6, Survival d6, Stealth d6.

Pace: 6; **Parry:** 5; **Toughness:** 5;

Edges: Common Bond, Dodge.

Hindrances: Curious, Loyal, Young.

Gear: Spear (Str+d6, 2 hands, +1 Parry), Ugal sling (Str+d4, Range: 8/16/24)

Special abilities:

- **Claws:** Str+d4
- **Light Sensitivity:** Ugals are very sensitive to strong light. They have a -2 penalty against light-based powers and similar.

- **Plummeting:** Ugals enter in melee by plummeting from the sky onto their prey. Ugals using this technique gain +2 to attacks and damage rolls in the round when they engage the enemy.
- **Sonar Vision:** Ugals use ultrasounds to see, so they ignore any visibility modifier.
- **Winged:** Ugals fly with Pace 8" and a climb rate of 2".

Ugal Warrior

Ugals are bat-like humanoids. They tend to be thinner than Red Martians, but more agile. They dwell in caverns or crevasses and leave them only by night. Normally, they are a peaceful race.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d6, Notice d6, Shooting d6, Stealth d8, Survival d6.

Pace: 6; **Parry:** 5; **Toughness:** 5;

Gear: Spear (Str+d6, 2 hands, +1 Parry), Ugal sling (Str+d4, Range: 8/16/24)

Special abilities:

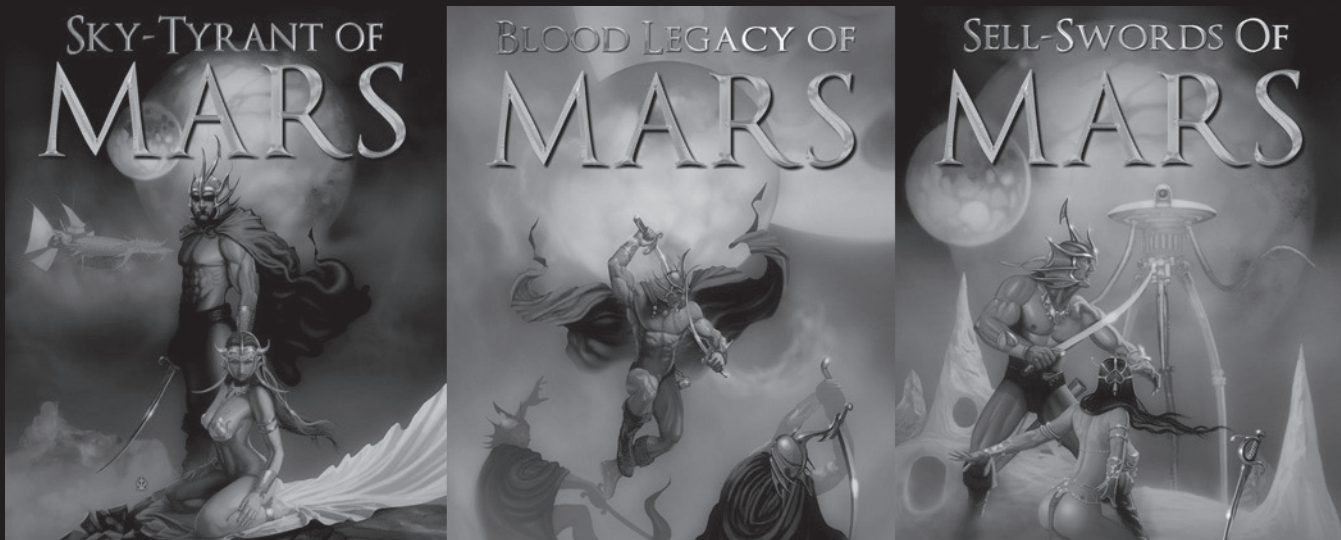
- **Claws:** Str+d4
- **Light Sensitivity:** Ugals are very sensitive to strong light. They have a -2 penalty against light-based powers and similar.
- **Plummeting:** Ugals enter in melee by plummeting from the sky onto their prey. Ugals using this technique gain +2 to attacks and damage rolls in the round when they engage the enemy.
- **Sonar Vision:** Ugals use ultrasounds to see, so they ignore any visibility modifier.
- **Winged:** Ugals fly with Pace 8" and a climb rate of 2".

March: (*noun*)

The third month of the year, consisting of 31 days.

[from Latin *Martius*, meaning: Of

MARS



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