JOHN CARTER  
Warlord of Mars  

THE WORLD OF BARSOOM  

by Scott B. Bizar
The Barsoom of Edgar Rice Burroughs is a world of barbaric splendor and super-scientific achievement, inhabited by noble warriors and beautiful women, as well as savage beasts. The heroism of Barsoomian warriors created a code of behavior ruling Martian attitudes towards patriotism, love, loyalty, and a military code of honor. Perhaps the greatest challenge a Barsoonian warrior can have is his love for his “princess,” for which he will brave any peril and achieve the apparently impossible. When a Martian woman allows her warrior to call her “his princess” she is accepting his avowal of love. The confirmation of this avowal and commitment is called his “chief-tain.” Whether or not a woman has formally accepted the love of a Martian warrior, he will go to all extremes and risks to prove himself worthy of her love. Should she already love the warrior, he will continue to prove himself worthy of that love. While wooing a Barsoonian maid, a warrior will go to similar efforts to prove himself and to win her love.

Barsoom is a planet of a few resources where population pressures have created a warlike society protecting whatever a nation holds against all comers. In such a society only a valiant warrior can gain the respect and love of the beautiful women and integrate into the Barsoomian society. Yet, with courage and ability, the Martian warrior must demonstrate his honor and adhere to the Martian code of honor and the morals of his world. He must win the love of his “princess” and cannot force himself upon any woman. He must protect all women in danger and fight fairly in performing his chivalric duty.

Patriotism to one’s city is second in importance only to the duty imposed by love. A Barsoonian warrior will show courage and ability in defense of his city. This duty to his city, combined with a tremendous sense of loyalty to his comrades and leaders, creates a patriotic zeal unequalled in earthly history. The loyalty of the Barsoonian is a person of his jed (prince) or jeddak (king) and down through the chain of command where he is loyal to the men he serves with and to their unit’s reputation, in much the same fashion that the British soldier retains the pride in his regiment that has been earned by soldiers who served in wars throughout Britain’s history.

The courage and abilities exhibited by Barsoonian warriors is probably best demonstrated by the adventures of six of the major characters from Burroughs’ Barsoom series. Each of these characters will be discussed, and their moral fiber will become evident in demonstrating the mold that made such firm examples for all to follow.

**Gahan of Gathol**

Gathol is an exceedingly wealthy, if small, city state. Its ruler is Gahan of Gathol who fell hopelessly in love with Tara of Helium, the daughter of John Carter and Dejah Thoris, and was rejected by Tara. When Tara of Helium crashed after a “joy ride” in a Barsoonian flyer due to a particularly violent storm and was stranded, and he immediately announced his full understanding of the situation and asks to be the first to congratulate the couple. Carter’s actions demonstrated his love for Thuvia and his unwillingness to compromise her. Thuvia’s honor stood up to all tests until Carterhiss was at this very hour and seek his death. Kulan Tith demonstrated the true spirit of a Jeddak when he understood that Thuvia did not intend to violate her pledge to marry him and that she finally declared her love for Carterhiss was ruled by love. Out of respect for Thuvia and her honor he freed her of this pledge and thus honored both Thuvia and Carterhiss for their courage and sense of honor.

**Carthoris**

Carthoris is the son of John Carter, Warlord of Mars, and the beautiful Dejah Thoris. His courage and perseverance in the face of impossible odds are best demonstrated in the quest to rescue Thuvia, princess of Ptarth. Carthoris proved he could follow his father’s fine example and exhibited ingenuity unparalleled in the Barsoomian tales. When Astok, Jed of Dusar, is rejected by Thuvia of Ptarth, the dejected jed decides to violate all codes of honor and abduct the beautiful princess. Carthoris is in love with Thuvia but he has been told by her that though she is interested in him he cannot have her as she is affiliated to a powerful Jeddak. When Thuvia is abducted from her father’s palace, of course Carthoris sets off to rescue the woman he loves.

The prince of Helium must contend with a plot by Astok of Dusar which makes it appear that Carthoris had abducted Thuvia. He braces savage Green Martians hordes, wild beasts, the white-skinned mental wizards of Lothar, and capture by the green horde of Torquas. Carthoris wins through all of these adversities only to see Thuvia recaptured by Astok of Dusar. The resourceful Carthoris disguises himself as a pastoral (wander- ing mercenary) to enter the service of Dusar in hopes of again rescuing Thuvia of Ptarth. This act forces Carthoris to join the army of an nation at war with his own city of Helium over the abduction of Thuvia, supposedly by Carthoris.

Savaging Thuvia from his occupation within the royal palace of Dusar, Carthoris escapes with her in a captured air cruiser and immediately flies toward the gathering fleets of four mighty empires to make the truth known to all and avert a war between former allies. En route they pass over a downed air cruiser being assaulted by green Mar- tian warriors. In keeping with the Martian code of honor, Carthoris attempts to assist the desperate men of the ship on the ground below and is finally forced down to share their fate. When the green Martians have been driven off, Carthoris announces his plan to become a wandering warrior and seek forgiveness in solitary adventure. He respectfully prepares to turn Thuvia over to Kulan Tith, Jeddak of Kal, whose ship he had rescued. The princess of Ptarth cannot bear to see her warrior wander alone after his valiant rescue and she acknowledges his love for him as “her chieftain.”

The secret of love is overheard by the noble Kulan Tith, Thuvia’s father, and, he immediately announces his full understanding of the situation and asks to be the first to congratulate the couple. Carterhiss’ actions demonstrated his love for Thuvia and his unwillingness to compromise her. Thuvia’s honor stood up to all tests until Carterhiss was at this very hour and seek his death. Kulan Tith demonstrated the true spirit of a Jeddak when he understood that Thuvia did not intend to violate her pledge to marry him and that she finally declared her love for Carterhiss was ruled by love. Out of respect for Thuvia and her honor he freed her of this pledge and thus honored both Thuvia and Carterhiss for their courage and sense of honor.

**Vad Varo**

(Ulysses Paxton)

Ulysses Paxton was teleported miraculously from the trenches of World War I in France to the laboratory of Ras Thavas, the Mastermind of Mars. He was given the name of Vad Varo and began to learn Barsoomian customs and language.

Ras Thavas was a super-scientist who had been placing the brains of rich but elderly clients into the young bodies of beautiful slaves, war captives, and recently dead natives of his home city of Toonel. Vad Varo had the bodies of those dead and men and women and was shocked to learn that many were taken from young captives. He remembered one particularly beautiful young woman whose body was given to a repulsive old crone. He revived the “frozen” body of the old woman and returned to it the mind of the beautiful young woman. The woman, Vallia Dia, soon got over the shock of having lost her beautiful body and responded warmly to Vad Varo’s sympathy and concern for her well-being.

The courage of Vallia Dia and the beauty of her personality won the love of Vad Varo. Now assistant to Ras Thavas, Vad Varo decided to attempt to recapture the body of Vallia Dia from Xaxa, Jeddara of neighboring Phundahl, who had bought the body.

With incredible courage, Vad Varo, a man with no friends on Barsoom, undertook to capture a Jeddara in her own palace and abduct her to make him the new ruler of the city of Mars, the brains which could restore to Vallia Dia her true body. He did not declare his love for Vallia Dia, for if he were successful in his hazardous undertaking he would not want her to feel obligated to return his love.

After dangerous doings, the carthman on Mars, successfully in bringing the body of his love back to the laboratories of Ras Thavas. Only after he had returned each brain to its rightful body did Vad Varo and Vallia Dia declare their love for each other. Quickly Vad Varo attempted to return Vallia Dia to her home city of Duhor.

En route the couple encountered a Heliumite air fleet commanded by slaves. Each Warlord of Mars. The Heliumites took the couple to Duhor, where Vallia Dia was identified as the supposed lost princess of that city, and Vad Varo and his princess were warmly welcomed by her father, the Jeddak of Duhor.

Vad Varo rejected a chance for immortality when he decided to risk his precarious existence in his quest to reunite Vallia Dia’s brain with her body. He sacrificed this immortality and risked all for a woman he loved and did not proclaim his love until he had succeeded.

**Tan Hadron of Hastor**

Tan Hadron, a well-born if poor Padwar (lieutenant) in the service of Helium, fell in love with the beautiful and cold Sanoma Tora, the daughter of her wealthy commandant. When Sanoma Tora was abducted mysteriously, Tan

As Turan actually rescued Tara, the city of Manator fell to an army of Helium, led there by some of the best generals after rescuing Tara of Helium, Turan still did not reveal his true identity to her. She had thought the bejewelled Gahan of Gathol to be effete and doubted his ability as a warrior and his courage. Only after Tara had accepted the love of Turan the Panthan does Turan reveal himself, at the head of the Heliumite army with Gatholian forces in the Verify of the bold panthan as Gahan, Jedd of Gathol.

Gahan labored to prove his merit and rescued Tara repeatedly from danger. Only when he was sure he had won her love did he reveal himself as other than a poor wandering panthan.
Hadron immediately obtained permission to attempt to rescue her, despite her rejection of his love due to his lack of wealth.

Setting out in search of a woman who has rejected him is very typical of Barsoomian men. Also typical was Tan Hadron's rescue of a Red Martian woman from her captivity among the green Martians in an abandoned city. This woman, Tavia, was an escaped slave from Jahar. When Tan Hadron believed Sanoma Tora to be held.

First he returned Tavia to her home city of Tjanath. The pair were made captives and Tan Hadron attempted to escape and rescue Tavia. He was caught and condemned to die the "death." The death turned out to be only an underground river from which Tan Hadron passed through many dangers and adventures before gaining an airship and the means to rescue Sanoma Tora. Once under way to Jahar to rescue the Heliumite beauty, he turned around and first rescued Tavia, whom he viewed as a close and valued friend. After he had rescued Tavia from a tower in Tjanath, the two companions went to Jahar to save Sanoma Tora.

Sanoma Tora was rescued and the Jeddak of Jahar, Tul Axtar, was captured. Tul Axtar had made Sanoma Tora his slave and not the Jeddara the haughty beauty had dreamed of becoming. The treachery of Tjanath was revealed to Tavia that night in return for his pledge to make her his Jeddara. Tan Hadron and Tavia were dropped from their flyer to an area of cannibalism. Undergoing a hazardous crossing of this area the two regained their flyer and flew to meet the powerful Heliumite fleet which was approaching Jahar. Tul Axtar of Tul Axtar's disintegrating rays (developed by Phor Tak) and assisted the Heliumites in defeating the mad Jeddak of Jahar. Once the Heliumite fleet had been saved, Tan Hadron and Tavia returned to Jahar to rescue Sanoma Tora once again. This sort of multiple rescue is again typical of the steadfastness of the Barsoomian hero. Their rescue was accomplished in the midst of an uprising against Tul Axtar, but the Jeddak escaped the mobs by the theft of Tan Hadron's airship and the abduction of Tavia.

Then Tan Hadron returned Sanoma Tora to the fleet of Jahar and obtained permission to turn off in search of Tavia. He rejected both Sanoma Tora's pleas that he return with her to Helium and her offers to marry him. Tan Hadron finally realized her lack of virtue and that he was really in love with the valiant and loyal Tavia.

Tan Hadron had performed his duty as a warrior of Helium in rescuing a prominent citizen's daughter, but he afterwards wanted only to find and save the woman he loved, Tavia. His perseverance finally paid off when he rescued Tavia. He declared his love for her, which she had long waited to hear. With her love for each other declared, the second two returned to the Heliumite fleet to announce their betrothal. With the fleet's valor, a former slave who had been promoted for his valor, and this man identified Tavia as his daughter who had been stolen from him in Tjanath years before. Tavia was a princess descended from the royal blood of Tjanath. Thus, Sanoma Tora who sought rank and privilege found only dishonor while Tan Hadron of Hastor who sought only love found a princess.

Vor Daj of Helium

When Dejah Thoris, princess of Helium, was injured in the crash of two flyers, her mate, John Carter, sought out Ras Thavas (the Mastermind of Mars) to ask him to use his superlative ability as a surgeon. The Warlord was accompanied by a young officer of his personal guard, Vor Daj.

The two warriors were captured by the hideous hormads, the synthetic men of Mars. The hormads were an experiment by Ras Thavas which had gone wrong and the super-scientist and intended to conquer Barsoom.

