FLASH GORDON™
THE ROLEPLAYING GAME
SAVAGE WORLDS

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Scott's Dedication: To my parents for giving me the keys to the rocket ship, and to TaMara for her monumental patience during the forging of this intergalactic dream.

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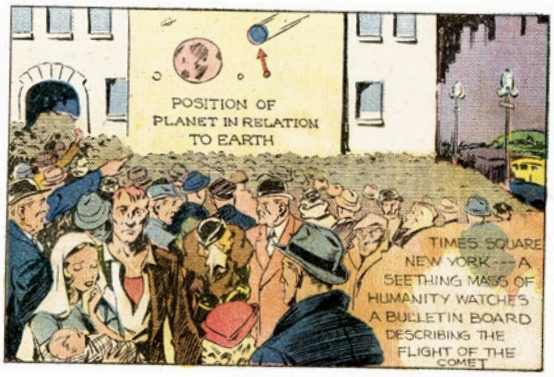


A FLASH FOREWORD: "BUSTER CRABBE, PASSING THE BATON, AND... THE WOOD BEAST!"

I'm very excited about *The Savage World of Flash Gordon* Roleplaying Game and honored that Shane, Scott, and the entire Pinnacle team asked me to share a few personal Flash Gordon stories with you.

It was December 1980 when Universal Studios asked Buster Crabbe to join me in promoting the first full-length Flash Gordon feature film for their Christmas release. I was thrilled to meet this legend who had portrayed Flash Gordon, Buck Rogers, and Tarzan (the only actor to have played all three iconic heroes on the big screen). He was also a hero off the screen as he mentored teenagers and was a Gold Medalist Swimmer at the 1932 Olympics.

This charismatic (and humble) 72-year-old introduced himself to me just minutes before we stepped in front of the cameras on the Tom Snyder Show. That same month we went on to do a few more shows together where we shared and compared our different experiences on how movies had evolved since his earlier years of filming. He was quite pleased the production designers of the new film were making a gallant effort in remaining loyal to Alex Raymond's original artwork.

Buster was gracious and always smiling. At the end of our last show together, he waited till we were alone and said, "Sam, I am proud of you and I would like to bless you as the new Flash Gordon and am passing the baton onto you". This was a big deal that the original Flash Gordon was actually endorsing me as the new Flash Gordon and trusting me with the responsibilities that come with it. I told Buster Crabbe I was honored and will not let him down. This incredible moment was one of the most impactful events that ever happened to me.

Flash forward to 2007, in Canada doing a guest appearance on the Flash Gordon TV series with Eric Johnson as Flash. The character I'm portraying is Krebb, a demented figure with long, stringy hair, his face and body covered in open sores, rotten black teeth and a scary disturbing voice. Krebb has apparently spent the last

20 years of his life living in a dungeon. Keep in mind Eric and I have never met until the first day of filming where I just completed my three-hour hair and make-up job. I was fully in character as he walked onto the set. We did the introduction (he seemed to be taken back a bit by my look), we completed our scenes, and at the end of our last scene, I told him I wanted to speak with him in private and asked if he could walk with me away from the others. He seemed a bit nervous as we moved towards the back of the sound stage (he kept looking over his shoulder). Finally, I turned to him and shared the story of Buster Crabbe blessing me and passing the baton to me and I wanted to do the same to him. He didn't respond. So, I blessed him, he thanked me, then he exited quickly. I was a little bewildered and bummed-out by his reaction, but then, while walking back to the set, I passed a mirror and just froze, staring at myself. It was then I realized that not only did I look like a total creep, I had also never broken character and had been using that creepy voice the whole time I was talking to Eric and giving him my blessing!

THE WOOD BEAST

The Wood Beast, the scorpion-like creature that dwells in the Ancient Tree Stump located in Prince Barin's Kingdom of Arboria, is one of the most talked about creatures and scenes in Flash Gordon. I've had hundreds of fans tell me over the years that the Wood Beast scene impacted their lives more so than any other scene in the film. Some fans love it, some are weirdly disturbed by it, some have wanted to know what was really in the stump when we reached inside, and others have wanted to know if there really was a Wood Beast and if so, what happened to it. Let me set the record straight, we never placed anything in the tree stump during filming. However, there were days and even weeks that went by where the Ancient Tree Stump was left unattended, so when the actors went in to film the scene, we always asked the crew if they had checked inside first. We never received a definitive yes or no, so when you saw us reaching our hands and arms deep into the Ancient Tree Stump, there really was actual tension and anxiety of the unknown!

Peter Duncan, the great actor who played the Young Treeman (whose character was stung by the creature and died) now owns the actual Wood Beast prop. I met up with Peter at Dale Con in Rochdale, UK back in 2016. Dale's a great guy and also a talented writer, director, and producer. He told me a fan had presented the Wood Beast to him as a gift. One of the best kept secrets not known to many, whenever Peter Duncan is appearing at a convention (anywhere in the world), you will have an opportunity to see and even touch the Wood Beast, as it always travels with him. Just be mindful of its stinger!

Please use these stories to enhance your creative skills (and humor) as you transport yourself from one unpredictable adventure to the next in The Savage World of Flash Gordon Roleplaying Game!

Sam J. Jones
December, 2017

FLASH AND BARIN CONTEMPLATE THE WOOD BEAST

PETER DUNCAN AS "YOUNG TREEMAN"

PATHETIC EARTHLINGS...
WHO CAN SAVE YOU NOW?
AMSEL
FLASH GORDON
Music by QUEEN
DINO DE LAURENTIIS Presents FLASH GORDON
SAM J. JONES ★ MELODY ANDERSON ★ ORNELLA MUTI ★ MAX VON SYDOW ★ TOPOL ★ TIMOTHY DALTON
MARIANGELA MELATO as Kala ★ BRIAN BLESSED ★ PETER WYNGARDE ★ Screenplay by LORENZO SEMPLE, JR.
Produced by DINO DE LAURENTIIS ★ Directed by MIKE HODGES
Filmed in TODD-AO®
A UNIVERSAL RELEASE
DOLBY STEREO
Read the Novel from Jove Books
PG PARENTAL GUIDANCE SUGGESTED
SOME MATERIAL MAY NOT BE SUITABLE FOR CHILDREN

"WE SING OF ARMS AND HEROES"

A BRIEF HISTORY OF FLASH GORDON

"King of the Impossible!"

That's surely not an easy title to earn, but for a former polo star with a knack for battling the forces of evil far beyond Earth on the planet Mongo and throughout the cosmos, it's a pretty accurate job description! Flash Gordon, Savior of the Universe, may just be a man, but he's also a courageous hero and one of the most successful pop culture icons of all time. But where did the saga begin?

Originally created in response to the popularity of *another* heroic space-faring Earthman hurled out of his normal surroundings and into wild adventures in strange lands (we won't say his name, but it rhymes with Luck Codgers), Yale University polo player Flash Gordon first flew onto the newspaper pages in an ill-fated plane on January 7, 1934 and quickly surpassed his rival's fame. Crashing onto the property of Dr. Hans Zarkov and forced along with companion Dale Arden to accompany the crazy but shrewd Zarkov on a rocket trip, Flash soon found himself on the distant planet Mongo fighting the forces of Ming the Merciless as well as a plethora of interplanetary perils, and the rest is space opera history.

Prolific ghost writer Don Moore and artist Alex Raymond were responsible for introducing the world to the brazen bravery of Flash Gordon. They were influenced by Edwin Arnold's 1905 novel *Lieut. Gullivar Jones: His Vacation* (later retitled *Gulliver of Mars*) and the John Carter/Barsoom series by Edgar Rice Burroughs that Arnold's work likely inspired and that King Features Syndicate tried to license unsuccessfully before turning to staff for a hero that could battle Buck (oops) and syndicate John F. Dille Company in the funny pages.

Through Raymond's pen, readers traveled every Sunday to the realm of Ming, an admittedly troubling Asian caricature typical of the time, and also met such characters as the alluring Aura, the dashing Prince Barin, and the warlike Vultan. Raymond drew everything from espionage adventures in *Secret Agent X-9* to detective shenanigans in *Rip Kirby*, but it was his work on *Flash Gordon* that fully established him as an illustrative icon that would in turn influence generations of future sci-fi and adventure artists, including comic book legends like Jack Kirby, Joe Kubert, and John Buscema. Raymond died tragically at age 46…but Flash would live on.

Raymond was succeeded by Austin Briggs in 1944, who was in turn followed by Mac Raboy. The Sunday strip also spawned daily installments that ran from 1940–1944 and again from 1951–1993, this time illustrated by Dan Barry. Barry would stick with the strip for almost four decades, becoming the longest running artist for Flash Gordon's adventures and expanding his duties to include the Sunday strip in 1967 before finally retiring in 1990. The most recent incarnation of the Sunday strip by Jim Keefe still runs in reprints to this day, with the last new material published back in March 2003.

Flash's popularity has led to countless variations on his basic story as the character cropped up in every conceivable form of media; for many modern fans, for instance, he's known as a football player and not a polo player. Regardless of occasional changes in vocation, Flash rocketed from newspaper strips into comic books with an appearance in *King Comics* #1 in 1936, and since then he's had more than his share of four-color escapades, including series published by everyone from Dell, Gold Key, and Harvey to heavy hitters Marvel, DC, and Dark Horse. This is one savior of the universe that gets around… but we're just getting started!

Flash raced into danger on radio from 1935–1936, where Flash and Dale were actually married and briefly ran into one of Raymond's other heroes, Jungle Jim. As for Flash in the flesh, Buster Crabbe remains the definitive Gordon for all those who grew up watching him battle Ming in three Universal movie serials released from 1936–1940, two of which are in the public domain and crop up in countless DVD releases as well as on YouTube and elsewhere on the Internet; Crabbe even played rival character Buck Rogers (oops, now we did it) in another serial that repurposed costume pieces and sets from the Flash productions!

