## A Princess of Mars – T&T Solo Adaptation



*An exciting take on a classic book!*

## Introduction

This fine adventure is based on Edgar Rice Burroughs’ ‘A Princess of Mars’. Haven’t read it? You can get free copies from Project Gutenberg at <http://www.gutenberg.org>. Please turn to zzz1.

## Adventure

##### zzz1

You are brave Captain Carter and you’re off mining gold in the mountains of Arizona. You have recently stumbled upon a rich vein of gold. Your trusty friend Powell puts on his red shirt and rides to get supplies. Shortly after you watch him ride over the crest of a distant hill, you see three shapes that appear to be following him. Playful antelope? Fearsome jackalope? You can’t tell from here. What do you do?

“He’s fine,” you think, “there’s no such thing as a jackalope and everyone knows the local Apaches are friendly.” If you keep mining, turn to zzz2.

“I’ve always wanted to bag me a jackalope!” If you follow him go to zzz3.

##### Zzz2

You turn back to continue mining but notice something near the horses. You sidle on over and observe it’s Powell’s wallet. He won’t be able to buy anything! Rush off in pursuit of him by going to zzz3.

##### Zzz3

You jump on your horse and race off across the hills! You notice that, sure enough, there are tracks of 3 horses following Powell. Please make a level 2 savings throw on INT (talent of Tracking applies).

If you rolled a fumble, go to zzz4.

If you failed but didn’t fumble, go to zzz5.

If you succeeded, go to zzz6.

##### Zzz4

You lose your way in the desert and eventually die of thirst. Sorry about your luck.

##### Zzz5

In your haste you lose track of the, um, tracks and instead wander into an ambush by wild jackelopes! There are 1-3 of them (roll a dice and divide by two, rounding up) and each have MR20. Any one you defeat without causing any spite damage you can take the pelt from and sell later for 50gp each. If you survive, you eventually find the trail and continue on to zzz6.



##### Zzz6

After hours of tracking you hear gunshots up ahead. Powell is in trouble! Racing forward you crest a foothill to see wave after wave of Apaches. A band of hundreds of warriors is all focused in on one person. From a distance you see the tatters of a red shirt. What do you do?

“Chaaaaaaaaarge!” Turn to zzz7.

“Hundreds of warriors did you say? I think I may have left something back at camp…” Crawl your yellow belly to zzz8.

##### Zzz7

You ride full bore into the camp, yellin’ and screamin’ and firing off all your guns. Which means you’re hoarse and out of ammo before you reach the first Apache. As they all turn towards you and start reaching for your weapons you notice that Powell’s corpse is riddled with arrows and is far past being helped. In a flash of brilliance, your horse makes a sharp left and you run headlong into the desert with a band of screaming warriors at your back. Turn to zzz9.

##### Zzz8

There is no way a coward like you can ever be a Princess of Mars. Turn in your spurs and guns and start a new life as a mud farmer.

##### Zzz9

As you race valiantly in the other direction, reloading as fast as possible, your horse (cleverly named GPS) makes a wrong turn and you end up in a dead end with a cliff overlooking the trail. What do you do?

Quickly turn around and try to find another path out of here by going to zzz10.

Dive into the cave and hope for the best: zzz11.

##### Zzz10

Make a level 5 savings throw on luck. Did you make it? Turn to zzz12. If not, try zzz13.

##### Zzz11

Best decision ever! You’re totally on your way to being a Princess of Mars! If this were a real adventure, there’d be lots more choices after this, but since it’s a sample I’m done. Earn a million APS and the ability to jump real high.

##### Zzz12

Your horse stumbles and falls to the ground. As you scramble up, you hear the first of the Apache ride by and choose a different path. They don’t know you’re here! After the entire army runs by, you quickly backtrack towards the camp, make a wide swing around it and return to the mine. You load the horse up with as much gold as possible and ride off, hoping to spend the rest of your life as the Princess of a Small Mansion in Montana. You get 2 AP and 5,000 GP.

##### Zzz13

Yeah, that wasn’t a good plan. The Apache are startled as you both round a corner and stare at each other, yet they recover quickly enough and you spend your last moments in some considerable agony.

## Appendixes

### Appendix A: Earth Wandering Monster Table

Encounter a random monster while still on earth? Roll on the following table:

|  |  |  |
| --- | --- | --- |
| Roll 1d6 | Name | MR |
| 1 – 2 | Antelope | 10 |
| 3 – 4 | Jackalope | 20 |
| 5 – 6 | Apache | 30 |

### Appendix B: Mars Wandering Monster Table

Martians, Grape Apes, Princesses, etc.

## Index

This is here to as a way for people using electronic readers and whatnot to quickly find a paragraph. For printed form, this probably doesn’t add much value.