In captivity Vor Daj met a beautiful Red Martian woman who was also a captive of the Hormads. She fell in love with her and did perhaps the bravest thing imaginable to rescue her from the malformed monstrosities who were their captors. Vor Daj had broken the body of one of the hormads, one Tor-dur-bar.

John Carter and Ras Thavas escaped to cure Dejah Thoris and Vor Daj remained behind to attempt to rescue his love, Janai.

The seven princes of the hormads fought amongst themselves, thus enabling Vor Daj (now Tor-dur-bar) to gain Janai as his prize for assisting the third jed in becoming Jeddak of the Hormads. The Jeddak of Morbus (city of the Hormads) wanted Janai for himself and later he ordered Tor-dur-bar to lead a war party to attack nearby cities. Tor-dur-bar escaped with Janai, leaving his own body behind in Morbus where one of the vats of synthetic life was out of control, creating a monstrosity that threatened to over-run the island of Morbus and devour all in its path. With this act Vor Daj chose Janai's safety over that of his true body and probably condemned himself to spend the rest of his life as a hideous hormone—a life predicated of course on a successful escape from the hormads and being able to reach civilization from the midst of the dangerous Toonolan marsh.

Janai was captured by the Jed of Amhor, from whom she had fled when she was captured by the hormads. Tor-dur-bar was placed in a zoo in Amhor, but escaped to rescue Janai. They met the Jeddak of Amhor, and an airship was put down to the menace of the hormads and rescue Vor Daj.

The fleet flew to Morbus where the monster growth had devoured all living things on the island. Is Vor Daj's own body safe in the locked room within the pits beneath the laboratory?

Vor Daj's body was reclaimed and his brain returned to its rightful housing. When Vor Daj met Janai, the beautiful girl tricked Vor Daj into confirming her suspicions that he had been Tor-dur-bar, after which the two declared their love for each other. Janai's love had been won by Tor-dur-bar's bravery and loyalty, and she did not really care whether Vor Daj was a Tor-dur-bar or if Tor-dur-bar had always been Vor Daj.

Tars Tarkas of Thark

Unlike any of the other heroes discussed herein, Tars Tarkas is a member of the savage green race of Barsoom. His heroism was in the grand Barsoomian tradition and is especially notable in that he rose above the barbaric customs of his own people and learned the value of the code of honor, love, and loyalty. Perhaps his greatest contribution to Barsoomian history was his attempt to instill these values in the savage hearts of the horde of Thark.

In early adulthood, Tars Tarkas already showed signs of emotion and loyalty when he found love with a Green Martian female (not permitted by custom) and they decided to keep their offspring rather than place their egg in the communal incubator as demanded by Green Martian law. Thus their daughter, Sola, became the first Green Martian to know her true parents. When Tars Tarkas' love was discovered to have kept her daughter, she was tormented to death, but would not reveal the identity of her lover, who was off on a long expedition. Tars Tarkas never forgave his Jeddak for this treatment of the female he had loved.

Tars Tarkas learned of friendship from John Carter and assisted the Warlord many times in rescuing Dejah Thoris and in the destruction of the false religion of the Holy Therns. Though a product of a society that found amusement in torture and pain, Tars Tarkas was able to rise above this background and feel friendship, loyalty, and love for his companions. He gained the position of Jeddak of Thark and revenge himself on the vicious Jeddak in a duel to the death to save John Carter's life. He then used the resources of his barbaric people to assist his friend and rescue Dejah Thoris. This was followed by continuous efforts to teach his own people the value of the finer sentiments and to help them rise from the depths of depravity and barbarism. The Horde of Thark embarked on the road to civilization and decent society under the leadership of the brave and open-minded Jeddak, Tars Tarkas.

The size and strength of the green men make them all ferocious warriors. A leader among them, Tars Tarkas is the finest warrior ever produced by the barbaric hordes of the dead sea bottom. His emotional reaction to life makes him a true Barsoomian hero in the same sense as any of the brave men we have discussed. As with the others, John Carter was certainly a great influence upon the Tharkan warrior, and his actions have lived up to the example set by the Warlord.

John Carter, Warlord of Mars

John Carter was an earthman who had been transported to Barsoom. He was the finest swordsman on two worlds and the bravest warrior in the history of a warlike race. The other warriors we have mentioned previously were all great swordsmen, but their greatness is best described in saying that their ability and bravery suffered little when compared to the Warlord himself.

To recount the adventures of John Carter as he rescued his beloved Dejah Thoris, or his granddaughter Liana of Galath, would only re-impress upon the reader's mind the greatness of the Warlord. Fully half of the books in the Martian series by Edgar Rice Burroughs deal with his adventures. Let it suffice to say that John Carter epitomizes the honor, bravery, and warlike spirit of the Barsoomian warrior. These attributes have been examined in more detail through the stories of the other warriors discussed earlier. John Carter served as an example and inspiration to all as a swordsman without equal, with unparalleled courage, and with a love for his princess so great as to topple mighty empires.

Love, loyalty, patriotism, and the example of brave men in a savage setting are what makes the Barsoomian warrior great. He was an inspired warrior whom love and honor are far more important than life itself. That the women of Barsoom were worthy of such devotion and loyalty is greatly due to the honor they gain with the love of such warriors. ■
The Barsoomian Code of Honor

The code of military honor on Barsoom dictates the use of a weapon no longer or with no greater range than that chosen by an opponent. Thus, the basic hand weapons are rated by length and reach. After an opponent chooses a weapon, his attacker chooses from among those weapons with similar or lesser reach.

When one warrior uses a long-sword, his opponent can use any of his hand weapons other than a radium pistol. The choice of a short sword by one combatant would limit his opponent to the use of a short sword, a hatchet, or a dagger. There is nothing improper with choosing a shorter weapon if the warrior feels more proficient with it. Therns are the one race on Barsoom which violate this code of honor and are justly viewed as inferior warriors and ignorables.

There are two apparent exceptions to the code of honor. These are the use of fire arms when opponents are not similarly armed and the use of lances from behind. In the case of fire arms, a warrior equipped with radium weapons will generally make use of them until such time as his opponent(s) come within reach of his smaller ranged weapons. The long-sword is definitely the preferred weapon of Barsoom and all warriors are proficient with it. To draw a fire arm while engaged with swords is to violate the code of honor. And using a weapon at long range, even if one's opponent(s) has no similar armament is perfectly acceptable.

When charging on foot back, the accepted tactic is to make use of the long lance and to disregard the weapon beeng deployed by the target of the mounted charge. However, once the initial charge has been completed, even green Martians seem to prefer to engage their opponents with long-sword.

Barsoomian Cities

Cities on Barsoom, the centers of trade, industry and commerce, are walled in a manner similar to medieval earthly cities for protection from the ravages of the green hordes. As on Earth, each city has several separate and distinct quarters or sections. These include a section for warehouses and factories, a lower class residential section, a business center where most shops are located, and a middle class residential section. Most cities have a separate section for the palaces of the nobles and Jeds where richer members of the middle class strive to live in hope of gaining acceptance from their social superiors. This section is nearest the quarter of the city housing the palaces of the Jeddak or Jed who rules the city.

Each section has certain characteristics in common with other cities on Barsoom and these are worthy of note. Many cities have a deserted section of long-abandoned buildings populated only by those with a reason to avoid the regular populace. All residential sections have houses on huge ‘lifts’ that rise at nightfall to put the house in the air and make entry by assassins difficult, if not impossible. This holds true of all residences, including the palaces of the nobility. The area of warehouses and factories will have buildings of many stories. These are often large warehouses, or older, office buildings. Such buildings would also be found in the commercial center of the city and in the district of shops and businesses.

The palaces of the wealthy classes often have their own airship hangars on the roofs. These hangars supplement the public and military hangars scattered throughout all quarters of the city. The Jeddak’s palaces will also have a private hangar area on one roof of the palace. The palace will have towers and will be well equipped with secret passages — certainly expected in the center of political intrigue and power of the city state. One finds pits under all Martian cities. These pits, dungeons, and secret ways out of the city begin under the palace of the Jeddak. They often lead to the great arena, usually found in the same quarter as the palace.

It should be noted that all Martian cities have ramps in place of stairways. These lead upward in the palace or down to the pits. Wherever a Barsoomian wishes to go upward or downward, he finds a rampway. Some of the larger empires include more than one city, and these have some form of public transportation between the cities, much like an earthly subway system connects parts of major cities. This public transportation runs from public fliers (similar to taxis) to the renting of elevator motors (flying belts) to travelers. The twin cities of Greater and Lesser Helium, seventy-five miles apart, are linked by underground transport.

All Barsoomian cities are well patrolled by military personnel in the air. Some fly in air cruisers watching for the approach of unknown craft. Others patrol with equilibrismotors watching the ground below, which is excellently lighted by powerful street lights. Naturally, these guardians of a city are less careful in times of peace than in times of war. Cities that could never be entered in war are often easy to enter in times of peace when the guards have become somewhat lax in their duties.

Barsoomian Weapons

The Martian warrior carries a full inventory of weaponry on his person when he goes to war or to rescue a lost love. The society is so warlike that all Barsoomian men carry swords in everyday activities and would feel naked without these weapons. All Barsoomian warriors carry the following weapons in their harness:

The long-sword: The basic weapon of all warriors. It is a long, rapier-like weapon with which the Barsoomian warrior has developed incredible abilities. His swordsmanship determines his quality as a warrior and his ability to survive in a savage world.

The short sword: Similar to a Roman sword in length, it is carried with the long-sword as a secondary weapon.

The dagger: Used to cut leather when necessary on an airship and in emergencies. It is not a primary weapon but is always carried for its many possible uses. A warrior may also carry the following:

The hatchet: Can be used as a war axe or as a tool.

The radium pistol: A firearm with a shorter range than the radium rifle. Red Martians would tend to carry radium pistols as opposed to radium rifles.

Green Martian warriors would also carry:

The forty foot lance: For use on foot back.

The radium rifle: A deadly weapon with a range of 300 miles. These weapons fire explosive radium bullets which explode when exposed to light. The bullets are covered with a thin coating that breaks on contact with the target, thus causing an explosion. The green hordes are incredibly adept in the use of this long ranged weapon. Since red Martian cavalry rides a smaller version of the hoat than the savage green Martians, they tend to carry a twenty foot lance rather than the forty foot lance of the green hordes. The cavalry of Ptarth is mentioned as carrying radium rifles. Certain weapons are used exclusively by other races on Barsoom. These are listed below with information on the appropriate race for their use:

Curved long-sword: Almost a cutlass and used exclusively by the First Born, the Black pirates of Barsoom.

The radium rifle with attached shield: Used exclusively by the Therns or white Martians.

The bow: An outmoded and archaic weapon on Barsoom. It is still used by two groups outside the mainstream of Barsoomian culture. Both of these groups have cultures dating back to before the seas of Mars dried up and the current culture arose. These groups are the bowmen of Lothar (generally only imaginary) and the Orovans of Horz.

The hook sword and cup shield: A weapons system unique to the yellow Martians. The hook sword is used to ensure the opponent’s sword while the cup shield is used to deflect the opponent’s hook sword. This system is used with the usual long-sword. The long-sword is the actual weapon while this unusual weapon system creates the openings for use of the long-sword.

Javelins: Used only by the yellow Martians. Larger weapons are discussed in the section on Barsoomian airships as these weapons are generally carried aboard such vessels as primary armament.
Personages

Dejah Thoris: Princess of Helium and mate of the Warlord, John Carter. She is the daughter of Mors Kajak and grand-daughter of Tardos Mor, Jeddak of Helium. The most beautiful woman on two worlds and a loyal and brave mate for the earth-man who came to dominate Barsoomian events. She was captured by the Tharks while John Carter was a prisoner of the nomadic green horde and was rescued by John Carter with Woola and Sola. They escaped recapture but John Carter was again retaken by the female horde in defense of his princess. He then rescued her from the clutches of the Zodangans and saved Helium from a siege while the Heliumic air fleet was away. She was continually kidnapped, abducted and coveted by unscrupulous Barsoomian leaders as the most beautiful woman alive and as a weapon to use against John Carter, the Warlord of Mars.