A syndicated TV show that aired from 1953–1954 and comprised 38 episodes starred Steve Holland as Flash, and filmed for the most part in Germany; it was later repackaged into a 1957 feature film, while another short-lived TV series on the SCI FI Channel from 2007–2008 is just the latest live-action adaptation of the legend…and it surely won't be the last! Of course, for fans of a certain generation, Flash Gordon is best remembered through the campy cult classic feature film *Flash Gordon* from 1980 produced by Dino De Laurentiis, featuring Sam Jones in the title role, Melody Anderson as Dale, Topol as Zarkov, Max von Sydow in an uncanny turn as Ming, and also featuring future James Bond Timothy Dalton as Prince Barin, the bellowing Brian Blessed as Vultan, and the appropriately alluring Ornella Muti as Aura. With elaborately ostentatious costume and set design, a propulsive score by rock band Queen, and Jones as a perfect "goshdarnheck" earnest American hero, the film remains a beloved favorite for many, endlessly quoted (as in this article's very title!) and rewatched again and again. For some of us, Jones will *always* be Flash, and he's even embraced that fate with funny Flash-themed cameos in Seth MacFarlane's films, *Ted* and *Ted 2*!

Cartoon versions of the Flash Gordon saga have teamed the hero with fellow King Features newspaper comic strip stars Phantom and Mandrake the Magician in the 1987 cartoon series, *Defenders of the Earth,* or transformed him into a teenager. Filmation released a 1979–1980 animated series as well as a 1982 cartoon feature-length film, widely regarded as a high point for the character.

In addition to the comic and on-screen tales, Flash ventured into prose in novel form, including some installments written by comics historian Ron Goulart, and in a series of Big Little Books written by Don Moore himself for Whitman Publishing starting in 1935. Whitman, which had

years of success recycling newspaper comics material into the wee books for children, instructed Moore to tone down the sex and violence for younger readers, and Moore went on to write the tiny volumes for the next twenty years.

Our hero has been the star of a children's stage musical, although sadly no Queen music was used. Flash made a big splash at the 1939 New York World's Fair only five years after his debut with a rocket ride simulator that took visitors on a journey to meet some Martians! The character has also turned up in or on just about every kind of collectible item, from household items and apparel to limited edition Rolex watches and slot games; if you're always wanted to gamble on your favorite hero, this is your chance. Did we mention toys? During the strip's heyday, kids could buy everything from toy "Radio Repeater Click Pistols" and "Screaming Flashing Signal Guns" to tin wind-up "Rocket Fighters" and buttons proudly proclaiming that its wearer was a member of the "Flash Gordon Movie Club." In 1995, the US Postal Service even gave fans the ability to mail their correspondence with a *Comic Strip Classics* stamp featuring Flash.

And lest we forget, it's thanks to Flash Gordon that we now have the vast *Star Wars* saga! As the legend goes, George Lucas originally planned to obtain the rights to the Gordon saga for the big space movie he intended to make after *American Graffiti*, but when the cost proved too much for him (one version says he was actually refused the rights), he went forward with his own story and characters instead.

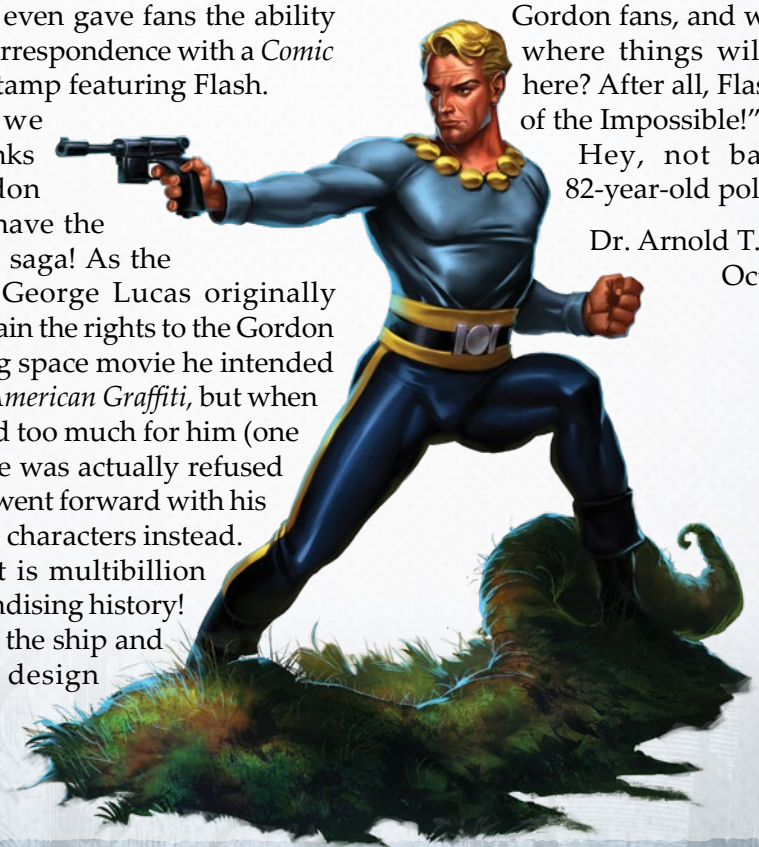
And the rest is multibillion dollar merchandising history! In fact, a lot of the ship and architectural design on display in Lucas' later return to his own universe, *Star Wars: Episode I—The Phantom Menace*, seems like a more overt Raymondesque nod to the series' origins.

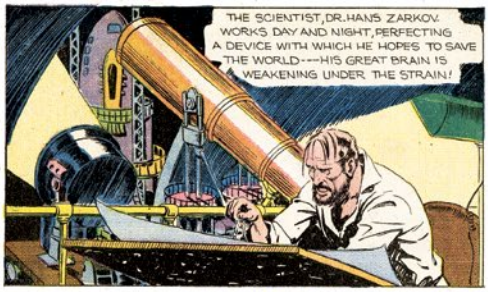
There's absolutely no measuring the enormous impact that the Flash Gordon strip has had on the entire history of modern science fiction and superhero storytelling, from the designs of costumes and settings to the very structure of serialized sci-fi adventure that certainly wasn't new when Raymond introduced his hero but became more stylish and exciting after Flash's auspicious arrival.

Now, thanks to Scott Alan Woodard's work on this new roleplaying game that you hold in your very hands, the entire history of Flash Gordon's amazing escapades has been transformed into an amazing landscape for your own journey into adventure, with countless references woven in from decades of all those newspaper comic strips, film serials, novels, and much more. In many ways this game is the culmination of all those space-faring exploits that thrilled generations of Gordon fans, and who knows where things will go from here? After all, Flash *is* "King of the Impossible!"

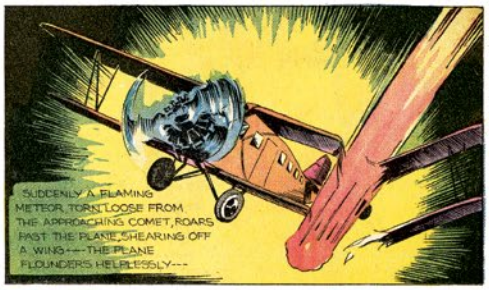
Hey, not bad for an 82-year-old polo player!

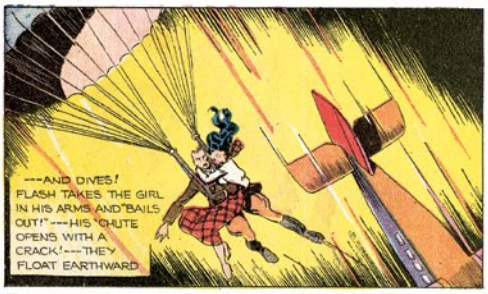
Dr. Arnold T. Blumberg
October, 2017

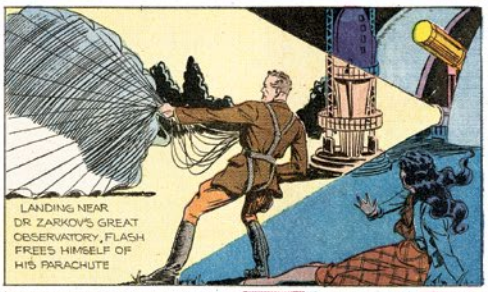



THE SCIENTIST, DR. HANS ZARKOV WORKS DAY AND NIGHT, PERFECTING A DEVICE WITH WHICH HE HOPES TO SAVE THE WORLD---HIS GREAT BRAIN IS WEAKENING UNDER THE STRAIN!

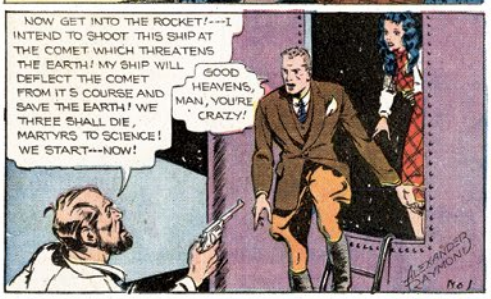
ABOARD AN EASTBOUND TRANSCONTINENTAL PLANE WE HAVE FLASH GORDON, YALE GRADUATE AND WORLD-RENOWNED POLO PLAYER, AND DALE ARDEN, A PASSENGER

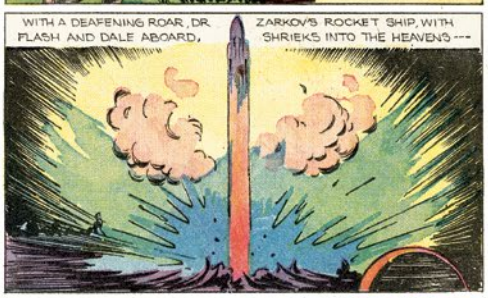

SUDDENLY A FLAMING METEOR, TORN LOOSE FROM THE APPROACHING COMET, ROARS PAST THE PLANE, SHEARING OFF A WING---THE PLANE FLOUNDERS HELPLESSLY---


---AND DIVES! FLASH TAKES THE GIRL IN HIS ARMS AND "BAILS OUT!" ---HIS 'CHUTE OPENS WITH A CRACK!---THEY FLOAT EARTHWARD


LANDING NEAR DR ZARKOV'S GREAT OBSERVATORY, FLASH FREES HIMSELF OF HIS PARACHUTE

WHAT'S THE IDEA? PUT UP THAT GUN! WE'RE FRIENDS---
FRIENDS, BAH! YOU'RE SPIES! YOU'VE COME TO MAKE MY SECRET KNOWN TO THE WORLD!--THEY SHALL NEVER KNOW!---COME WITH ME!
A DISHEVELED, WILD-EYED FIGURE CONFRONTS THEM!


