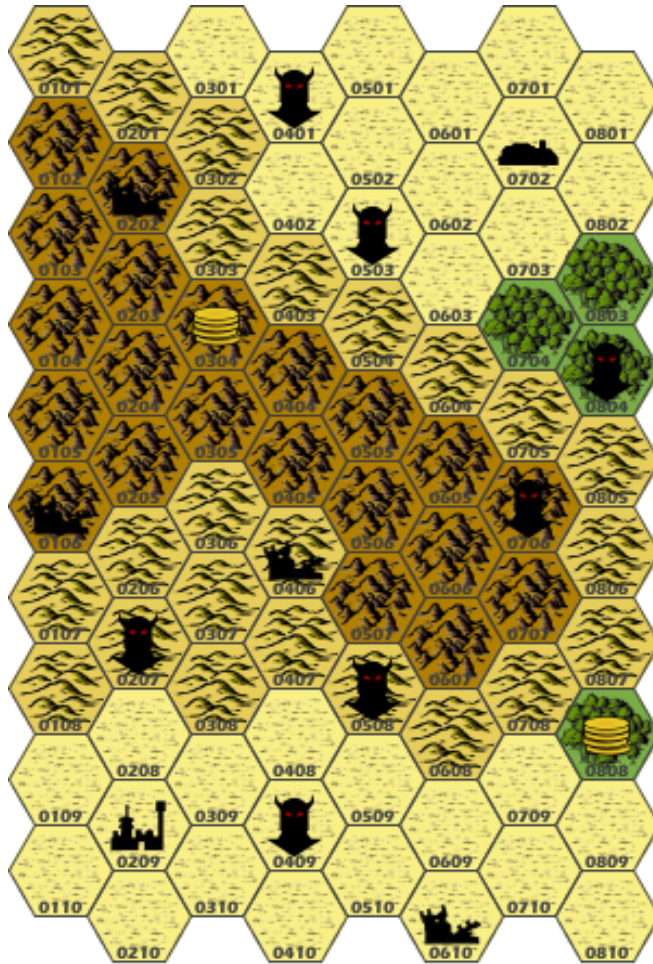


Sell-Swords of Mars

A One-Page Mini-Setting for *Sword & Planet: A Roleplaying Game of Planetary Romance*

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Wandering Monsters (1 in 6)

2d6	Encounter
2	Banth (1)
3	Band of white apes (1d6+1)
4	Herd of wild zitidar (1d4+1)
5	Herd of wild thoats (2d6)
6	Green Martian tribesmen (1d6+1)
7	Red Martian patrol (2d4)
8	Pack of wild calots (1d4+1)
9	Pack of ulsio (2d6)
10	Terrible storm
11	Adventuring party
12	Referee's Choice

Map Scale: Each hex is 12 miles across.

Points of Interest

0106 **Lor's Tower (Ruins)**: Four levels; home to **mad scientist** and **synthetic warriors**.

0202 **Caverns of Woe (Ruins)**: Natural cave system, three levels; home to **ulsio**, **vermin**, various **reptiles**.

0207 **Damaged Hatchery (Lair)**: Only shells of Green Martian eggs remain; now a **banth** lair.

0209 **Korbal (City)**: Regional trading center; known for great markets and a love of Jetan (Martian chess). Strongly desires annexation of Manathor to their trade empire.

0304 **Ersite Quarry (Resource)**: Prized for its coloration and beauty, ersite is the Barsoomian version of marble. Abandoned due to **white apes**.

0401 **Crashed Airship (Lair)**: Wreckage has trade goods; now lair for a **hermit** and his wild **calots**.

0406 **Ruins of Jodanga (Ruins)**: Ancient dead city; main gathering place for a **Green Martian** tribe. Treasures may be found in ruins or in underground tunnels; beware of **white apes**.

0409 **Camp of Bantor Kan (Lair)**: Large bandit camp of **bandits**, **rogues** and **assassins**; threatens trade.

0503 **Lair of Giant Spiders (Lair)**: Ancient outpost ruins hold 2 **giant spiders** and other **vermin**.

0508 **Green Martian Hatchery (Lair)**: Guarded by **Green Martian** tribesmen; eggs almost ready to hatch.

0610 **Forsaken Outpost (Ruins)**: Military complex once quarantined; inhabited by **infected Red Martians**.

0702 **Manathor (Town)**: Exceptional artisans; known for their finely crafted trade goods. Hires mercenaries to protect itself from Korbal armies.

0706 **Hidden Shrine (Lair)**: Secret shrine used by **Holy Therns** when on missions in the region.

0804 **Ancient Fort (Lair)**: Aspiring **Red Martian** warlord Gor Vas leads **mercenaries** to raid the region.

0808 **Mantalia Fields (Resource)**: Rich with mantalia (milk plant used as food); home to **banth** pride.

Reaction Table (roll 2d4; smart monsters that are outnumbered roll 2d6 instead)

Result	Reaction	Description
2	Aggressive	Incredibly irritable; will often attack other creatures on sight
3-5	Hostile	Treats others belligerently and attacks if it can reasonably succeed
6-8	Cautious	Avoids contact with other creatures whenever possible
9-11	Neutral	Only attacks other creatures in defense of themselves or their own kind
12	Friendly	Very friendly, curious; Will seek to interact with others, if not threatened