Fal Sivas: A scientist in Zodanga who was working on a space craft that could be guided by an artificial brain, somewhat like our own computers. His efforts to perfect this brain included the vivisection of slaves to study their brains and nervous systems. He was also stealing ideas from Gar Nal, another Zodangan scientist. Fal Sivas' ship was used by John Carter to rescuing Dejah Thoris from Tar Jan and Gar Nal on Thuria. The duplicity of Fal Sivas was then demonstrated when he joined forces with Gar Nal after the abduction of Dejah Thoris in Gar Nal's ship and their flight back to Zodanga. The two scientists were finally caught and defeated by John Carter.

Gar Nal: The rival of Fal Sivas in Zodanga. He cooperated with Tar Jan in the abduction of Dejah Thoris in hopes of a huge ransom. His spacecraft did not use the mechanical brain techniques of Fal Sivas but the two craft were similar in other respects due to the normal spying of the two scientists were engaged in.

I-Gos: The chief taxidermist of Manator where the dead are preserved and expected to remain where they had lived to keep company with their descendants. The greatest jeds and warriors of Manator are honored by being kept in the Hall of Chiefs where they stand an immobile guard on the Jeddak of Manator on their stuffed Thoats.

I-Gos met Tara of Helium and Gahan of Gathol when the pair escaped from the clutches of O-Tar and they attempted to deceive the almost sightless elder into believing that they were new apprentices sent to learn his craft. He saw through their fakery and attempted to abduct Tara to keep him company while he imprisoned Gahan by locking him in a room. Tara was retaken by O-Tar's guards when she escaped I-Gos and it was I-Gos who recognized Gahan when he came to claim his prize at the Joran field in the disguise he had stolen from one of the chiefs being repaired by I-Gos. Yet, later I-Gos grew disgusted with his Jeddak's cowardice and assisted Gahan in discrediting O-Tar before the assembled Jeds of Manator.

Issus: The supernatural goddess of the Barsoomian religion who ruled the First Born. She was actually only a withered crone who ate only the flesh of one of her final pilgrimages directly to her temple. She enslaved the most beautiful captives for one year and then had them served to her table. The rule of Issus was finally overthrown by John Carter but Dejah Thoris had been imprisoned for a full year with Thuvia of Prthar and Phaidor, the daughter of Matia Shang, before the Warlord could rescue his princess. As the year passed the prisoners were abducted by Matia Shang and Thurd.

Janai: A noblewoman of Amhor who was forced to flee the Jed of her home city and was captured by the Hormads of Morbus. Vor Daj fell in love with Janai and took the body of Tor-dur-bar to attempt to rescue her. Their escape from Morbus and capture by Jal Had of Amhor provided many opportunities for Tor-dur-bar to assist Janai. In the end, after their escape from Amhor and meeting the airships of John Carter on their way to destroy the Hormads, Janai realized her love for Tor-dur-bar. She cared not if Vor Daj was always Tor-dur-bar or if the Vor Daj she marries was actually Tor-dur-bar the Hormad's body in the hand of the handsome Vor Daj as she had come to love Tor-dur-bar for what he was inside.

Liana of Gathol: Daughter of Gahan of Gathol and Torar, grand-daughter of the Warlord and Dejah Thoris. She was abducted by Hnin Abol of Panar and escaped him in Herza where he encountered John Carter and Pan Dan Choo. On the trek towards Gathol they faced many dangers and finally Liana was recaptured by Hnin Abol when the party reached Gathol to find the city under siege.

John Carter rescued Liana from the clutches of Hnin Abol within the city of Pankor and she was finally reunited with her family after the defeat of Hnin Abol by the Gatholians and the Heliumites. She currently looks with favor upon Pan Dan Choo who had undergone much attempt to prove himself worthy of her love.

Omn-O: A young servant in Amhor who took pity on Tor-dur-bar and kept the Hormad/Vor Daj informed about events in the palace of Jal Had and the status of Janai. This young boy also brought food to the captive "humans" in the zoo of Amhor.

Phaidor: The daughter of Matala Shang who had been in love with John Carter. Her anger grew when he rejected her love and explained about his marriage to Dejah Thoris and his love for the princess. Phaidor was imprisoned with Dejah Thoris and Thuvia and sought to kill Dejah Thoris but was stopped by Thuvia. Later, Phaidor assisted her father and Thurd in their abduction of Dejah Thoris.

The Thoar beauty finally redeemed herself when John Carter attempted to rescue Dejah Thoris outside of Kadabra. Phaidor killed Thurd in revenge for his killing of her father, thus saving Helium and Phaidor did not attempt to kill Dejah Thoris and instead she leaped over the side of the fler to make amends for the pain she had caused the man she loved, John Carter.

Phao: A noblewoman of Jarar who was the lost love of Nur An, the companion of Tan Hadron. She was a captive in Tjannah when she met Nur An again with Tan Hadron and assisted them in rescuing Tjannah. She was later captured by Phor Tak and by Tul Axtar to be rescued by Nur An and Hadron of Hastor.

Phor Tak: The scientist of Jarar who designed and perfected the disintegrating ray of Tul Axtar. He later developed the ghastly blue protective paint which negated the effects of the disintegrating ray so Tul Axtar did not have to fear his enemies gaining the secret of the disintegrating ray. After these inventions, the scientists quarreled with Tul Axtar and fled Jarar to develop other weapons to overcome his former ruler and to further his own dreams of world conquest.

Phor Tak captured Nur An and Tan Hadron when they escaped from Gasta in a balloon. He had developed "Phor Tak's flying death" which was a guided missile fired by Tul Axtar's blue protective paint. Phor Tak could then defeat Tul Axtar and then readjust his guidance system to be attracted to anything else. The missiles were invisible.

The new paint of invisibility was used to create an invisible fler which enabled Tan Hadron to rescue Tjannah and Phao, and then to rescue Sungara Tora and capture Tul Axtar. Tul Axtar gained control of the fler but Hadron later regained it and used it to help the Heliumites to defeat Tul Axtar's fleet.

Phor Tak was finally killed by Tul Axtar and his scientific arsenal was destroyed by Tan Hadron to end the possibility of the weapons falling into the wrong hands.

Ras Thuvax: The Mastermind of Mars was able to surgically remove the brain of one body and place it in another body. His surgical skills were far beyond the dreams of Earthly medical men but his scientific thought process was almost inhuman. Though not intentionally cruel, any experiment could be justified if it had the potential to gain further knowledge for Ras Thuvax.

After being forced out of his laboratories near Toonol, Ras Thuvax rebuilt a ruined city in the Toonolan marsh called Morbus and began the development of synthetic life and men. These synthetic men, or Hormads, eventually bred enough intelligence that they took over control of Morbus and the production of more Hormads in the determination to raise immense armies to conquer all Barsoom. Ras Thuvax finally escaped, freed with the aid of John Carter who sought Ras Thuvax' help in aiding Dejah Thoris, who had been injured in a fler accident.

Rojas: A beautiful noblewoman of Invak who objected to Motus kicking John Carter while Motus was invisible and the chained John Carter could not even see his attacker. She later declared her love for John Carter and aided him to escape by providing him with the invisibility tablets of Invak. John Carter kept his pledge to take Rojas with him when he escaped Invak and finally confessed to her that he had only pretended to accept her arrow of love to enable him to escape Invak and rescue Liana of Gathol. He told Rojas of his real love for Dejah Thoris and beseeched her for having deceived Rojas. He was happily surprised when Rojas told him that she did not love him and had only made the declaration to gain his help in this one chance to leave Invak, where she hated the boorish ruling class and sought to join the Barsoomian society at large. Rojas was warmly welcomed to Helium by Dejah Thoris and she soon had no lack of suitors due to her great beauty.

Sanroma Torra: The cold but beautiful daughter of Tor Hatan of Helium who sought to ac-
cepted by the best society of Helium. She accompanied Tan Hadron of Hastor to the Warlord's palace for social reasons and rejected the young officer's avowal of love. She had ambitions of becoming a princess or Jed-dara.

Sanoma Tora was abducted by Tul Axtar of Jarhar who collected beautiful women for his harem. She was rescued by Hadron of Hastor and then betrayed him to Tul Axtar when the ruler of Jarhar offered to marry her.

When Tul Axtar's people rebelled after the defeat of his fleet by John Carter's Heliumite fleet, Tan Hadron again rescued Sanoma Tora and then rejected her offer of marriage as he had finally realized that his true love was for the loyal Tavia.

Sharu: A beautiful woman of Ghasta who helped Tan Hadron and Nur An to escape from the city of torture and depravity. Hadron and Nur An would have died rather than enter into the activities of that city. Sharu, who was to persuade them to join the court of Ghron (Jed of Ghasta), recognized their nobility of spirit and risked a great deal to help them to escape.

Sola: The daughter of Tars Tarkas who was given charge of John Carter while he was a prisoner in Thark. She helped John Carter to escape with Dejah Thoris and became a member of the Heliumite princess' household. Sola was an example of atavistic emotionalism among the green Martians as she was still capable of the finer sentiments of humanity. It is this very type of civilized sentiments that Tars Tarkas attempted to instill in his savage nomads.

Tara of Helium: The daughter of John Carter and Dejah Thoris who was strong-willed and beautiful, as would be expected from the great beauty of her mother. Tara flew off alone on a flyer in the midst of a terrible storm and was captured by the Kaldanes. She was rescued by Gahan of Cathol who had set off in search of her out of love. Gahan appeared far differently in his worn apparel than he had in his overly ostentatious court apparel and he remembered Tara's insulting the warlike ability of any warrior in such fancy raiment. Gahan told Tara he was a simple peasant and after undergoing various ordeals and captures in Manator, Tara of Helium declared her love for the simple pantham.

Only then, after their rescue by troops from Helium and Cathol, was Tara told the true identity of her chosen mate.

Tavia: A slave girl from the palace of Tul Axtar of Jarhar, Tavia escaped from the palace when Tul Axtar finally noticed her. She was captured by green men and rescued by Tan Hadron of Hastor when he noticed a woman captive of his race among the green hordes and felt the chivalric call to duty to rescue her. Tavia offered to help Tan Hadron in his efforts to rescue Sanoma Tora. The pair first went to Tjanth, Tavia's original home city, where they were imprisoned and finally Hadron and Nur An (who was in his cell) were condemned to "the death." They were dumped down a pit and found themselves in an underground river which eventually led them to Ghasta, from where they escaped in a balloon. Captured by Phor Tak, Hadron was able to gain the use of an invisible flyer to rescue Tavia and Phao from Tjanth, though he had to leave

Nur An as a hostage with Phor Tak.

After rescuing Tavia and Phao, the group rescued Sanoma Tora and captured Tul Axtar. When Sanoma Tora broke the news to Tul Axtar, Tavia and Hadron of Hastor were marooned and had to contend with the cannibals of Tul Axtar's realm. This danger and his concern for Tavia finally made Tan Hadron realize his love was for Tavia and not for Sanoma Tora. Through Tul Axtar, Tavia had loved him all along but would not stay with him for his happiness, so she helped him in his efforts to rescue Sanoma Tora.

After Hadron assisted the Heliumite fleet to defeat the fleet of Tul Axtar and rescued Sanoma Tora once again, he rejected Sanoma Tora's avowal of love and sought Tavia. He did not seek Tavia as someone who would advance his rank as she was only a slave girl. Hadron felt that the Warlord would approve of this marriage anyway. When he declared his intention to the Warlord, Hadron of Hastor was overheard by one of John Carter's officers, Kal Tavan, who had been a slave in the household of Sanoma Tora and promoted for his courage in defenses on the green fronts. Kal Tavan then stated that she was actually descended from the Jeds of Tjanth and Tavia was not a mere slave girl but his daughter who had been captured by raiders from Jarhar when she was still a small child.

Thuvia of Parrass: The daughter of Thuvan Dihn, Jeddak of Parris, had taken the pilgrimage to the Valley of the King only to be enslaved by the Therns. She was awaiting execution when John Carter and Tars Tarkas arrived on the scene.