NOW GET INTO THE ROCKET!---I INTEND TO SHOOT THIS SHIP AT THE COMET WHICH THREATENS THE EARTH! MY SHIP WILL DEFLECT THE COMET FROM IT'S COURSE AND SAVE THE EARTH! WE THREE SHALL DIE, MARTYRS TO SCIENCE! WE START---NOW!
GOOD HEAVENS, MAN, YOU'RE CRAZY!
ALEXANDER RAYMOND
No 1


WITH A DEAFENING ROAR, DR. FLASH AND DALE ABOARD, ZARKOV'S ROCKET SHIP, WITH SHRIEKS INTO THE HEAVENS---

---AND HEADS STRAIGHT TOWARD THE ONRUSHING PLANET WITH A MADMAN AT THE CONTROLS!
(TO BE CONTINUED)
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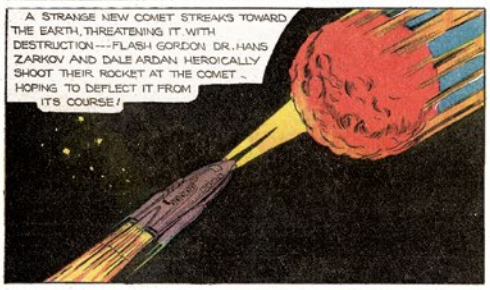
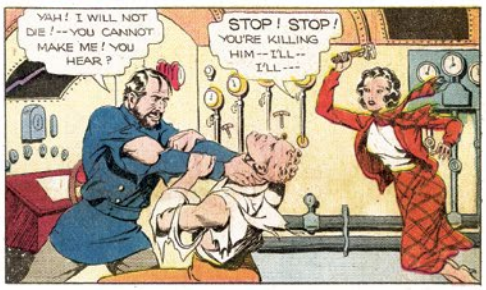

A STRANGE NEW COMET STREAKS TOWARD THE EARTH, THREATENING IT WITH DESTRUCTION---FLASH GORDON, DR. HANS ZARKOV AND DALE ARDAN HEROICALLY SHOOT THEIR ROCKET AT THE COMET, HOPING TO DEFLECT IT FROM ITS COURSE!

I CAN'T DO IT! -- I CAN'T DO IT! ---WE'LL ALL BE KILLED!
WE MUST!--WE MUST SAVE THE EARTH!---LET ME AT THE CONTROLS!
OH, FLASH--LOOK OUT!---HE'S GOING MAD!


YAH! I WILL NOT DIE!--YOU CANNOT MAKE ME! YOU HEAR?
STOP! STOP! YOU'RE KILLING HIM--I'LL--I'LL---

INTRODUCTION

"Flash! Ah-ahh! He'll save every one of us!"

For many of us, those lyrics summon up bold, Technicolor images from the 1980 *Flash Gordon* feature film directed by Mike Hodges and starring Sam J. Jones in the title role, but there is so much more to the universe of Flash (Yale University graduate, agent for the Galactic Bureau of Investigation, or quarterback for the New York Jets, depending on your source), Emperor Ming, and the wondrous and weird world of Mongo.

Whether you're a longtime fan of the original Sunday comic strips by Alex Raymond, Don W. Moore, and Austin Briggs, the subsequent dailies scripted by Briggs, Dan Barry and illustrated by Frank Frazetta and Harvey Kurtzman, the radio, film, or television serials, the novels, the cartoons, the aforementioned motion picture, or any of the many other media iterations of the character, you are in for a treat! Not only does *The Flash Gordon Roleplaying Game* draw its inspiration and content from all those sources, it unifies them into an authoritative whole for old and new fans alike, regardless of whether you're buying these books to enjoy the game or just to check out what we've done in this sprawling universe of spark-spitting airships and atom pistols!

To play the game, you will need a copy of the *Savage Worlds* core rulebook. You can find it at your favorite local game shop or direct from Pinnacle at www.peginc.com.

For those new to *Savage Worlds*, you'll be excited to know that the system (promoted from the outset as "Fast! Furious! Fun!") was designed with precisely the kind of pulp action and adventure found in the high-energy tales of *Flash Gordon* in mind.

And now, with *The Flash Gordon Roleplaying Game*, you'll save every one of us!

"WORLD COMING TO END—STRANGE NEW PLANET RUSHING TOWARD EARTH—ONLY MIRACLE CAN SAVE US, SAYS SCIENCE"

GETTING TO MONGO

With a deafening roar, Dr. Zarkov's rocket ship, with Flash and Dale aboard, shrieks into the heavens and heads straight toward the onrushing planet with a madman at the controls!

In the second Sunday of the original comic strip (dated January 14, 1934), Flash Gordon, Dale Arden, and Dr. Hans Zarkov crash-landed on Mongo in a rocket ship intended to deflect the approaching planet's seemingly catastrophic trajectory toward Earth. In later adventures, journeys to and from Mongo became more commonplace as United States' military intelligence became reliant on the alien planet's supply of radium, used in the manufacture of ray-beams in their new world war against the dreaded Red Sword, a rising global fascist threat led by a shadowy figure known only as Stukin.

The truth of the matter is that Mongo travels in a non-ecliptic orbit within our solar system. Because of this, when it was first observed by astronomers, it only appeared to be on a collision course with Earth. In fact, it actually passed us by safely (though its gravitational influence did temporarily wreak havoc on our moon) and continued on its eccentric, perpendicular orbit around our sun.

Should any of the player characters be humans from Earth, their journey to Mongo must be made by way of rocket. In the most advanced atomic-powered, interplanetary space vessel, this trip can take one week (when Mongo's orbit takes it close to Earth (perihelion)) or several months (when it is at its most distant point (aphelion)).

All other races presented in this volume are native to Mongo and it is the only world they know.

GOOD GUYS V. BAD GUYS

Flash Gordon is a sword and planet/space pulp adventure setting featuring square-jawed, goody-goody heroes standing defiantly against hand-wringing, cackling, larger-than-life villains. Where one fights the good fight for what is right and just, the other seeks nothing but power, willingly sacrificing any who might get in their way.

Most modern villains in fiction exhibit various shades of moralistic gray and look more or less realistic, but the baddies in this setting often sport sinister features like exquisitely trimmed goatees or piercing eyes, and they relish in their villainy. This does not mean that the characters in the universe of *Flash Gordon* are constructed of cardboard. They should still possess all the various components that make them believable, three-dimensional, living beings with desires, fears, and limitations.

Occasionally, characters from either side may act in a "gray" moralistic manner. Heroes might pretend to switch sides and go as far as threatening physical harm to allies (usually with a knowing wink in their friends' direction); however they should never actually carry out those threats. Villainous characters, on the other hand, may offer a hand of friendship, but then quickly turn traitor when given the chance.

THE BASE 8 SYSTEM

"Ten steps one way, eight steps the other." – Dr. Hans Zarkov

The technologically advanced kingdoms of Mongo use an octal (base-8) number system to track time. As the planet is roughly half the diameter of Earth, a full Mongo day cycle clocks in at approximately 16 Earth hours. The oct conversion of this number comes out to be 208 Mongohours. This ultimately means that there are 128 Earth hours in a full eight-day Mongoweek or 2008 Mongohours. Got all that?

Ultimately, one just needs to understand that a wristwatch from Earth is useless on Mongo (though the raw metals and interior components might have some value).

This system is also used for other weights and measures including distance, but just knowing that Mingo City lies eight Mongomiles from Luco's grain farm is enough.

One additional application of the number eight appears in the coat of arms of Ming the Merciless. His crest is presented as a winged and crowned eight-pointed flaming star (an octagram) surrounding a circle of red. The circle represents Mongo Some larger depictions of this insignia (like the enormous mosaic found in Mingo Square) go so far as to make this an accurate world map. The star's points mirror the cardinal and intercardinal directions of a compass, symbolizing Ming's domination of the entire planet, all flanked by expansive Imperial wings.

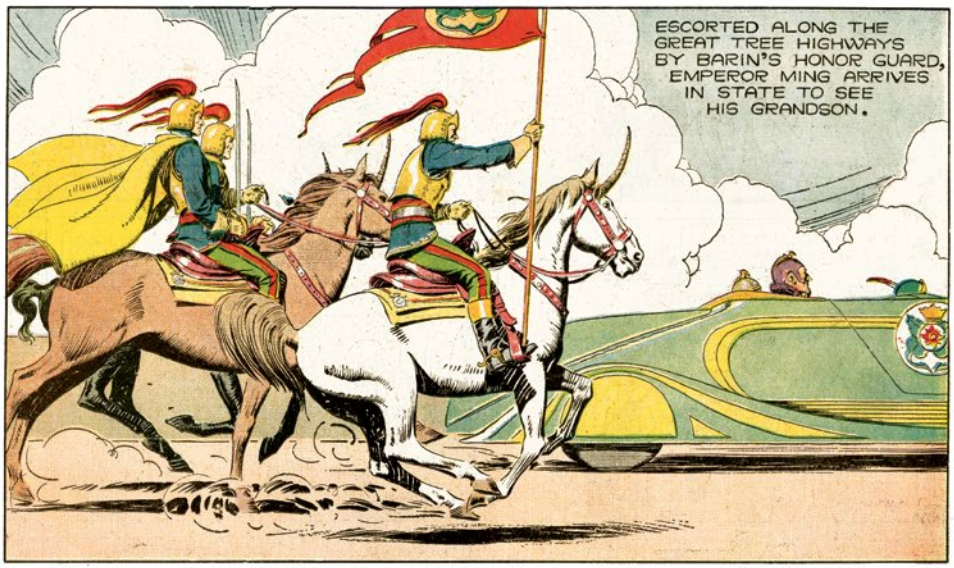
TECHNOLOGY

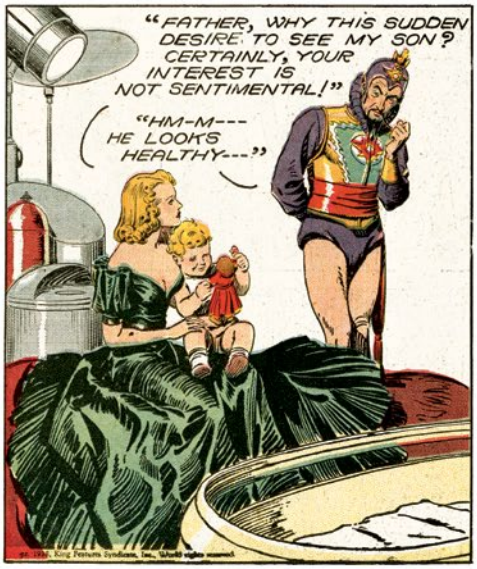
Rocket ships, ray guns, and robots represent the three "Rs" of the tech most prevalent in the space pulp universe of *Flash Gordon*. If you're looking for a "hard" science fiction roleplaying game, you've come to the wrong rogue planet. While there are computing devices on Mongo, most are designed to calculate odds or assist in the navigation of air ships. Typically these computers are tickertape-spewing machines with flickering lamps, teletype keys, vacuum tubes, and rotating gears that reek of ozone while in operation. You also won't find mecha or much in the way of cybernetics.