Thuvia's uncanny ability to control the mighty banths by the sound of her voice helped John Carter and Tars Tarkas to gain the upper hand of the Therns, only to see John Carter captured by the First Born while he allowed Tars Tarkas and Thuvia to escape. Thuvia was later recaptured by the First Born and was imprisoned with Dejah Thoris who had been captured while making the final pilgrimage when she had given up hope for John Carter's return. Thuvia learned to love Dejah Thoris and the two became fast friends. This encouraged Thuvia to give up her declared love for John Carter.

Later John Carter and Thuvan Dihn rescued Thuvia and Dejah Thoris from the clutches of Matai Shang and Thurid in Kadabra. During the battle for Kadabra it appeared Carthoris had developed a fondness for Thuvia. Later, Thuvia rejected Carthoris' expression of love for her, because she had been promised to Kulan Tith, her father's ally. She was abducted by Astok of Dusar and the world believed Carthoris guilty of this crime.

Even after Carthoris had rescued her repeatedly she would not break her pledge to Kulan Tith, despite her great love for Carthoris. Carthoris rescued Kulan Tith from the green Martian hordes and prepared to turn Thuvia over to the Kadabranz in exchange for Carthoris' forces when the Kadabrans held Dejah Thoris captive. Zanda therefore blamed John Carter for all of her troubles, but had no idea that her savior Vandor was actually John Carter of Helium.

After saving Zanda from vivisection by Fal Sivas in Zodanga befriend John Carter while he acted disguised within that household. Zanda had been of the old aristocracy of Zodanga and had been sold into slavery when her family had lost all during the assault on Zodanga by Dejah Thoris's forces when the Zodangans held Dejah Thoris captive. Zanda therefore blamed John Carter for all of her troubles, but had no idea that her savior Vandor was actually John Carter of Helium.
Cast of Characters

A-Kor: Son of O-Tar, Jeddak of Manaton, and a captive Cathorian princess. A-Kor is well liked by the citizens of Manaton but was unpopular with his royal father for daring to speak back to him about his tyranny. A-Kor was imprisoned, but joined with the forces of Manataj in their rebellion against O-Tar.

Anatoj: Jed of the marshipal Gooli in the Toonolian marshes. He guards a treasure of common shells so no other race would covet his treasure which his people could not really defend.

A-Sor: A padwar of Manaton who is also Taos, son of a noble family of Catthol and former close friend of Gahan of Cathoth. A-Sor recognized Gahan when he was a captive in Manaton and aided his former prince.

Astok: Jed of Dusar who abducted Thuvia of Ptarth when she would not have anything to do with him. He set the abduction to give the appearance that Catthoris of Helium was the abductor. Astok wished to revenge himself on John Carter's son for humiliating him when he attempted to force his attention on Thuvia.

Ay-Mad: The name chosen by the Third Jed of Mars for Hor, who had his brain transferred to a human body. This Jed made himself Jeddak of Morbus and included Tor-dur-bar (Vor Daj) among his guardsmen.

Bal Tab: A green Martian held captive by Jar Hosal, prince of Amhorg, Jar had kept a zoo with representatives of all races on Barsoom. During the escape from the zoo by Tor-dur-bar the prince was slain by the escaping Bal Tab.

Bal Zak: Captain of Ras Thavas' supply aircraft used by Ulysses Paxton (Vad Varo) to escape from the scientist's laboratories and begin the rescue of Valla Dia. Bal Zak was aware the escapees were stowaways on his craft but he allowed them to escape and even offered assistance out of respect for Gor Hajus, a former Toonolian assassin who had escaped with Vad Varo.

Ban-Tor: A warrior of Kamlot who was defeated by John Carter in one of his gladiatorial duels in that city of the First Born.

Bort: Jeddak of the Warhoon who was killed by an even crueller subject jed, Dak Kova.

Dak Kova: New Jeddak of the Warhoon of the North who attained his office by killing Bar Comas.

Dar Tus: A former guardman of Xaxa of Phundahl who was sold out by his mistress and had his body given to a nobleman of Phundahl to assist the nobleman to woo his love. Dar Tus was one of the party which escaped Ras Thavas' laboratories to rescue Valla Dia with Vad Varo.

Djar: Son of Kantos Kan and an officer of Helium. He was apparently the chosen mate for Tara of Helium by her father, John Carter. Gahan of Gathol's rescue of Tara, Djar Kantos' belief that Tara was dead, and his subsequent marriage to another noblewoman left all happy and satisfied.

Doxus: Jeddak of Kantol, a lost city of the First Born. He held all his subjects and slaves in absolute control by the use of a machine keyed to their nervous systems by which he could kill all escapees or rebellious subjects with the simple pushing of a button on this machine.

Dur Ajmad: A nobleman of Amhorg with royal blood, popular with the military.

Dur-Dan: One of the most intelligent and loyal of the Hormads created by Ras Thavas. He assisted John Carter and Ras Thavas to escape from Morbus but was killed during the escape.

E-Mad: Dwark of the Tower of Jetan in Manaton. E-Mad had abused his post by taking advantage of female prisoners in the tower and was finally killed by Tara of Helium when he attempted to perform an unspeakable act.

Em-Tar: A warrior of Hin Abtol of Panar.

E-Thas: Major domo of O-Tar of Manaton who was killed or wounded in all other nobles and was therefore intensely loyal to O-Tar, to whom he owed everything he had.

Floran: A Cathorian slave in Manaton who was one of the first to join Gahan's Jetr team to rescue Tara of Helium and then later made an escape attempt.

Fo-Nar: A warrior of Hin Abtol who had originally been from Jarthar and was forced into the service of Panar. He was a crewman aboard the Dusar and was made first Padwar by John Carter when he made off with the ship.

Gan-Had: A red Martion captive in Morbus who originally came from Toonol. He escaped with Vor Daj (while Vor Daj was in the body of Tor-dur-bar).

Gan-Ho: A crewman aboard the Dusar who refused to obey orders and was attacked by John Carter as he took command of that ship.

Gan-Hor: The Dwark of the unit of horsemen/cavalry of Gathol which captured John Carter when he returned to find that city besieged. Gan-Hor recognized the Warlord and helped him to enter the camp of Hin Abtol.

Gantun Gur: An assassin of Amhorg who was pursuing Janai when she was captured by the synthetic men and was killed to provide one of their number with a human body. The brain of Gantun Gur was destroyed.

Ghek: The Kaldane who captured Tara of Helium and later joined Tara and Gahan of Gathol in their escape from the Kaldane community. His Kaldane powers proved useful in Manaton.

Ghron: The sadistic, spider-like Jed of Ghasta who practiced all forms of torture on his subjects and captives and gained the loyalty of his guards in return for not torturing them.

Gor-Dan: A nobleman of Pankor who was disgusted by Hin Abtol's plans for world conquest. He was aboard the Dusar and was saved by John Carter. He later assisted John Carter when the Warlord was deserted by a mutinous crew and took the Heliumite to Pankor to rescue Llana of Gathol.

Gor Hajas: Formerly the master assassin of Toonol who had been betrayed by his Jeddak. He was rescued in the laboratories of Ras Thavas and joined forces with Vad Varo in his efforts to rescue Valla Dia.

Gur Tus: One of the Heliumite officers who helped to capture the Temple of Issus during John Carter's attack on the Black Pirates.

Hed Ur: Father of Tan Hadron of Hastor. A member of the aristocracy and of the best blood, but not wealthy. He is the Odwar of the First Umak of Hastor.

Haj Al: Prince of Tjannah, son of Haj Osis.

Haj Osis: Jed of Tjannah.

Hal Vas: Son of Vas Kor, a noble of Dusar.

Vas Kor was a loyal follower of Astok of Dusar and it was at Hal Vas' base as Dwark of the Southern Road that Catthoris, disguised as a panther, was enlisted in the armed forces of Dusar in preparation for war with Helium. From this position he is able to rescue Thuvia and eventually avert the war.

Hin Abtol: The boorish Jeddak of Pankor who attempted to conquer Barsoom with captured warriors who had been kept frozen in the wastes around Pankor. He abducted Llana of Gathol when she rejected him and later fled from danger in Horz and deserted her. His attempted conquest of Gathol was thwarted by John Carter.

Hor Ran Kim: Orvor Jeddak of Horz who had to condemn John Carter to death for learning of the existence of the Orvor community in the supposed dead city of Horz.

Horton Gur: Jeddak of the green Martian horde of Torquas.

Hor Vastus: An officer in the air navy of Helium. He was the first to welcome John Carter and his retinues to the Valley Dor and to support the Warlord in his fight against accusations of blasphemy. Hor Vastus was one of the conspirators who helped to build a secret fleet to assist John Carter in rescuing Dejah Thoris from the First Born.

Hovun Du: The result of an experiment by Ras Thavas, this character had a brain half human (from Pthurb) and half white ape. It resided in the body of the great white ape and joined Vad Varo's rescue party for Valla Dia.

Il-Dur: One of the more intelligent Hormands.

Iz-Zav: A guardian in the pits of Manaton. He was hypnotized by Ghek and then disarmed and chained in place of the Kaldane. This caused the superstitious Manatonians to fear Ghek, which proved useful later.

Jad-Han: The brother of Janai who was a slave in Kamlot. He escaped with John Carter and Llana of Gathol.

Jal Hads: Son of Amhor who first attempted to abduct Valla Dia and attacked her home city of Duhor. When this failed with the escape of Valla Dia (disguised as a slave), he attempted to woo Janai, a young noblewoman of his own city. Janai's flight led her to captivity among the Hormads. Jal had kept a zoo filled with specimens of the races of Barsoom and was eventually killed when these inmates of the zoo escaped and one, the green man Bal Tab, killed Jal Hads.

Jat Or: A padwar in Dejah Thoris' guard who accompanied John Carter in his rescue of Dejah Thoris from the Zodangan assassins and their hiding place on Thuvia.

Jawi: The number two power in Lothar who first lured Catthoris and Thuvia into that city of few men with fantastic mental powers. He was the rival of Tario, Jeddak of Lothar.

Kab Kadja: A Jed among the Warhoon of the South.

Kal Tavan: A slave of Tor Hatan, father of Sanoma Tora, who valiantly attempted to defend his mistress from abduction by Tul Axtar of Jabar. He helped to identify the abductors and was later freed and made a Dwark by John Carter for his courage. He was actually
descended from the Jeds of Tjanath and the father of Tavia.

**Kandus:** A warrior of Invak who was with the party of invisible men who first captured John Carter.

**Kantos Kan:** A Helnitite officer who was met by John Carter when he had just escaped from Thark with Dejah Thoris. Kantos Kan was searching for Dejah Thoris and became a lifelong friend and ally to John Carter. He later became commander of the Helnitite air fleet.

**Kar Komak:** An imaginary bowman of Lothar who had been summoned by Jav. He remained in existence after being summoned so many times and was a companion in his efforts to rescue Thuvia. He can duplicate the mental traits of the Lotharians and can summon his own illusions of ancient bowmen.

**Kor-an:** A herdsman/cavalyman of Gathol who captured John Carter during the siege of Gathol and did not recognize the Warlord.

**Kor San:** Jeddak of Duher and father of Valla Dia.

**Kulan Tith:** Jeddak of Kaol and perennial ally of Ptarth. He finally overcame his deep religious beliefs when John Carter proved Matai Shang had abducted Dejah Thoris and Thuvia of Ptarth.

**Lakor:** A Thern in the retinue of Matai Shang.

**Lan Sohn Wen:** An Orovian officer, Dwar of the First utan of the Jeddak’s Guard, in Horz. He was Pan Dan Chee’s commanding officer and he sympathized with Pan Dan Chee and John Carter and attempted to plead their case before his Jeddak.

**Lorok:** A warrior of Dusar in the retinue of Vos Kor, a noble in conspiracy with Astok concerning the abduction of Thuvia of Ptarth.

**Lorquas Ptomel:** Jeddak of the Tarth community that first captured John Carter on his arrival on Barsoom. Tarsh Tarksas was his second in command. Lorquas Ptomel was not nearly as cruel a master as the Jeddak of Thark.

**Luud:** King of the Kaldane community that captured Tara of Helnit when she landed in Bantoom. Ghek was one of Luud’s subjects. The mental powers of hypnotis controlled by Luud far exceeded the best efforts of a mere subject like Ghek.

**Man-lat:** An officer of Doxus of Kamtol who was assigned to guard John Carter while the Warlord was a slave in the palace of Doxus.

**Matai Shang:** Holy Hekkador and Father of Thorns. He was the religious and political leader of the Holy Thorns and a real power on Barsoom. With the fall of his kingdom and the exposure of his false religion, Matai Shang vowed vengeance on John Carter and abducted Dejah Thoris and Thuvia. He was finally captured in Kadabra and was killed by Thurid, a Dator of the First Born and supposed ally, as they both attempted to escape with Dejah Thoris.

**Mors Kajak:** Father of Dejah Thoris and Jed of Lesser Helnit.

**Motus:** A noble of Invak who took advantage of his invisibility to kick the captive John Carter. He was later killed in a duel before the Jeddak of Invak by John Carter immediately before the escape from Invak with the use of invisibility tablets.

**Mu Tel:** A Jeddak in Toonol who was friendly with Gor Hajas, the former assassin of that city. His friendship with the legendary assassin enlisted Hajas’ assistance in rescuing Valla Dia.

**Myr-lo:** The scientist of Kamtol who had invented the machine holding all in Kamtol prisoner to the Jed of Kamtol. Myr-lo was killed by John Carter when he destroyed the machine.

**Nastor:** A Dator of the First Born of Kamtol who bought Liana of Gathol as a slave when she was captured with John Carter. His plans to add her to his many concubines were thwarted first by his wife’s jealousy and then by John Carter’s rescue of her.

**Ndol:** A Dator in Kamtol who was reputed to be a fine swordsman. He was defeated by John Carter in a gladiatorial duel.

**Nur An:** A noble of Jahar who had been imprisoned in Tjanath. He had tried to help Tulf Axtar and sought to join forces of Tjanath, only to be imprisoned. He joined Tan Hadron and assisted the Helnitite in his rescue of Tavian, Samona Tora, and Phao (Nur An’s own lost love who was found as a slave in Tjanath and was a companion to Tavia).

**Natmus:** Jeddak of Dusar and father of Astok. He ordered his son to capture Thuvia of Ptarth to avoid the discovery of Astok’s abduction of Thuvia by Helnit.

**O-Tar:** Jeddak of Manor who imprisoned Gahan of Gathol and Ghek and made Tara of Helnit the prize in a Jeta game after she rejected his offer of marriage.

**O-Zor:** Famous swordsman of Manataj who had gained fame in the Jeta matches of Manorat.

**Pan Dan Chee:** Orovian warrior of Horz who was rescued by John Carter and then condemned to death with the Warlord to keep the existence of the Orovians secret. He escaped with John Carter and fell in love with Liana of Gathol. While accompanying John Carter and Liana he demonstrated his courage and assisted John Carter when they returned to Liana to her own city and to her parents in Gathol.

**Pandar:** A red Martian captain of the Hormads who escaped with Tor-dur-bar and Janai and then abducted Janai, only to be captured again by the Hormads.

**Phor San:** An Odwar in the air navy of Panar who was so drunk at the siege of Gathol that he was duped into granting John Carter the command of the Dusar, a ship not worth flying.

**Phystael:** A member of Fal Sivas’ household in Zodanga who was in charge of the slaves there.

**Pnoxus:** Obnoxious Jed of Invak who led the war party that originally captured John Carter in the Forest of Lost Men.

**Povak:** One of Ul Jan’s assassins in Zodanga who was assigned to kill John Carter and found his death at the end of that mission.

**Pshong:** A warrior of Xaxak, Dator of the First Born of Kamtol. He was defeated in a duel by John Carter where the Warlord demonstrated his skill with the blade. Pshong then befriended John Carter and advised him of the foul tricks employed by later adversaries in duels.

**Pius:** Jeddak of Invak and father of Pnoxus.

**Por Fak:** One of the famous Ptor brothers who first helped John Carter disguise himself as a Red Martian when he first escaped the Tharks on his arrival on Barsoom. Por Fak was a prisoner in Invak when John Carter was captured there and he escaped with John Carter and Rojas.

**Rabuz:** A member of Hin Abtol’s bodyguard in Pankor who was reputed to be the strongest man in that city. He was defeated in a wrestling match by John Carter and thrown at Hin Abtol to cause a commotion while John Carter escaped from the dome city with Liana of Gathol who had been a captive of Hin Abtol.

**Rapaces the Ulso:** A member of the underworld in Zodanga where he earned his nickname which means “the rat.” Rapaces worked as a non-guild assassin for Fal Sivas and he introduced John Carter to the household of that scientist.

**Sab Thun:** Prince of Zodanga who held Dejah Thoris captive while he besieged Helnit. He attempted to force Dejah Thoris to wed him and was defeated by John Carter when Zodanga was successfully assaulted to become a part of the Helnitite Empire.

**Sag Or:** A nobleman in the court of Xaza of Phundahl who had used the body of Dar Tarus and was defeated and forced to return the body of Dar Tarus by Vad Varo when he rescued the body of Valla Dia from Xaza.

**Salmens Oll:** Jeddak of Okar when Matai Shang brought Dejah Thoris and Thuvia to the Jeddak’s capital of Kadarba. He later tried to force Dejah Thoris to marry him and was overthrown in the midst of the marriage ceremony by an uprising of the Helnitite slaves within the city (led by John Carter), an invasion by Helnitite troops with their Tharkian allies, and an attack by his rebellious nephew Talu of Marentina.

**Solam:** The ancient technician of Kadarba who worked the magnetic tower that gave Salmens Oll the power to destroy approaching air fleets. He was finally defeated in an epic sword fight by John Carter, but in time to save the invading Helnitite fleet.

**Sator Throg:** A Holy Thern of the Tenth Cycle who had been the master of Thuvia of Ptarth during her slavery among the Therns. He was slain by Thuvia when she led John Carter and Tars Tarkas into the domain of the Therns. John Carter took Sator Throg’s clothing and wig to disguise himself as the slain Thern due to a strong resemblance between the two men.

**Soray:** Commander of Salmens Oll’s palace guard.

**Sovan:** Prince of Ptarth and brother of Thuvia.

**Syto:** Red Martian dwarf in command of the Hormads who first captured John Carter and Vor Daj in the Toonoln marsh. He later escaped from Morbus with Tor-dur-bar and Janai and was involved in the abduction of Janai. With Pandar he was recaptured by the Hormads.

**Tal Hajas:** Jeddak of Thark at the time of the arrival of John Carter. A cruel and heartless ruler of a barbaric people, Tal Hajas had earned the hatred of Tars Tarkas for the torture death of the Green Martian female Tars Tarkas who had come to love. Tal Hajas was finally killed by Tars Tarkas, who by Green Martian custom became the new Jeddak of Thark.

**Talu:** The Jed of Marentina in Okar. Talu was in open rebellion against Salmens Oll, his Jeddak. Talu’s aid to John Carter was instrumental in the Warlord’s escape from the clutches of Salmens Oll and the attack by Marentina on the dome city of Kadarba assisted the Helnitites in overthrowing Salmens Oll. Talu was made Jeddak of Okar and was an ally to Helnit. Apparently, at some later date Talu’s kingdom fell to Panar,
but his fate is unknown.

_Tan Gama:_ A warrior of the Warhoon of the South.

_Tardos More:_ Jeddak of Helium, Grandfather of Dejah Thoris and father of Mars Kajak.

_Tarjo:_ Jeddak of Lothar who used his powerful mind to create bowmen to defend his city.

_Teezyan-on:_ One of the Hormads who captured John Carter and Vor Daj. He was later killed when he joined Tor-dur-bar's plot to escape from Morbus.

_Than Kosis:_ Jeddak of Zodanga and father of Sab Than. He was killed by John Carter during the marriage ceremony he forced on Dejah Thoris when he offered to spare Helium, which he was besieging, if she would marry his son.

_Thar Ban:_ A Jed among the horde of Torquas who captured Thuvia of Ptarth from the clutches of her Dusarian abductors in the "dead" city of Aanahtar.

_Tharid:_ Dator of the First Born who allied with Matal Shang for vengeance on John Carter. He assisted the Therns in the abduction of Dejah Thoris and was later killed when they were about to be released from captivity among the First Born. They were taken to Kaol and then to Kadabra. Tharid planned to flee from his allies and to take Dejah Thoris with him from Kadabra, but his plans were discovered by Matal Shang and the former allies fought over control of their airship as they left Kadabra. Tharid slew Matal Shang but was slain in turn by Phaidor, daughter of Matal Shang, as he was about to kill John Carter, who was attempting to rescue his princess.

_Thuvan Dihn:_ Jeddak of Ptarth and father of Thuvia. He accompanied John Carter to Kadabra in search of the Thuvsaul of Dejah Thoris. Thuvan Dihn was also instrumental in the gaining of aid for Kulan Tith of Kaol and winning over the previously religious Kaolian Jeddak to their cause against Matal Shang.

_Tor-dur-bar:_ The strongest of the Hormads who befriended Vor Daj in the capture of John Carter and Vor Daj. Later, when the Hormad was given a new body, Vor Daj convinced Ras Thavas to transfer his brain to the hideous Hormad body in hopes of being able to rescue, or at least assist, Janai. This was probably the single bravest act in the entire Barsoom saga. Vor Daj helped Janai to escape and finally escaped with her and overcame all obstacles. With the aid of John Carter and Ras Thavas he recovered his own body and married Janai.

_Tor Hatan:_ Wealthy and "nouveau riche" father of Sanoma Tora. As a newer noble he had not the social contacts the poorer Than Hadron could offer so that Sanoma Tora offered her time to Than Hadron to meet and mingle with the great of Helium. Tor Hatan was also Than Hadron's commanding officer in Helium.

_Torith:_ Dator of the First Born and commander of the guard at the submarine pool during the slave uprising in Issus' domain which was led by John Carter and Carthoris.

_Torkar Bar:_ The Dwarf of the Kaolian Road who has as his duty the guarding of the road leading through the marsh to Kaol and the guarding against the deadly, though almost extinct, siths. His timely arrival saved John Carter from a sith, which can only be killed by lance coated with its own venom. Torkar Bar gave directions to John Carter despite the unknown knowledge that Kaol viewed John Carter as the arch-blasphemer for his attack on the Therns and his statements about the Valley Dor.

_Tul Axtar:_ The mad but cowardly Jeddak of Jahan. Tul Axtar's plans for world conquest were based upon the disintegrating ray perfected for use in his air navy and the protective paint used only on his ships. His cowardice and fear caused him to attempt to build a huge army by expanding his population which instead led to anarchy and cannibalism in certain provinces of his domain. He collected beautiful women and had them abducted, as he did with Sanoma Tora of Helium.

_U-Dor:_ An officer of Manatot who captured Tara of Helium and Ghuk, the Kaldane, who he discovered when returning to Manatot from a mission outside the city.

_Uldak:_ An assassin of Ur Jan's guild in Zodanga who was killed by John Carter when on a mission to assassinate the Warlord.

_Ur Jan:_ Head of the powerful assassin's guild in Zodanga who had plotted to neutralize or destroy the Warlord in order to end the practice of assassination in the Heliumite Empire. The plot was based on abducting Dejah Thoris and hiding her on Thuvia, one of the moons of Mars, by use of the spacecraft developed by Gar Nat, a scientist of Zodanga. When John Carter pursued the abductors in another craft developed by Tal Sivas, the bravery of the Warlord eventually won over the chief assassin who then joined John Carter's household as a warrior.

_Ur Raj:_ A Red Martian prisoner from Hastor in the "zoo" of Amhor when Vor Daj was there while in the body of Tor-dur-bar. Ur Raj was the first of the Dun palmers of Daj and was called to assist in the escape from the zoo and from Amhor.

_U-Thor:_ Jed of Manatos, the second city of Manatot. U-Thor had a large following in Manatot and was often in conflict with O-Tar. He was opposed to O-Tar's treatment of the Catholian slaves for he had married a former Catholian princess who had been a slave to O-Tar. He attacked O-Tar with his troops and defeated the Jeddak with Heliumite aid to rescue Tara of Helium.