The best guide to the technology of Mongo are the comics themselves. You can also assume that most modern day technological devices have some sort of fantastic parallel in *Flash Gordon.* Need a Skype-like device? Look no further than the spaceophone. Need a drone? Robots are ubiquitous on Mongo. Such devices work as one might expect, but are usually larger, clunkier, and prone to frequent interference—as the plot demands!

While a variety of mundane energy sources exist on Mongo including solar, energized polarite, and radium, thanks to the presence of naturally occurring charged power crystals (white sapphires), other types of fantastic tech are possible including beam weapons, energy shields, and even teleportation devices.

More about this later!


ESCORTED ALONG THE GREAT TREE HIGHWAYS BY BARIN'S HONOR GUARD, EMPEROR MING ARRIVES IN STATE TO SEE HIS GRANDSON.


"FATHER, WHY THIS SUDDEN DESIRE TO SEE MY SON? CERTAINLY, YOUR INTEREST IS NOT SENTIMENTAL!"
"HM-M--- HE LOOKS HEALTHY---"

"SENTIMENT? BAH! I INTEND TO TAKE YOUR SON AWAY FROM ALL PARENTAL CARE AND PLACE HIM UNDER THE SUPERVISION OF MY GENERALS, SO THAT, SOME DAY, HE MAY SUCCEED ME ON THE THRONE OF MONGO!"
"NO--NO! NEVER! UGH! YOU'RE POSITIVELY IN-HUMAN!"
NEXT WEEK!—MING'S THREAT

"YOU WOULD TAKE MY BABY FROM ME--HAVE YOUR SCIENTISTS AND MILITARISTS MOLD HIM INTO A COLD, HEARTLESS MACHINE! NEVER, FATHER--I'D DIE FIRST!"
"BUT THE CHILD MUST BE TRAINED TO RULE MONGO! PARENTAL CARE WOULD MAKE HIM WEAK!"

"WE INTEND TO TRAIN OUR OWN SON--IN THE PRINCIPLES OF FREEDOM AND JUSTICE AS EXEMPLIFIED BY FLASH GORDON!"
"HIS BELIEFS HAVE BROUGHT HIM DEATH, BARIN--HEED WELL HIS FATE!"

1 HEROES OF MONGO

The rogue planet Mongo is a mystical Earth analog that follows an erratic, perpendicular orbit to our own. It's home to a number of different races and cultures all lorded over by a tyrannical monarch known as Ming the Merciless, the self-proclaimed Supreme Ruler of the Universe. While it is Flash Gordon and his allies who eventually unify the kingdoms of Mongo to overthrow Ming and give rise to a new free republic, this game offers the players the opportunity to step into the heroes' boots and perhaps be the ones responsible for dethroning the dread emperor and demoralizing his fanatical followers.

For those wondering precisely when your characters enter the story, that is entirely up to you and your Game Master. You could be desperate rebels operating right under Ming's nose in the sewers of Mingo City well before the arrival of Flash and his friends (perhaps as one of the rubberoid-clad Power Men), or you could be enjoying the new world order following the fall of Ming while his bloated and fiendish son, Kang, slowly creeps toward the vacant throne.

While a fair number of liberties have been taken with the timeline to better incorporate characters, creatures, and kingdoms from a number of sources, the default setting falls sometime during the long rebellion led by Flash Gordon and his band of allies. Flash is currently the reigning king of Kira (a position actually granted by Ming after the Earthman's stellar performance in the Tournament of Death), Vultan of Sky City is very much opposed to Ming's rule and is allied with the Freemen, and Prince Barin and Aura are now wedded and have an infant son named Alan (the ancient Arborian name for "Flash"), in outrageous defiance of Ming.

Beyond this, Mongo is your oyster and nothing should stand in the way of your exploration of this magnificent planet.

THE FREEMEN

Mongo is a planet of diverse peoples who dwell in almost every conceivable biome. Cultures exist in arid, volcanic deserts, deep within dense jungles, under raging seas, in sunless caverns, and high above the planet's surface, dancing among the clouds. Throughout these kingdoms, are those who proudly fly the golden-winged standard of Ming above their palaces while rebellion against the great tyrant bubbles just beneath the loyal veneer. It is to this faction of insurgents known as the Freemen that your player character belongs.

The Freemen are a secret global society dedicated to the overthrow of the emperor, no matter the cost. Where many Mongonians see nothing more than stern but mostly fair rule at the hands of Ming, the rebels see injustice, cruelty, and abject terror.

All the while, a strange human from beyond the stars has become the face of the long simmering revolution.

With your help, the emperor will fall and peace will prevail across Mongo.

For additional information about the Freemen, see page 94.

"For Mongo and freedom! Death to Ming!"
– Rallying cry of the Freemen

ARCHETYPES

Flash Gordon is all about high adventure and brave heroes who toss back their heads and laugh heartily in the face of danger. Spend a little time thinking about what kind of character you would like to play. A sample of a few general character types common on Mongo are presented below to help get you thinking along the right lines. Of course this only represents a handful of options and one should not feel constrained by this list in any way. Provided your Game Master approves, your own character concepts are limited only by your imagination. Once you've got an idea about the type of hero you want to play, move on to *Making Heroes*.

Bounty Hunter: Above, upon, and within Mongo, criminals have plenty of places to hole up, many of them hidden from the emperor's forces and his own ever-watchful eyes. Bounty hunters like yourself track these convicts down and bring them back dead or alive, usually for a tidy sum. As the situation on Mongo has changed since the rising rebellion, some bounty hunters have applied their skills to finding these escapees for the benefit of the revolution.

Citizen: Most inhabitants of Mongo shy away from adventure and danger, seeking only a quiet, mundane life. Many succeed in obtaining their dream, however modest, but fate is a harsh mistress, and some citizens find themselves suddenly displaced, their lives turned upside-down. Currently, you are focused on making a living, caring for your family, and keeping your nose clean.

Criminal: Smuggler, petty thief, assassin, or crime boss, criminals are an ever-present facet of society, even on Mongo. You might be resorting to petty crimes to help put food on your table, secretly transporting contraband from one kingdom to another (often right under the noses of Imperial security), or coordinating a network of affiliated criminal bands across the planet. Either way, you are likely wanted for your activities and depending on the scale of your crimes, your face may be known requiring a disguise in all but the most remote settlements and kingdoms.

Diplomat: With so many different cultures and breeds interacting across Mongo, there is always the need for diplomacy. You are called on to help negotiate between various parties. You might even be an attaché for Ming himself, entrusted to act on his behalf in matters of trade, political boundaries, and even war.

Earthling: You call the small, blue-green planet Earth, an obscure body in the S-K system, your home, and are an outsider on this strange rogue planet known as Mongo. Physically, you bear a striking resemblance to most Mongonians, but your life on the third planet from the sun has honed your physique so that you can lift more and leap further than most. If it was an accident that brought you to Mongo, your primary objective might be to find a way home, but if you willingly rocketed here to join the fight against Ming the Merciless, you are likely in it for the long haul.

Engineer: Technicians with the skills to design, build, and even operate the most complicated machines, including battle tanks, sky ships, and submarines, or architectural marvels like skyscrapers, bridges, or submersible cities, are required in all of the advanced kingdoms on Mongo. Your abilities and knowledge might have been passed down to you or you might be a graduate of one of the Imperial trade schools.

Entertainer: Singers, songwriters, musicians, dancers, and poets exist in all cultures, both primitive and advanced. Creators and performers like yourself are sought to educate, entertain, and in some cases, pacify the masses through music, tale-telling, and choreography. You also possess a few useful personal skills

should you find yourself in dangerous surroundings.

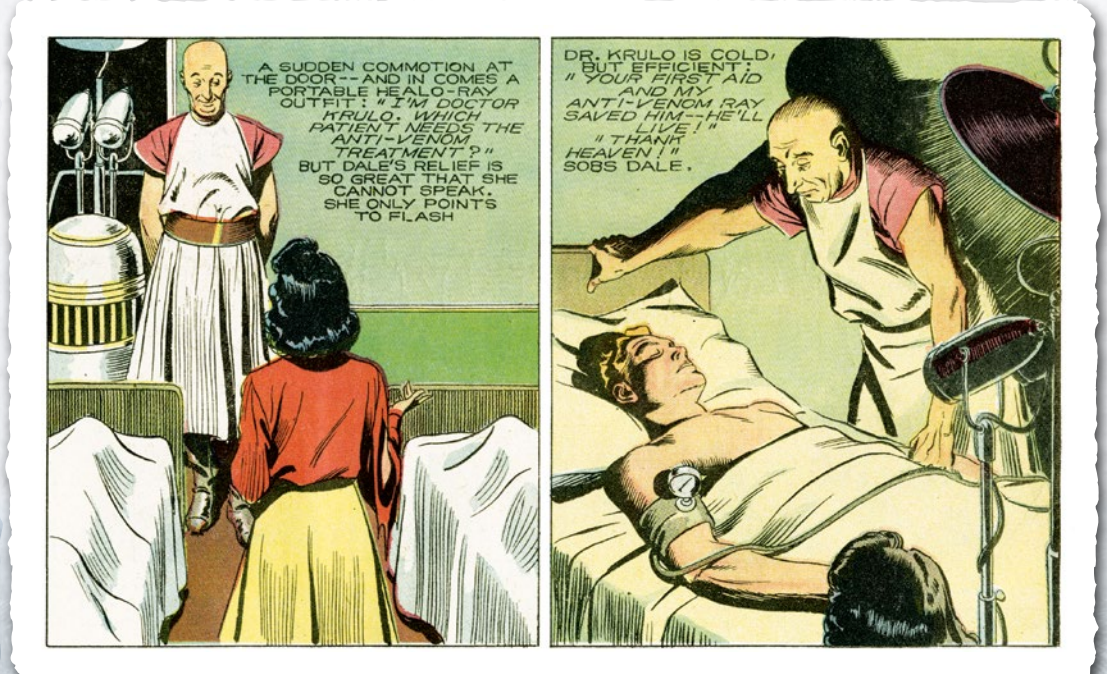
Escaped Slave: Slavery is not unknown on Mongo. While whip-scarred prisoners toil in the mines deep beneath Radiuma, tortured work crews shovel raw, radioactive fuel into the atom furnaces high above in the sky kingdom of the hawkmen. Whether through acts of rebellion, unforeseen accidents, or dumb luck, you have managed to break free of the silver chains of servitude to begin a life anew elsewhere.

Explorer: Since you were a child, you have dreamed of wandering the many lands described in the bedtime tales of adventure that your parents told you at the end of each day. While Ming's strict laws forbid unauthorized travel, you have figured out ways to skirt those rules in order to see both the known and unknown corners of Mongo with your own eyes. Each visit to an undersea kingdom, mountaintop fortress, or desert encampment fills you with the desire to see more. To experience more. To know the world like the back (and front) of your hand.

Guardsman: Whether one of Ming's dreaded Death Patrol or a member of Vultan's honor guard, you are employed to enforce laws, investigate crimes, and ensure the safety of someone or something. Guardsmen may stand watch on city walls or serve as peacekeepers in the streets, or they might work privately for wealthy merchants and caravan masters, protecting wares in exchange for a decent wage. From the smallest tree-top Arborian encampment to Ming's palace, there is always a need for guards.

Huntsman: The wide and diverse lands and seas of Mongo are rife with game—much of which is more than capable of fighting back. Huntsmen explore the dense jungles, burning deserts, deep oceans (in the case of the sea hunters of Coralia), and frozen wastes in search of meat, furs, and hides to sell in villages and cities.

Medic: Medic is an umbrella term for any health care specialist, whether trained extensively in the most advanced techniques or skilled in the application of naturally occurring remedies (herbs, oils, tinctures, etc.). You might be a certified physician in the Great Mongo



Hospital, a mobile paramedic, an army doctor, or a medicine man (or woman) among your tribe.

Mercenary: Not all trained warriors work for the emperor or their kings or queens. You have pledged your allegiance to the highest bidder. You seek and find work intended for those possessing military skills, and your reward for successfully completing these contracts is cold hard Mingols.

Merchant: Trade is the lifeblood of any kingdom and while Emperor Ming keeps tabs on most imports and exports (as well as all applicable taxes), aspects of acquisitions and delivery are handled directly by the merchants themselves. You may be in the employ of a Steeltown munitions plant requisitioning raw materials, or working as a vendor in the bazaar hawking handmade wares from a pushcart.

Miner: While many of the mining operations of Mongo are manned by slaves, several men and women pursue careers in this potentially lucrative industry. Despite the risks of cave-ins, poisonous fumes, or exposure to radiation—a very real danger in the kingdom of Radiuma—trained miners enter the shafts and pits (or man the whirling gas sifters of Skyland) with a greater understanding of geology (or aerology), mining technology, and explosives.

Mongomancer: Masters of the mystical arts, these mages harness the power of the white sapphires to weave what can only be described as magic spells. Mongomancers have an elevated understanding of the electromagnetic energy generated by power crystals and are capable of manipulating it.

Mongo-Tech: While the fruits of your labors may be seen by some as supernatural, you are simply skilled in the exploitation of white sapphire power crystals and can masterfully utilize them to create new and ingenious technological devices and weapons, often from scratch.

Noble: The many kingdoms of Mongo are ruled by monarchies, though even they must answer to Ming the Merciless. These individual monarchies are capped with kings and/or queens and beneath them, like most royalty can be found princes, duchesses, earls, baronesses, and knights. You were lucky enough to be born to wealth and power, leading a pampered live within palace walls. Some nobles are happy to continue living in such luxury, while others use their unrestricted access and funds to explore the planet, influence others, or oppose antagonistic houses or even the emperor himself.

Officer: Military units require leadership, and officers provide that. The general in Ming's army, the sergeant in the city watch, or the captain in Queen Desira's bodyguard all hold officer ranks in their respective branches of service. You wear both your uniform and your responsibilities with great pride.

Pilot: The skies of Mongo are almost always crisscrossed by contrails from airscouts, jetcars, and war rockets zooming from kingdom to kingdom, transporting both goods and personnel. Each one of these vehicles needs a qualified aviator at the helm and your

experience with the complex controls of these gravity-defying machines makes you a valuable commodity, especially in Ming's infamous Rocket Fleet. Most pilots are also able to work on their airships or at least perform routine maintenance.

Pirate: At the fringes of society can be found those who make their living stealing from others (see **Criminal**, above for examples), but when these sorts of people band together on an airship or watercraft, they are called pirates. You were either press-ganged into service aboard a pirate vessel or you willingly offered yourself to a dangerous, but undeniably exciting life of piracy. Pirates rarely attack crews who can fight back, preferring to prey on the weak for easy plunder instead.

Power Man: Deep beneath the streets of Mingo City are the Power Men. Encased in insulated suits of multi-hued rubberoid (yellow for foremen, red for environmental specialists, blue for hydroelectric power, and green for waste management), these civil servants ensure energy is generated, regulated, and safely distributed throughout the buzzing metropolis above.

Unknown to the emperor, the Power Men are in cahoots with the Freemen and it is likely that Ming's eventual downfall will be assisted by these highly skilled masters of raw power.

Priest: Some holy servants commit to one place of worship and preach to a select flock. Others are missionaries, taking the holy writ on the road to the godless savages who dwell in the darkest corners of Mongo. Both are Mongonian representative of the great god, Tao, or one of the lesser known gods.

Psion: Statistically, psionic abilities manifest in roughly 1% of the total population. You are one of the lucky ones (though many who share your "gift" might strongly disagree with that assessment). As "magic" has been outlawed under Ming, you must remember to keep your extra-sensory talents hidden from plain view. Of course, stealth may not always be an option when combating Imperial forces!

Rebel: While many people from all walks of life have joined the Freemen

to take up the fight against Emperor Ming and his fanatics, you have made it your sole pursuit. You wake and sleep sedition and rebellion, helping to acquire and distribute Imperial intel through networks of spies or coordinate anarchic acts of sabotage and mayhem. You may lead an armed band of guerrilla fighters or pen dissenting literature that exposes the dark underbelly of Ming's tyranny.

Royal Forester: The foresters are the elite peacekeepers of Arboria. You not only patrol the jungles near the major metropolitan centers, you are also frequently called upon to lead both hunting and search parties. The color of the feather in your cap denotes your rank and the citizens of Arboria honor you and your status with respectful bows, thankful handshakes, and occasional flagons of homebrewed ale. The foresters answer directly to Captain Truno, who in turn answers to Prince Barin.

Sailor: Just as skilled pilots are required to safely operate sky planes above, seaworthy sailors are needed to steer waterborne vessels on and beneath the treacherous lakes, rivers, and oceans of Mongo. You have always felt the pull of the sea and proudly serve aboard some sort of vessel, whether it be a tall ship, power boat, or submarine.

Scientist: Most advanced kingdoms across Mongo employ researchers and applied scientists. Ming is known to have untold numbers of chemists, biologists, physicists, and others in specialized fields toiling in the palace labs at all hours of the day. While many work to develop new and deadlier weapons, others work to find cures for deadly diseases or treatments and modifications for the extension of mortality. You spent your formative years with your nose in books and your eye on understanding the unknown.

Soldier: Most kingdoms of Mongo have some form of active military, from Ming's massive army to the still-loyal garrison of the recently shattered Tropican kingdom of Placida. You bravely serve and obey the commands of your immediate superiors, or have revolted against their corrupt rule.

Spy: Rebellion spreads like wildfire in the wake of Flash Gordon's arrival. The Emperor is eager to keep tabs on the activities of both sides, so intrigue and treachery are common. And where intrigue thrives, there are spies rooting out information for their leaders by hook, crook, or ray gun. You may have been trained in espionage or you learned your skills in other, far less savory ways.

Tribesman: Not all Mongonians dwell in bustling cities, travel across the sky in aircars, or beneath the waves in rocket subs. Many people still live in isolated and primitive villages and caves hunting and gathering for food. While some of these indigenous communities have been swallowed up by various kingdoms, quite a few still remain in remote corners of unexplored territory, out of reach of Ming the Merciless. You hail from one of these tribes, finding yourself now living with one foot in the past and another very much in the emperor-dominated present.

MAKING HEROES

Creating fun, unique heroes for *Flash Gordon* is easy and follows the standard *Savage Worlds* character creation process, with a few minor additions. A blank character sheet can be found on our website at **www.peginc.com**. Print one for each player and follow the steps below to make your hero.

STEP 1: RACE

First, choose a race. A sample of the major player character races of Mongo can be found starting on page 25. Each has a brief description of their history, benefits, and a few rules for playing, but there is plenty of room for customization.

STEP 2: TRAITS

Once you have decided what sort of character you want to play, it's time to determine the traits that define your hero's capabilities.

ATTRIBUTES

Unless the race description says otherwise, your hero starts with a d4 in each of his five attributes: Agility, Smarts, Spirit, Strength, and Vigor. You then have 5 points to distribute among them as you choose. Raising an attribute a die type costs 1 point, and you may not raise an attribute above d12.

SKILLS

You have 15 points to buy skills. Purchasing a new skill at d4 costs 1 point. Raising a skill by a die type costs an additional point as long as it's no higher than the attribute it's linked to. It costs 2 points per die type to raise a skill over its linked attribute.

Check page 69 for a list of new and consolidated skills.

Characters with an Arcane Background also require a special Arcane Skill. The available Arcane Skills are Mongomancy and Psionics (see page 81 for more). Mongo-Tech, despite sounding mystical, is actually an acquirable understanding of the aspects and potential of power crystals (see page 42 for more on Mongo-Tech).

DERIVED STATISTICS

Charisma is a measure of your hero's likability and influence, and is added to Persuasion and Streetwise rolls. Your Charisma modifier is 0 unless altered by Edges or Hindrances.

Pace is equal to 6" unless modified by race, Edges, or Hindrances.

Parry is equal to 2 plus half the hero's Fighting die type. If you haven't taken the Fighting skill, it's just 2. Edges, Hindrances, and certain weapons or armor can also modify your hero's Parry score.