_Val Dor:_ A veteran Heliumite warrior who was wounded in action in the war with the Atkans. Vor Daj helped him recover and gave him the time of Gahan and Tara's captivity there. He joined Gahan's team in the attempt to rescue Tara of Helium and eventually escaped after the rebellion of the slaves. His repair of Tara's flie's made it possible for him to return to Helium where he was able to report to John Carter as a known Heliumite warrior. The upshot was Vor Daj returned to Manatot with the forces of Helium and Thark in time to assist U-Thor of Manatos and rescue Tara of Helium.

_Vas Kor:_ A Dusarian noble loyal to Astok in his abduction of Thuvia of Ptarth. It was Vas Kor who sabotaged Carthoris' airship to make it appear that Carthoris was the abductor.

_Vobis Kuna:_ Jeddak of Toonol was an enemy of Gor Hajus and killed the famous assassin. He was angered by the revival of his feared enemy and took vengeance on Ras Thavas by attacking and occupying Ras Thavas' island laboratories, beating off troops from Phundahl that had come to reclaim the island for the Barsoomian scientist.

_Xaxak:_ Dator of the First Born in Kamtol who bought John Carter as a slave when he was captured by the forces of that city. Xaxak used John Carter as a gladiator and won wagers on each bout. Finally he was forced to give his valuable and well-known gladiator slave to his Jeddak when Dusox wanted to be trained in wordsmanship by the fabulous warrior.

_Xodar:_ Dator of the First Born who was imprisoned by Issus with John Carter when word came that he had been defeated in battle by John Carter. Xodar allied himself with John Carter and Carthoris and later became Jeddak of the First Born after the defeat of Issus by the forces of Helium.

_Yamdor:_ Slave and bodyguard to Ras Thavas who was assigned the duty of spying on Vadar Varo while he was making preparations for his escape from Ras Thavas and the rescue of the body of Valla Dina. Yamdor was believed to be the result of one of Ras Thavas' experiments with the powerful body of a male warrior but with the brain of a woman.

_Yersted:_ An officer of the First Born who commanded the submarine carrying the First Born from Kamtol to Omean to the elevator shaft to the Temple of Issus.

_Yeno Seno:_ The lecherous keeper of the keys in the palace of Haj Osis, Jed of Tjannah. He was killed by Than Hadron for attempting to take advantage of Tavia during her captivity in a tower under his control. He had previously done the same to countless helpless captives, including Phao, in absolute violation of all Barsoomian codes of honor.

_Zat Arrras:_ Jed of Zodanga under Heliumite rule. He took advantage of John Carter's questionable status on his return from the Valley Dor and attempted to gain control of the Heliumite Empire. Tardos Mors and Mors Kajak had both been missing for quite some time (they were prisoners in Kadabra as victims of the magnetic tower in their search for John Carter, who had been transported back to Earth), and Dejah Thoris was the only remaining member of the royal family. Zat Arrras set up a trial for Carter in front of the populace of Lesser and Greater Helium, and tried to influence the "trial" by bringing in men loyal to him to judge Carter. When this ploy failed (the Warlord has tremendous popular support), John Carter was made prisoner. John Carter was in an escape by secret fleet left to rescue Dejah Thoris but was almost stopped by Zat Arrras' fleet until the Heliumite crew's mutiny against their Zodangan officers and joined John Carter.

_Zithad:_ A Dator in the Guard of Issus at the time of the Slave uprising led by John Carter and Carthoris in the domain of Issus. He was later present in Kamtol where John Carter was a gladiatorial slave in disguise as the Kamtolions would have slain John Carter for his desecration of Issus had they known his true identity. It was the visit by Zithad that exposed John Carter's true identity to the First Born of Kamtol.

_Zuki:_ A "warrior" of Gooli where all men (marsupials) are cowards. Zuki was chosen to fight with Tor-dur-bar, the Hormad with the brain of Vor Daj, and the Gooli idea of fighting is to run away and then all jump on the opponent who was to fight a single Gooli.

_Zu Tith:_ A former Jed of Zor, a small city in the southern section of the Heliumite Empire. Zu Tith's tyrannical rule caused the Heliumites to attack his city and add it to their empire.
Barsoomian Races

The red race is the dominant race on Barsoom. These red men are the result of centuries of interbreeding between the ancient white, black and yellow races. They are generally similar to North American Indians in appearance with coppery complexions and black hair. They wear little clothing other than a simple cloak when in cold climates. Their harness is their primary garment, composed of leather belts with areas to put their weapons and a single pouch inlaid with the "metal" of their home city. As with all Martian races, red Martians have a life expectancy of approximately one thousand years and they only begin to age at the very end of this life span. However, few Martians live their full one thousand years due to the incessant wars and dangers of Barsoom.

The black Martians or First Born inhabit the area around the underground Sea of Korus called the Sea of Omnean, which is located at the South Pole of Mars. Due to their hidden home, the First Born were thought, until disproven by John Carter, to inhabit Thuria, one of the moons of Mars. They are a handsome race with ebony skin and black hair. Their warriors are generally among the finest warriors on Barsoom and are known as the "Black Pirates" for their practice of raiding the Holy Therns. Black Martians are few in number when compared with the widespread red Martian population and are almost exclusively found in the South Polar area. While there is an isolated settlement of the First Born in Kamtol, they have little contact with other Martian cities.

The yellow Martians inhabit the North Polar area of Barsoom. They were thought to be a mythical race until encountered by John Carter. They have a lemon yellow complexion and black hair and are the only Barsoomians with facial hair. The yellow Martians live in Okar, which can only be entered from the air or through the legendary Carrion Caves (located in the impassable wall of mountains surrounding the North Pole). They use the hook sword and the cup shield and have not developed radiated weapons. Their cities exist under domes in the frozen north and they make use of super-modern ground vehicles without having any airships. They protect themselves from discovery by airships with the use of the Great Power, a gigantic electromagnetic in their capital of Kadabra. Yellow Martian cloaks, for outdoor use in the cold polar area, are made of white apts hide or black and yellow striped orluq hide. The total Okaran population of yellow Martians is far smaller than the red Martian population of Helium alone.

The white Martians or Therns inhabit the area around the Valley Dor, surrounded by the mountains of Otz, at the South Polar region of Barsoom. They have complexions similar to earthly caucasians and are all completely bald. They have a custom of wearing blond wigs, and will never be seen without these wigs. The Therns are divided between the Lesser Therns, who make up the bulk of their warriors, and the nobility, or Holy Therns. The Holy Therns wear a circlet of gold on their heads with a jewel set above the forehead of the wearer. Of all races, only the Therns can be expected to violate the Martian code of honor in combat, as they have always felt superior to the other races in the history of the planet.

The green Martians are totally unlike the other intelligent inhabitants of Barsoom. They stand ten to fifteen feet in height and are six limbed. The lower set are used as legs and the upper set act as arms. The intermediary set of limbs are employed as arms when needed or as legs when the creatures desire to run on four limbs. However, throughout the Martian stories the middle set of limbs are always used as a second set of arms. The skin coloring of the green Martians ranges from a deep olive green for mature males to a lighter shade for the females and young. All have huge white tusks and red-irised eyes. Their ears are antennae-like projections from the tops of their heads.

The political organization of the green Martians is similar to that of a primitive nomadic horde. Each horde is based in one of the "dead" cities which lie abandoned and in ruins along what had been the shores of the seas of Mars. Several of these hordes have sub-hordes (communities) based in other nearby cities. Each such community is composed of between one thousand and fifteen hundred green Martians. The horde takes its name from the city occupied by the chief community. Examples are the hordes of Thark and Warhoon.
Barsoomian Beasts

The animal life on Barsoom bears little resemblance to earthly creatures. Many of the wild beasts encountered when travelling on Barsoom are quite dangerous, often far more so than were those of the lesser known areas of our own planet. These creatures which are unique to Mars are both wild or domesticated.

Apt: The apt is generally associated with the north polar region of Barsoom. Bands of aps guard the famous Carrion Caves which form an outlet and entry to Okar, the land of the yellow Martians. The large, white furred aps have six limbs, four of which serve as legs and propel the apt rapidly over frozen wastes. The remaining two limbs, which serve as arms, project forward from the shoulders and end in hairless hands. These are used in the apt’s basic attack — grabbing its victim and pulling it towards its huge mouth. The head is similar to a hippo’s, with large horns growing from the sides of the upper jaw and curving downward toward the mouth in front. These horns actually grow from the lower portions of the apt’s eyes. The apt is composed of thousands of ocelli. This structure of the apt’s eyes enables the apt to see well in limited light or to “turn-off” portions of its eyes to allow vision in the blinding glare of the polar snow.

Banth: The banth is the Barsoomian lion and one of the widest ranging beasts on the planet. They can be found on the dead sea bottom, in “dead cities” and even among the Holy Therns. Banths are ten legged with a bristling yellowish mane. They are yellowish brown in color and have huge, feline heads split from ear to ear to reveal an incredible set of fangs. Banths are known to hunt and stalk their prey for long periods of time upon the driven by hunger. Although generally nocturnal in hunting habits, the banth has been tamed for use as a guard or war companion in at least two areas on Barsoom. The Therns use banths as guards in the lower levels of their cave network below the palaces of the Holy Therns at the Mountains of OZ. They are also used by the Therns still today. The banths as these beasts also serve to remove the bodies of dead slaves and the like. Whether or not these banths are domesticated is a matter of opinion.

The city of Lothar, which is populated by mental wizards from a bygone era, raises troops from the past to defend its inhabitants from the hordes of Torquas. The mighty bowmen of Lothar are accompanied by banths, which are imaginary. However, with the conjured images of banths are also real banths kept by Lothar to clean up the area outside the city. The banths are kept by the Torquas. It should be noted that Thuvia of Pitar has an almost inexplicable power to command these savage creatures first discovered while she was still a slave among the Therns.

Calot: The calot or Martian dog almost rates as a hero in the “person” of Woolla, John Carter’s faithful and dependable companion. Yet, this creature is found primarily with the green Martian hordes of the dead sea bottoms and is extremely rare in the cities of the red men. Calots are quite intelligent and perform many duties for the hordes of the nomadic green Martians. In this way they closely resemble the red men’s domesticated horse or dog. They perform guard duty, track game and fugitives, and protect their masters when such help is needed. Green Martian calots serve with their masters in warfare and, in general, the calot may well be the deadliest beast, pound for pound, on Barsoom.

Unlike the dogs we are familiar with, the calots are four legged and have bodies of a Shetland pony. They have huge frog-like heads whose mouths run from ear to ear, containing three rows of carnivorous teeth. Ten legged and fast, the calot will attack larger creatures to defend its masters and in such an attack the larger beast is usually the underdog. The developed rudimentary intelligence and courage of the calots has enabled them to develop an evolutionary step that many thought was impossible — that is to say, to develop the instinct to act as a unit. This they do. A group of calots can combine their strength to overpower a larger beast.

Gold: The Goool is a tribe of primitive marsupials found only in the Great Toonolian Marsh. Despite their somewhat human appearance, they have large feet and kangaroo-like legs serving them well for speed (important in their habitat). Their primitive culture and lack of arms other than simple spears makes them little threat to determined foes while their cowardice and false bravado make them easy to scare off.

Hormad: The hormads or synthetic men of Mars are the result of scientific experiments gone awry. Ras Thavas, Mastermind of Mars, developed these creatures while attempting to create a race of intelligent robots. His experiments proved his thesis that even the most intelligent of artificial beings could not compete with the organic brain and thus he built his “kings” to control and overrule his experiment. When the scientists of Mars are not able to control the actions of others for far longer periods. We have seen the king of one community, Lood, actually force Tara of Helum to act in ways she fought unsuccessfully against. This power is similar to hypnotism and depends upon the Kaldane opening up the mind of the one controlled and locking eyes with “the victim.” Other Kaldanes have similar, but lesser, powers. Ghek, a lesser Kaldane who befriended Tara and Gahan of Gathol was only able to dominate the mind of O-Tar, Jedjak of Manator, for a short time.

Men of Lothar: Though not beasts, the men of Lothar are something other than one of the races of Barsoom. They have not eaten for centuries and live by purely mental powers. Whether they are truly alive or maintain an artificial existence by pure belief is difficult to determine. Either way, it is their usual powers that are of real interest. Lothar has been a lawyer among the hordes of Torquas. The citizens of Lothar are convinced that they are the only surviving green Martians. They defeat their attackers time and time again by summoning up images of warriors from their past history of glory. These images of warriors appear to be alive and take the form of the historical bowmen of the days before the seas of Mars receded and dried up. The bowmen, accompanied by their war banths, attack the hordes of Torquas and the green men who, believing what they see, fall prey to the arrows and banths of these brazen warriors.