Toughness is equal to 2 plus half the character's Vigor die type. Edges, Hindrances, and armor (natural or artificial) can modify Toughness. Vigor can, in some cases, go above a d12. In such cases, all fractions are rounded down.

LANGUAGES

Whether through parallel cultural development, geologically networked mind crystals, or telepsychic electro-magnetism, somehow, the many races of Mongo are able to communicate with one another. Even the primitive cave dwellers of Kira and Valkr, the blue Arborian tusk-men, and the hairy giants of Frigia are all capable of speaking a comprehensible tongue even if it is primal and peppered with unintelligible grunting.

Because of this, you don't need to concern yourself with selecting any starting languages for your character.

As for visitors to Mongo (Earthlings, for example), "lingual-translators" (a microminiaturized invention of Dr. Zarkov) can easily and painlessly be implanted to allow for the instantaneous translation of any written or spoken language.

STEP 3: EDGES AND HINDRANCES

Heroes of *Flash Gordon* are far more than just a collection of their attributes and skills. Their unique talents, racial abilities, special powers, and tragic flaws combine to make them the stuff of legends.

We use the Born A Hero Setting Rule found in the *Savage Worlds* core rulebook. This means that during character creation, heroes may ignore the Rank qualifications for Edges. They must still fulfill any other requirements as usual. The usual rules for Rank requirements apply after the character is created.

Characters can select Edges by balancing them out with Hindrances. Coralians, Humans and Mongonians automatically get one free Edge, though they must meet the requirements for this Edge (see Edges in the *Savage Worlds* core rules).

Decide if you want any Hindrances. If so, you may use the points from them to gain the following benefits. Your hero may take up to one Major Hindrance (worth 2 points), and up to two Minor Hindrances (worth 1 point each).

Some races receive racial Edges and Hindrances in addition to any purchased. See the relevant racial templates for details.

For 2 points, you can:

- Raise an attribute one die type (you may raise your character's attributes before purchasing skills).
- Choose a new Edge.

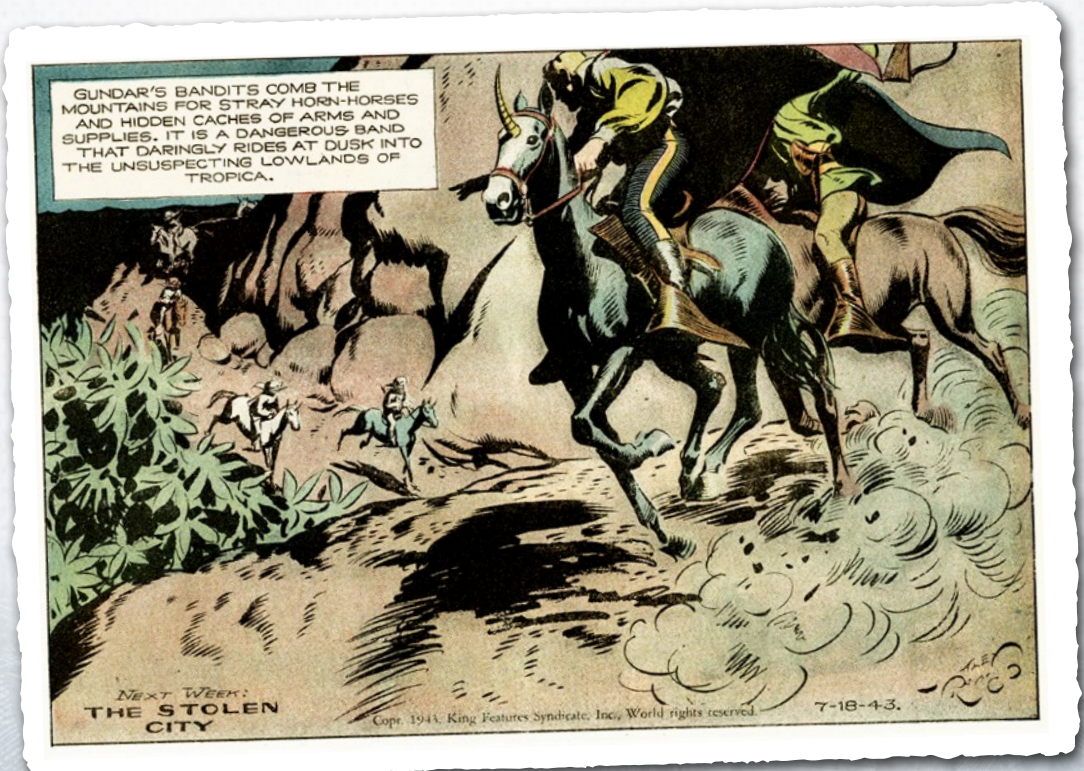
For 1 point, you can:

- Gain another skill point.
- Gain additional Mingols equal to your starting funds (if you start with 500 Mingols, you gain an additional 500).

STEP 4: EQUIPMENT

Each character starts with a change of suitable clothing and 500 Mingols (written as 500M and equivalent to $500 in standard *Savage Worlds* currency). Certain Edges (Noble, Rich, Filthy Rich) and Hindrances (Poverty) can alter this amount.

Expect to spend some of your starting capital on weapons, armor, and other gear. See the **Equipment** section starting on page 45 for a complete list.



Be sure to reserve some cash for travel expenses and the odd bribe—even obedient soldiers in Ming's army have been known to turn a blind eye for a pocketful of gold Mingols.

STEP 5: BACKGROUND

Spend a little time thinking about your hero's background. Who are his allies? For whom does he work? Is he a native of Mongo or a visitor from a distant world? What does he think of Emperor Ming? Are there any races he especially likes or hates, and why? What does he look like? Having a detailed background helps you figure out how to roleplay the character and gives your Game Master some ideas for themes and complications to work into the campaign.

Finally, give your character a suitable name—something dramatic and heroic!

RACES OF MONGO

The following playable races represent only a handful of those that have been depicted in the ever-expanding universe of *Flash Gordon*. Though some have proven to be antagonistic to Flash and his allies, loyalties have shifted over time and races once loyal to Ming have recently joined the fight against his tyrannical rule.

WHAT'S IN A NAME?

Mongonian names in the *Flash Gordon* universe are exotic though somewhat inconsistent even within the same race or kingdom.

While some have real-world equivalents, others seem to have been chosen (or generated) by the various creators simply because they sounded suitably alien. Thun the lion man's name, for example, may well have been inspired by the name of a city in Switzerland!

Other options are to choose names that are variations of character traits ala Queen Desira or the ravishing spy, Sultra. Or think of names linked to kingdoms, items, or environments like King Radon of Radiuma (radon is a colorless radioactive element), Ergon of the Power Men (an ergon is defined as a unit of energy), or even mythological creatures like Queen Undina of the undersea kingdom of Coralia (undines are elemental beings associated with water, first named in the alchemical writings of Paracelsus, a sixteenth century Earth philosopher and astrologer).

BLUE MAGIC MAN

The blue magic men of Kira consume food and water saturated with particulate white sapphire, giving them blue skin. Some of them embraced the crystals' power and served Queen Azura before Flash Gordon assumed Kira's throne. A number of these robed figures now prowl Mongo to discover its other myriad mysteries.

Blue magic men may choose any one Edge of their choice and have the Crystal Sensitivity Edge.

- **Crystal Sensitivity:** Blue magic men have the Crystal Sensitivity Edge (page 39).

CORALIAN

Coralians serve their beautiful queen, Undina. Since she and her scientists successfully used the lung machines to transform Flash Gordon from an air breather to a water breather and back again, a process once thought impossible, other Coralians have undergone the process to more easily explore the surface world. These "explorers" are now amphibious and can operate in and out of water.

Coralian explorers have following racial abilities:

- **Adaptable:** Coralians start with a free Edge of their choice (and must meet all the Edge's requirements).
- **Aquatic:** Converted Coralians can breathe in air or water, swim at their full Pace, and add +2 to Athletics rolls when swimming.
- **Dependency:** Coralians suffer a level of Fatigue each day they don't spend at least an hour immersed in water. Hydration suits are recommended!
- **Tough:** The depths make Coralians strong. They start play with a d6 Vigor. This increases the Trait's maximum a like amount for normal advancement and Edges..

TRUE CORALIANS

Coralians who have *not* undergone partial conversion add the Water Breather negative racial ability (page 36). They must wear hydration suits to operate above the surface (see page 49). If this is a player character, add an additional Edge to make up for the deficit.

- **Water-Breather**: Coralians must wear a helmet or hydration suit to survive on the surface. Without it, after a number of rounds equal to half their Vigor die type they begin to suffocate. They must then roll Vigor each round or suffer Fatigue. This can lead to death.

DWARF

A number of dwarfen races exist across Mongo of varying stature, tone, and temperament. The mountain dwarfs, for example, are a primitive warrior race who dwell in the underground cavern-city at the foot of the Magnetic Mountains of Flame World. King Nurid and his son, Prince Roga, rule over a vast tribe of skilled hunters known for their unique, S-shaped boomerangs.

Another dwarfen race of note is the fearsome and primitive death dwarfs of Kira, though they prefer to remain deep underground (possibly due to light sensitivity) in their so-called Pit of Peril.

There are also nomadic tribes of red ember dwarfs in Flame World, two antagonistic factions of blue-skinned ice dwarfs in Frigia, and the hidden Arborian kingdom of Silvantus (missing from most maps) belongs to the green forest dwarfs.

Dwarf races have always been nervous around others, especially those who are faster or significantly larger. Over time, this wariness has transformed into irrational fear of certain predators for many (but not all) members of the race. For the mountain dwarfs of Flame World, the armor-scaled wolvrons have become the stuff of nightmares. In the

case of death dwarfs, their most-dreaded enemies are the ferocious, cave-dwelling dactyl bats. A character with such a fear should take the Phobia Hindrance for the appropriate creature.

Dwarfs choose any one Edge and have the following racial abilities:

- **Low Light Vision:** Dwarf eyes are accustomed to the dark of their original subterranean homelands. They can see in all but pitch black conditions and ignore attack penalties for Dim and Dark lighting.
- **Small:** Dwarfs average about four feet tall. Their diminutive size subtracts 1 from their Toughness.
- **Tough:** Dwarfs are sturdy and resilient. They begin with a d6 Vigor instead of a d4. This increases the Trait's maximum a like amount for normal advancement and Edges.

EARTHLING

Officially, Flash, Dale, and Hans are the only humans on Mongo. But it's certainly possible for other humans to arrive from our tiny blue speck. Those who do find themselves a little more powerful on Ming's rogue planet, and get both the usual free Edge of their choice and a boost to their Strength thanks to Mongo's lower gravity.

- **Adaptable:** Earthlings start with a free Edge of their choice (and must meet all the Edge's requirements).
- **Gravitically Graced:** Mongo is approximately one half the diameter of Earth but has a slightly lower gravitational density. Visiting Earthlings start with a d6 Strength. This increases the Trait's maximum a like amount for normal advancement and Edges.

GIANT

While there are giants in both northern and southern extremes, only those hailing from Naquk are sophisticated enough for

RACISM AND SEXISM

Due to the myriad differences between the various peoples and cultures across the planet, racism is an ugly though very real thing on Mongo. Some races are hereditary enemies such as the lion men and shark men, but others just look upon one another with suspicion or distrust. While roleplaying such behavior can certainly augment game play, it can also be overused and make players uncomfortable. Proceed with caution!

As for gender roles on Mongo, some primitive cultures and a few medieval-minded royals still believe women are somehow inferior to men (or, in the case of Valkr, men are inferior to women). As nations unite to defeat Ming the Merciless and men and women are seen in a variety of leadership roles, these antiquated beliefs are slowly and mercifully fading into obsolescence.

day-to-day integration among the other advanced races of Mongo. The barbaric (and significantly larger) Frigian giants seem content to remain in their frozen lands and subterranean cave lairs.

The ice king Naquk is strongly allied with Ming, but as in most societies, there are always pockets of resistance. While most giants are raised as warriors and trained in the fighting arts, technology, medicine, and other sciences are not unknown to those who dwell in the South Polar Cap. Giants are intimidating to behold, but they are a proud race and unlike their northern cousins, are far from monsters.

- **Big:** Giants are –2 to use equipment and weapons designed for smaller beings (if a Trait roll is required). Equipment and resources for their size (including food) cost double the listed price. Lastly, giants cannot wear gear sized for smaller races, including armor.
- **Environmental Weakness (Heat):** –4 to Vigor rolls to resist heat, add +4 to heat-based damage.
- **Outsider:** Most giant races keep to the cold extremes of Mongo, rarely venturing into the more populated areas. When they do, they tend to stick out like sore thumbs, towering over most others. Because of this, many people find giants frightening and often go out of their way to avoid interacting with them, mainly out of irrational fear. Giants suffer a –2 Charisma when dealing with anyone other than giant races.
- **Environmental Resistance (Cold):** +4 to Vigor rolls to resist heat, –4 to cold-based damage.
- **Size +3:** Giants average between 12 and 15 feet tall, gaining +3 to Toughness due to their great bulk.
- **Very Strong:** Giants begin with a Strength of d8. This increases the Trait's maximum a like amount for normal advancement and Edges.

HAWKMAN

"No man captured by hawkmen has lived to tell about it!" – Prince Barin

At first glance, hawkmen bear a striking resemblance to humans. This impression is soon betrayed by the appearance of their expansive, bird-like wings. The wings are attached at the shoulder blades and reach a span of eight to ten feet when fully extended. The wings are capable of flight and are strong and aerodynamic enough to allow hawkmen to carry fairly large loads (including other living beings).

Hawkmen hail from their floating metropolis, a marvel of engineering

known as Sky City, located five thousand feet above the surface of Mongo. They are ruled by the corpulent, lustful, and rather egotistical, King Vultan.

- **Agile:** Hawkmen are swift-moving, airborne warriors. They begin with a d6 Agility instead of d4. This increases the Trait's maximum a like amount for normal advancement and Edges.
- **Flight:** Hawkmen can fly at their basic Pace and have a Climb of 0.

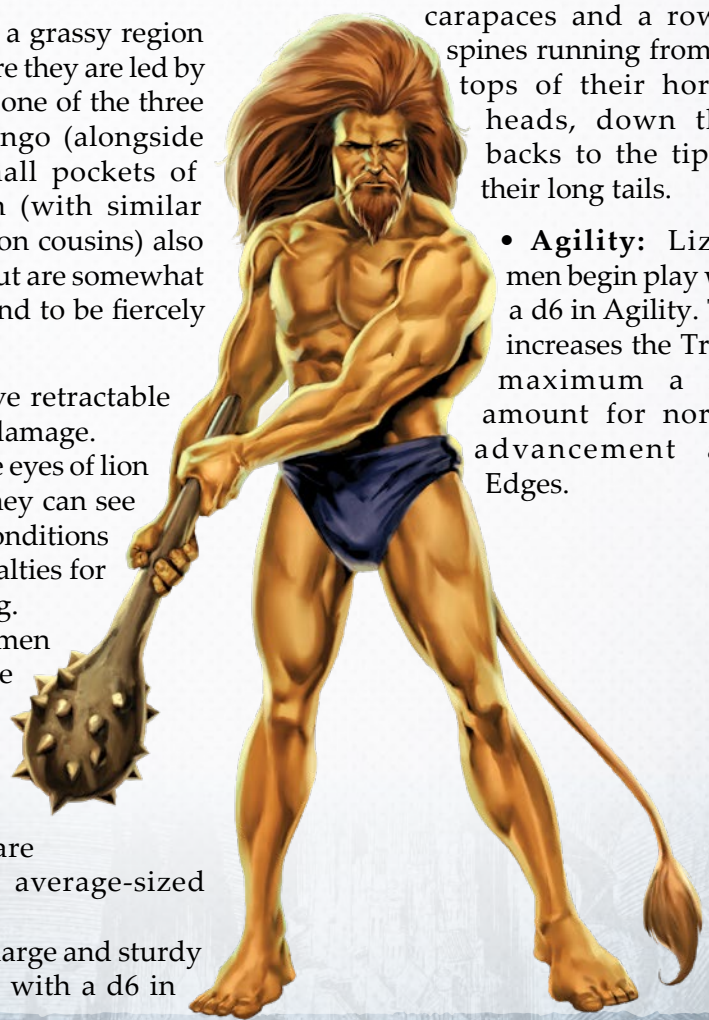
LION MAN

Lion folk look a bit like bipedal versions of their Earthly namesakes, down to their thick, tufted tails and luxurious manes, sharp teeth and claws.

Lion men are a predatory and occasionally cruel race, but also proud and fiercely loyal.

The nomads hail from a grassy region northwest of Mingo where they are led by King Jugrid, considered one of the three mightiest rulers of Mongo (alongside Vultan and Ming). Small pockets of primitive panther men (with similar characteristics to their lion cousins) also hail from this savanna, but are somewhat rare to encounter and tend to be fiercely loyal to Ming.

- **Claws:** Lion men have retractable claws that do Str+d6 damage.
- **Low Light Vision:** The eyes of lion men amplify light. They can see in all but pitch black conditions and ignore attack penalties for Dim and Dark lighting.
- **Racial Enemy:** Lion men and shark men are hereditary enemies suffering –4 Charisma when dealing with each other.
- **Size +1:** Lion men are slightly larger than average-sized Mongonians.
- **Strong:** Lion men are large and sturdy beastmen. They start with a d6 in Strength. This increases the Trait's maximum a like amount for normal advancement and Edges.

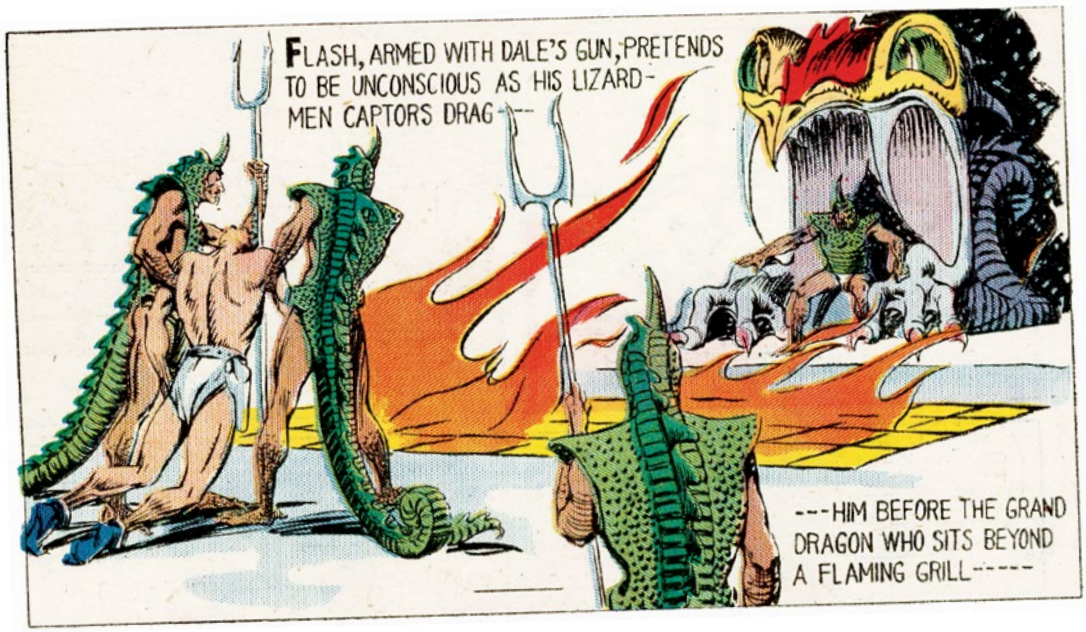


LIZARD MAN

Poisonous (metaphorically) and horrible, the fanged, savage, and undeniably carnivorous (and even cannibalistic) lizard men dwell in the subterranean cave world of Kira where they are ruled by a monarch known as the Grand Dragon. Fairly primitive, the saurian lizard men shun most technology and prefer to wield crudely forged spears, knives, and two-pronged fighting forks. Despite their ferocity, like most races under the emperor's thumb, there are pockets of active rebellion even among their scaly ranks.

Lizard men have thick, warty green carapaces and a row of spines running from the tops of their horned heads, down their backs to the tips of their long tails.

- **Agility:** Lizard men begin play with a d6 in Agility. This increases the Trait's maximum a like amount for normal advancement and Edges.