Even the food in Lothar is imaginary! The men of Lothar are divided politically into two groups, those who see no need for food and those who see the need to imagine the act of eating to maintain existence. The mental powers of both groups are tremendous; a man of Lothar can create memories of the past, animate the city (in concert with others) or create defenders for the walls. However, their powers are effective only until a victim refuses to believe what he sees.

The most powerful mind in Lothar is probably that of Jeddak, Tario. He is closely followed in power by Khiak, who first conjured the images of past warriors for Lothar’s defense. Of the warriors summoned from the
past to defend Lothar, one finally took on true physical form and remained after the need to pursue the Torquasian was past. This warrior, Kar Komak, proved capable of conjuration on his own and is still able to “call up” the very bowmen who had served under him in ages past.

Orluk: We know little of the Orluk except that it is a yellow and black striped predator of the frozen north. The yellow Martians of Okar wear fur from the Orlik in much the same fashion that they often make fur from the apt.

Plant Men: The plant men are only found in the Valley Dor, near the South Pole of Barsoom. They may predate man as a creature of the planet, though Barsoomian religion claims they come from another pod of the Tree of Life. These hideous creatures stand ten to twelve feet tall and from a distance appear vaguely human. Closer examination reveals a hairless body of a bluish color except around the large, single, pure white eye. The head is topped with a mass of thick black hair which resembles waving snakes or worms. The only other facial feature is the ragged hole of the mouth which is set on the same single eye. The beast has two long, sinuous arms that drag along the ground and resemble elephant’s trunks. These organs house the mouths of the creature where the hands of a man would be located. These mouths can either clap the grass of the Valley Dor or can suck the blood from animal victims of the plant men. The most interesting feature of the arms is actually found in the armpits of the creatures. Here are found the offspring of the plant men, for as plants they reproduce by budding. From each armpit dangles a tiny replica of the beast in various stages of development and growth. These buds will finally fall from the parent plant upon reaching maturity at a size of approximately one foot in length.

Perhaps the most important aspect of the plant man’s anatomy is his legs and tail. The legs are large and muscular, allowing the plant man to make tremendous leaps. The feet are huge — totally proportioned with the rest of the body. Finally, the tail is six feet long and is used as a weapon. The preferred attack of the plant men is to leap over their prey and pounce down on them with their powerfully long legs. Once they have been defeated, they suck the blood from their victims with their mouths/hands.

The Therns believe the plant men are reincarnated Therns and allow the plant men to exist in the Valley Dor. Of course, the plant men are the first to greet expectant pilgrims arriving at the Barsoomian “heaven,” and thus are useful to the Therns. Few such pilgrims survive the first attacks by the plant men who travel and hunt in large bands or herds.

Sith: The sith is a rare creature found only in the swampy lands surrounding the city of Kaol. Because a sith is a dangerous predator, the siths have been well hunted in this region and are seldom encountered even there. Siths resemble bald faced hornets the size of earthy bulls. They have powerful jaws and a large, poisonous sting at the back of their neck. This tail is so powerful that even after the sting has been cut off it can still hit a victim with the force of a battering ram. The only known way to defeat a sith is with its own poison. The major roads to Kaol are patrolled by warhorses who are equipped with long lances tipped with the poison of a sith to prevent siths from killing unwary or un-prepared travellers.

Thoat: The thoat is the Barsoomian version of the horse, though in many ways it more closely resembles a camel in temperament. Thoats come in two varieties, the great thoths of the dead sea bottoms which are used by the green hordes, and smaller domesticated variants used by the red Martians, often raised near the city of Amhor. Both varieties are controlled by telepathic means rather than by reins and bridles.

These eight-legged beasts are slate grey in color, shading to white at the belly. They have legs that shade to yellow near the feet, which are heavily padded and without nails or claws. The green Martian thoat stands fully ten feet at the shoulder and has a huge head whose jaws are filled with sharp and dangerous teeth. The ears and eyes are quite small, as is the patience of the beast. Thoats are not hesitant to turn on and snap at their masters. Finally there is a broad, flat tail, shaped somewhat like a paddle with the widest part furthest from the body. This tail is held straight out when the thoat is running. At least one pure white thoat is mentioned as being ridden by Thuvan Dihn, Jeddas of the Tharks.

Ulos: The ulos is the Barsoomian rat and is commonly found in the dungeons and pits beneath all Barsoomian cities. These hideous creatures are far larger than earth rats, approaching the size of terriers, and far more dangerous. A warrior locked in a prison cell and chained to the wall easily fall victim to a single ulos. They have the common Barsoomian jaw structure splitting their heads from ear to ear and the usual assortment of teeth. Though smaller than the other beasts mentioned in this section, they can certainly pose a threat to an unconscious or incapacitated warrior.

White Ape: The huge white apes of Barsoom are most commonly found in the desert cities of the dead sea bottoms and in the Valley Dor. In these places the white apes are denizens of the green men, and they stand fourteen feet in height and have six limbs. They are white in color with a bristling shock of white hair at the top of their ape-like heads. Facial features closely resemble the African gorilla and the creatures demonstrate a predicate-like group loyalty and enjoy the company of a single mate.

Though these creatures tend to live in groups, they hunt alone or with their mates in “calling” distance. White apes do have limited intelligence and isolated groups of the creatures have been known to use tools and simple, club-like weapons.

Fertile climbers, brave and loyal with the ability to take punishment, the white ape is a fearsome antagonist for any warrior. Despite their ferocious nature, the creatures have occasionally been tamed and used for entertainment by wandering panthers (mercenaries) much in the same fashion as bears in medieval Europe.

Zitidar: The zitidar is a huge, mammother-like creature used as a heavy beast of burden by both the green and red Martians. Zitidars also pull the chariots of the green Martians. The chariots are three-wheeled and used in the long treks to the green Martian incubators or to their “capital” cities from outlying communities.

Barsoomian Aircraft

The most important segment of a Martian army is its air fleet. Air power on Barsoom, as on Earth, is generally the decisive factor in war. For this reason a large variety of airship types exist on Barsoom with several different basic weapons systems. The size of the air ships range from small, one man, unarmed scout flyers to the huge aerial battleships with crews of tens of thousand men. All such ships should be visualized as being similar to earthly naval vessels with turrets and propellers. Flight is possible through Barsoomian science and the discovery of the eighth Barsoomian ray, which propels the ship from the gravity of Barsoom. The eighth ray is contained in buoyant tanks on the various aircraft so that wings, wing surface area, and other similar earthly problems of aircraft design are not applicable to the Barsoomian air fleets.

The small one-man scout ships resemble surfboards with propellers at the rear, and with a small wind-screen. These ships are used in flight and, as on all Barsoomians aircraft, attacks themselves to the buggles on the airship with the leather fastenings on his harness. Such scout ships are generally faster than the larger battleships and those of Helium can reach speeds in excess of 1000 miles per hour.

All Barsoomian airships can stop over a location or target and hover, much in the fashion of a helicopter, because their speed has nothing to do with remaining airborne. Small airships exist to carry from one to ten crew members. Such ships serve as scouts, messenger ships, patrol craft over a city, pleasure craft and transportation for the wealthier classes, and even for sport. Jeddaks normally have a number of such ships in their personal hangars and these are usually the fastest ships in their country’s fleet. Small ships of these types are also carried by the larger warships for use in raids.

Barsoomian Religion

The basic religious belief of the intelligent races of Barsoom was based on the worship of Issus, a false goddess who ruled the First Born. All Barsoomians of the red, yellow and green races were expected to make a pilgrimage when they reached their thousandth year of life. None returned from this pilgrimage to the bosom of Issus and it is assumed the travellers reached the Valley Dor — the Martian equivalent of our own Judeo-Christian heaven.

The false nature of this religion was uncovered by John Carter and Tars Tarkas during their adventures at the Valley Dor concurrent with their discovery of the lost races of Therns and First Born. The end result of the pilgrimages was the Valley Dor, but those pilgrims were either killed by the white apes or plant men of the Valley or taken as slaves by
In such raids the larger ships operate almost as aircraft carriers and release swarms of smaller ships. The First Born made extensive use of this tactic in their raids on the Therns. The larger ships generally have crews of 100, 1000 or 10,000, following the Martian system of decentralized military forces. Commanding officers of such ships also serve on the ground in command of similar numbers of men. Most cities of the red Martians are well defended from air attack, so nations wishing to attack such cities use their ships to blockade the city and land large numbers of troops for a land siege.

Among the larger class of ships one would also find large transport vessels capable of transporting the thousands used by Martian cavalry units. Though such units are few in most red Martian armies, the ships were used by John Carter to transport his green Martian allies in the assault on Zodanga. It is assumed similar transport vessels were used to carry the Green Martians to Okar and to Manator.

Troops can be landed from the large battleships by either lowering them down ropes dropped over the side or by actually landing the ships. In an assault on Cathol ships from Panar even had troops use equilibrimotors (see below) to land.

The weaponry carried by airships is of three kinds for most Barsoomian fleets. These include rapid-fire guns which most closely resemble earthy pom-pom guns and fire explosive radium bullets. Such guns are found on even ten-man cruisers. The larger radiation cannon is found on the larger classes of Barsoomian aircraft and is similar to the big guns on Terran warships. In addition to the guns carried on the decks, Barsoomian airships have the capability of dropping bombs on other ships or ground targets.

Both rapid-fire guns and radium cannon are found in the ground defenses of most red Martian cities. These are on the walls and on taller buildings in the city itself, which helps explain how such cities were well defended from air attack. Another means of air transportation is the equilibrimotor. This is a small flying belt, similar to those used in the Buck Rogers comic strip. Barsoomian cities often have stations where travellers can rent these flying belts, and quickly travel to distant parts of the city. They are seldom used in warfare. The use by Panar of equilibrimotors in a night assault on Cathol was both highly unusual and highly unsuccessful. The stations renting equilibrimotors often close down at nightfall and the city guards patrol the streets with their own equilibrimotors, aiding the air patrols in small air cruisers.

As a final note on airships and their weaponry, it should be mentioned that a highly unusual weapon was developed by the city of Jahan in a quest for world domination. The air fleet of Jahan was equipped with a disintegrating ray that could destroy metal, wood or flesh, depending upon the setting of the machine gauges. This weapon was fairly short ranged, it could be outranged by foes with radium cannon who were forewarned of the power of the disintegrating ray. The only defense against the ray was a coating of a gaily blue protective material. Airships of Jahan were universally this color as only they had developed this awesome weapon.

The developer of the disintegrating ray, Phor Tak, also developed a form of guided missile that could be attracted to this blue protective substance. This occurred after Phor Tak had been exiled from Jahan and became determined to destroy the Jeddak of that city, Tul Axar. Phor Tak's missiles were never used because his laboratory's entire stock and equipment for the production of these weapons were destroyed after the defeat of the air fleet of Jahan by Helium.

The Legacy of John Carter

Just as J.R.R. Tolkien influenced modern fantasy literature, Jules Verne and Edgar Rice Burroughs were the two great pioneers of modern science fiction. These two authors were the first to consistently popularize extrapolations of then current science. Verne was more accurate in his predictions for the future, and centered most of the action in his stories on Earth. His heroes were indistinguishable from those of other types of popular fiction. Burroughs, on the other hand, created his most famous science fiction series to the planet Barsoom, the wonderful alternate Mars created by Burroughs' fertile imagination. More importantly, Burroughs was the first to explore essentially alien beings and their psychology (in a limited way). It is this motif which allowed Burroughs to make his most lasting impact on science fiction, and it is a facet of the Barsoomian novels too long ignored.

Jules Verne is remembered by most of the literate world as one of the great writers of the nineteenth century. His stories are often used in science courses and in the home. Because of the sensationalist approach of the Burroughs stories, he will never be appreciated as a great author by professors of English, but Burroughs has made his mark on a potentially more influential group of people, the deans of modern science fiction.

One has only to sample the writings of currently respected and/or popular writers to see references to John Carter and his world. Many authors have cited the Burroughs works in autobiographical essays as profound influences upon their style and perception of science fiction. Isaac Asimov and Arthur C. Clarke have often paid tribute to the man, along with a host of lesser luminaries. And then there are the direct references to the Barsoomian tales in novels and short stories. Gordon R. Dickson, in The Far Call, a novel dealing with the first manned exploration of Mars, has one of his characters recall the world of Barsoom as he sets foot on Mars. The list goes on and on.

The John Carter stories are characterized by incredible scientific inventions, a complete disregard for the laws of nature as we know them, and a somewhat male chauvinistic bar-ba-ric world. The plotting of the stories is little more than a series of loosely connected chapters packed with high adventure. The motives of the characters and the timeliness of occurrences require more than the usual suspension of disbelief. Finally, the characters within the novels are all from the same basic molds, and their descriptions are shallow at best. Why then is this series so important and so popular?

During the period in which it was initially released, the Barsoomian series had two distinct advantages. The first was that it was an exciting escapist adventure fiction. Throughout the books, one finds swordfights and all manner of duels. The books were even considered sexy for their time. It is alleged that Burroughs would dictate all parts of a book to his secretary, except for the racy love scenes, which he thought might offend her sensibilities.
learned that there was a civilized race on Barsoom which had invented many of the devices that the backward Green Martians now used. Carter would have liked to get his hands on the matter further, but his attention was now drawn to an incredibly lovely woman who was now a captive of the Green Martians, Dejah Thoris.

From Dejah Thoris, Carter learned of the races known to the Red Martians, and from observing her (very carefully, I'm sure) discovered that other humanoid races existed on Barsoom. Many of the other races were extremely like John Carter in physical appearance, yet those Dejah Thoris knew of were all of pigments rare or non-existent on Earth itself.

In dealing with Dejah Thoris, John Carter discovered social mores and ethics somewhat different than those he had been used to on Earth. Several times the Terrans unintentionally insulted the Red Martian woman, and this caused some initial difficulties in their relationship. Throughout the adventure during which John Carter and Dejah Thoris, he was seemingly thwarted by his ignorance of Barsoomian courtship conventions. However, Dejah Thoris was a smart woman as well as a beautiful one, and realized that John Carter was wonderful. The element of different societal rules was a key innovation in the Martian stories; unlike other tales in which such restrictions seemed arbitrary, or were devised for the protagonist to use to further their cause, these conventions were presented as sensible. Other life forms were capable of making decisions for themselves for the first time in a science fiction novel.

Our hero still had to deal with his Green Martian captors. Early on John Carter showed himself to be a man of independent action. He gained the enmity of a Green Martian woman, but gained three friends in the great Green Warrior, Tars Tarkas, Sola his daughter, and Woola the Calot. With the support of these three and the incomparable Dejah Thoris (Burroughs made sure that the reader understood Dejah was the ultimate woman), Carter began to make progress in carving himself out a niche on his new planet. The American slew a Green Martian warrior and, due to Green Martian custom, inherited the man's position in the tribe. Though the Green Martians were barbaric in the extreme, they adhered to their code of honor rigidly. If a midget man with white skin could best one of their warriors in a fair fight, then he deserved that warrior's position and challet (including some Green Martian women and children). And so John Carter discovered himself responsible for the welfare of several Green Martians.

John Carter became keenly interested in the customs of the Green Martians, especially since Dejah Thoris was likely to be tortured if he didn't do something about it. The Green Martians were a collectively cruel race, and there was nothing they enjoyed more than watching a good fight. helplessly prisoner being physically abused. Quite often an observer would see fights break out among Green Martians, and a huge crowd would gather to applaud the victor. The loser in any fight (or a victim tortured) was an object of derision; sympathy was not a trait evident in Green Martians. Burroughs cleverly used his hero to manipulate the Green Martians, but whenever there was a resolution of a problem, John Carter would do it by Green Martian Code of Honor (that is to say, he would duel his foe).

As John Carter established himself in the world of Barsoom, he met other interesting fauna. The fearsome White Apes, some fifteen feet tall and stronger than a Green Martian, were the closest to ending the adventurer's life. Only the bravery of the faithful Woola preventing Carter from passing from Barsoomian's mortal plane. It was with some regret that the reader voyaged back to Earth with John Carter at the end of A Princess of Mars. The appetite of the reader for more details on Barsoom had only been whetted by the first book.

Many of Burroughs' fans (and there is quite a large fan club) have it that the author was more enthusiastic about the John Carter series, even though the Tarzan series is more popular and well-known. Whatever the case, Burroughs would not stop writing up to Princess, The Gods of Mars and The Warlord of Mars. The two books are often grouped together because they are really one continuous tale. John Carter returns to Barsoom for the first time in ten years, and begins to come into his prime. Readers discover that Carter is the best two worlds in two worlds, that action occurs wherever he goes, and that he is irresistible to the women of Barsoom (though one might have already deduced the fact considering he had won the hand of the most beautiful maiden anywhere).

The American adventurer found himself in the Valley Dor, supposed heaven for the predominant sentient Martian races. Carter had arrived at a most fortuitous time, for his good friend Tars Tarkas was being attacked by Plant Men and white apes. Tars-Tarkas (and friends) had taken the great migration to the Valley Dor in hopes of being joined with John Carter. In this respect, the Green Martian's hope was fulfilled, but the foundation of his religious beliefs were shattered. The Plant Men presented the idea of intelligent plant life for the first time other than in horror stories or as objects for disgust.

The banth, possibly the most well-known beast in the John Carter stories, made a prominent appearance in Gods of Mars. Burroughs did not explain how this predator was the furthest ranging creature on the whole planet when its food supply was obviously limited (unless one counted Red and Green Martians), but then again, ecosystems were not the primary concern of writers at the time. The banth extinguished the Therns in Barsoom ferocious, large and vicious. The banth appeared in almost all of the Barsoomian tales, and provided a common thread for the seemingly disparate wildlife of Mars.

John Carter encountered three "lost" races of Barsoom in the adventure that began at the beginning of the Therns, who had been previously thought to be equal or as the average priest or rabi, proved an arrogant and exploitive race which profited from the beliefs of the other Barsoomians. The Therns
are generally the most despicable race on Bar- 
soom, and the lack of heroic types throughout 
the story proves the general unreliability of the 
race. The Black Pirates, who John Carter met 
during his adventures with the Therns, 
proved also to have a master race complex, but 
they were salvageable as a group, according to 
John Carter's choice as ruler in the end. 
Finally, the soon-to-be Warlord met with the Yellow 
Men of the North Pole (the story is possibly the 
first in which any protagonist ventured from one 
Pole to the other), who proved to be techn- 
ologically inferior to the Red Martians. 
The interesting feature of the Yellow Men was that 
they did have different technology than the 
Red Martians (including the 90-foot Great 
Magnet guarding the Pole), and had developed 
an odd method of duelling with swords that 
put all Red Martians at a disadvantage.

Much more interesting to the student of 
Burroughs was the deadly sith, a nearly extinct 
giant insectoid creature which John Carter met in 
the Kuath region. The giant insect did not follow 
the general pattern of Barsoomian creatures, 
being bereft of usual jaw 
configuration. The insect branch made an 
entry along with the plants, starting a trend that 
currently is most evident in schlock disaster 
films today. Along the way Carter encountered 
the apt of the north, another creature that fell 
out of the general group of Barsoomian creatures. 
Through bear-like body, the creature was most distinguishable for its ocelli. 
The beast was somewhat reminiscent of the 
monster that made an appearance in the movie 
The Fly. The adventure did culminate in John 
Carter rescuing Dejah Thoris and being pro- 
claimed Warlord of Mars after defeating all 
the villains, but everyone knew that would occur. 
Much more interesting had been the guided 
tour of Mars.

With the publication of Thuvia, Maid of 
Mars, Burroughs took a great risk: he kept 
with the world of Barsoom, but transferred the 
role of protagonist to John Carter's son, Car- 
thor. Carthoris was involved in the usual 
intrigue and plot that readers had come to know 
and love, and explored more new ground. 
Thuvia was abducted, the blame was cast on 
Carthoris, and a planet-wide chase began. 
After Carthoris and Thuvia were married, 
a wild chase ensued through the city of Lothar. 
In the city of Lothar, Carthoris met men with 
fabulous powers of the mind. Able to conjure 
ilusions to fool the Green Martians, the men 
of Lothar had one flaw: if their illusions were 
disbelieved, they had no effect on the intended 
Villains. But unlike the Thorsians and being pro- 
claimed Warlord of Mars after defeating all 
the villains, but everyone knew that would occur. 
Much more interesting had been the guided 
tour of Mars.

The Chnessmen of Mars was Burroughs' 
magnus 
opus in the Barsoomian series. Once again, a 
beautiful woman bewitched ineluctably into 
troubles. Tara of Helium, daughter of Dejah 
Thoris and the Warlord, took off from Helium 
and barely survived a fierce Barsoomian 
storm. Her broken flier put her down in the 
land of Tharksa, where the kaldanes lived. 
The kaldanes were creatures of the mind, and 
introduced both the concept of a symbiotic 
creature and of clones. Modern science fiction 
has expanded heavily upon these two subjects. 
The kaldanes used the non-intelligent rykors to 
enable their bodies to be much more mobile; 
each rykor was treated as if it were a rented car. 
If the kaldane abused a rykor, he simply picked 
up another. Ghek, a kaldane who befriended 
Gahan of Gathol, alluded to a process much 
like cloning, though the word for the concept 
had not been properly used as of yet.

From the land of Bantoom, Gahan voyaged 
to the backwards land of Manator. Here he 
met with the Martian ulsio, a rat that would 
terrify the finest New York City's sewers can 
produce. The creature had the nasty teeth one 
came to expect from all creatures of Barsoom, 
and incredible mobility in battle, a trait shared 
only by primitives. Not only that, ulsios were not 
in the least afraid of humans. But they did 
realize that the best time to fight a human being 
was generally when the poor fellow was 
incapacitated or weak.

A high note of Chessman was the intro- 
duction of a Barsoomian game. One had 
begun to wonder what the Barsoomians did in 
their spare time. This was important in 
setting up the game, in a rather spectacular 
fashion. Gahan played for Tara in a game where 
every piece was represented by a human being. 
As pieces were removed, they were slaughtered. 
But unlike the normal rules of chess (and of 
jetan, Martian chess), pieces were not captured 
and killed by landing on the square, but rather 
a duel fought between the two people 
representing the pieces. This caused a radical change 
in strategy, and was much fun for those who 
liked good, clean violence.

After the first five books, Burroughs had 
shaped his world to the point where readers 
were able to expect what came next. In The 
Master Mind of Mars, another super-scientific 
achievement was demonstrated: that of 
transferring the brain of one being to the body 
of another, and allowing the two parts to function 
as a whole. A Fighting Man of Mars in- 
truduced military science with the marvellous 
Phor Tak's Disintegrating Ray, which could 
be used to destroy metal, wood and flesh, or 
so we were told. Why the Jharrians (possessors of 
the weapon) never used the Ray as an anti- 
personnel weapon was never explained, 
but perhaps they thought it was too unsporting 
(although these were a people used to 
cannibalism and other not so nice practices). 
Swordsmen of Mars continued the tradition 
with the invention of space travel. The most in- 
teresting aspect of the interplanetary science 
was that Burroughs had resisted this most ob- 
vious of themes. However, the master had yet 
another surprise for his audience. Catmen and 
invisible people populated one of the near 
moons of Mars, the people invisible because of 
ilusion (like the men of Lothar). 
The Chnessmen of Mars introduced the ele- 
ment of science gone awry, which was in-

Bibliography

For a fuller account of the heroic exploits of 
John Carter and his six friends, readers should 
peruse the eleven books in the Barsoom series, 
written by Edgar Rice Burroughs. All are 
available in paperback from Ballantine Books.

1. A Princess of Mars
2. The Gods of Mars
3. The Warlord of Mars
4. Thuvia, Maid of Mars
5. The Chessman of Mars
6. The Master Mind of Mars
7. A Fighting Man of Mars
8. Swordsman of Mars
9. Synthetic Men of Mars
10. Liana of Gathol
11. John Carter of Mars