- **Armor:** Thick warty skin grants them +2 Armor.
- **Environmental Resistance (Heat):** Vigor rolls made to resist the effects of heat are made at +4 and damage from heat or fire-based attacks is reduced by 4.
- **Environmental Weakness (Cold):** −4 to Vigor rolls to resist cold, add +4 to cold-based damage.
- **Natural Weapons:** The claws, tails, and teeth of the lizard men allow them to scratch, slap, or bite in combat for Str+d4 damage. Lizard men can make an additional Fighting attack with their tail but suffer the normal multiple action penalty.
- **Outsider:** The reputation and habits of lizard men make them unwelcome company among all but their own kind. They have the Outsider Hindrance, suffering −2 Charisma with any but their own kind.
- **Wall Walkers:** Lizard men can move up any rough vertical surface at their normal Pace. When hunting they often cling to stalactites and drop down on their prey from above.

MONGONIAN

Most Mongonians are nearly identical to Earth humans, with many different skin, hair, and eye colors. The many variations come from Mongo's various cultures or might indicate races from long-conquered worlds.

Mongonians get a free Edge of their choice and two more points of positive racial abilities from the list on page 34. This should generally reflect a common trope of their homeland, such as the Woodsman Edge for Arborians or Environmental Resistance for Frigian heroes.

- **Adaptable:** Mongonians start with a free Edge of their choice (and must meet all the Edge's requirements).

ROBOT

While there are a wide variety of highly sophisticated machines that qualify as "robots" or "automatons," certain mechanical men exhibit sentience and can act independently. Internally they possess no organic components, instead

using gears, servos, and fluid pumps all governed by elaborate positronic brains.

While robots have limited free will, at least in regard to protecting themselves from harm, at the end of the day they are constructed to serve and their actions are always in service to others. Depending on the complexity of the central processing unit, some robots are capable of emulating realistic emotional responses, or at least expressing satisfaction of a job well done. These elaborate synthetic reactions can sometimes spiral out of control and lead to dangerously corrupted programming. An extreme desire for self-preservation, for example, can sometimes transform mechanical men into murderous maniacs!

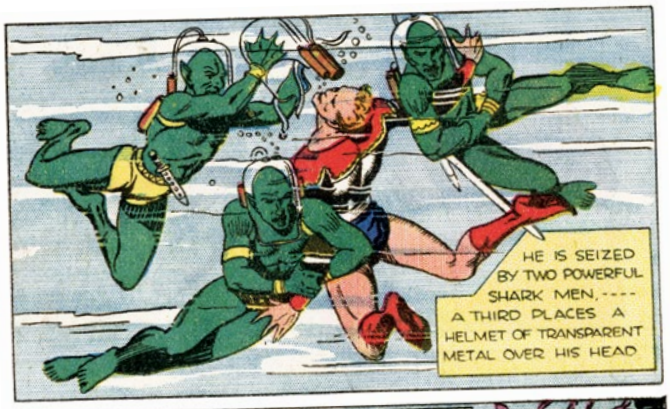
Most androids (or "andies" as they are sometimes affectionately known) are "birthed" with their serial numbers filling in for names. Typically these are one or two-letter codes identifying the kingdom of manufacture ala "MC" for Mingo City or "F" for Frigia, followed by a series of prime numbers of the Zeeman series representing the date of activation, plant code, primary engineer, etc. It is not uncommon for owners to grant them nicknames such as Buzz, Clanger, or Sparks.

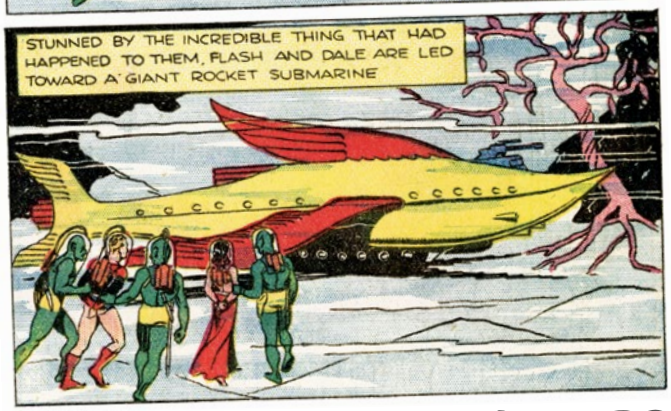
- **Armor:** A robot's metal body provides great protection. They gain +4 Armor.
- **Construct:** Robots add +2 to recover from being Shaken, don't suffer wound modifiers, and are immune to poison and disease. Robots cannot heal naturally. To heal a robot requires the Repair skill—which is used like the Healing skill only with no "Golden Hour."
- **Dependency:** The robot must recharge via electric charging stations or power crystals at least one hour each solar day. Failure to do so results in Fatigue each day that can lead to Incapacitation. Each level is recovered with an hour of recharging.
- **Environmental Weakness (Electricity):** Robots suffer +4 additional damage from electrical attacks and have a −4 penalty to resist other electrical effects.
- **Outsider:** Most Mongonians treat robots as property rather than sentient, independent beings. Laws protecting others do not apply to them. This is a Major version of the Outsider Hindrance though robots suffer the same −2 to Charisma.
- **Programming:** Androids begin with a free d6 in one skill, representing their original programmed role.
- **Self-Destruct!**: Should a robot become Incapacitated it can make the ultimate sacrifice and voluntarily annihilate itself with devastating consequences. The resulting explosion destroys the robot utterly. It also inflicts 4dX damage on anyone (friend or foe) within a Medium Burst Template centered on the robot, where X is the robot's Vigor die type.
- **Vow:** Robots are programmed with a particular purpose. Player character robots have broad directives such as serving a particular manufacturing division, kingdom, or political faction. This counts as a Major Vow to that particular directive, which must be followed. If this ever causes a conflict of interest, the player and GM must figure out what the robot's programming requires.

Shark Man

Once, the hairless, green-skinned shark men lived in a magnificent city on the bed of the Sea of Mystery near the mouth of the Bay of Tekin. This glistening, undersea metropolis was ruled by King Kala, who was fiercely and unquestioningly loyal to his supreme intelligence, Ming the Merciless.

During a bloody conflict with the lion men, the entire city, along with its king, was blown to dust after rising from the sea bed. Scattered to the four currents and with no one to lead them, some shark men refugees swam into Ming's protection, some sought asylum





alongside the water-breathing sea people of Coralia while others escaped to join the growing rebellion.

- **Semi-Aquatic:** Shark men are air-breathers but are well-suited for life underwater. They can remain underwater for up to 15 minutes without air and add +2 to swimming-based Athletics rolls. They typically wear specialized diving helmets of transparent metal when traveling long distances underwater. The helmets provide one hour of fresh, breathable air before they must be recharged.
- **Dependency (Water):** Shark men must immerse their bodies in water for one hour out of every 24. Those who do not are automatically Fatigued each day until Incapacitated. The day after that, they die. Each hour spent recovering in water (or via an appropriately calibrated heal-o-ray) restores a level of Fatigue. Shark men who must work on land for prolonged periods usually employ hydration suits that neutralize the effects of dehydration.
- **Low Light Vision:** A shark man's underwater vision is about 10 times better than that of a human being thanks to specialized optical tissues made up of mirrored crystals. This means they ignore penalties for Dim and Dark lighting, allowing them to see clearly in all but pitch black conditions.
- **Racial Enemy:** Shark men and lion men are hereditary enemies, suffering a −4 Charisma when dealing with each other.
- **Strong:** Despite their sleek appearance, shark men are quite strong for their size. They start with a d6 in Strength. This increases the Trait's maximum a like amount for normal advancement and Edges.
- **Toughness:** Shark man skin is made of a matrix of hard, tooth-like structures called placoid scales. These structures add +2 to their Toughness.

"DON'T BE FRIGHTENED, DALE... I'LL FIGHT OFF THESE SHARKONS AND THEN RESCUE ZARKOV..."
-FLASH GORDON (8/2/'36)

RACE GENERATOR

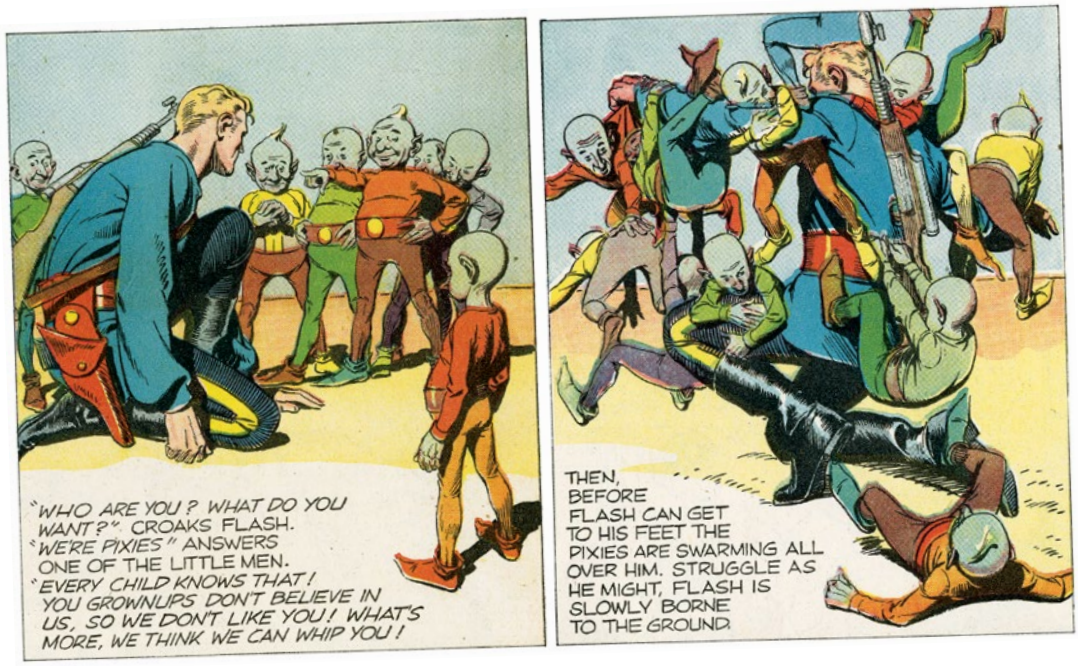
A number of intelligent races inhabit Mongo. Most are already known, though there are still plenty of lands, caves, and underwater realms yet to be explored. Who knows what creatures dwell on the various uncharted isles in the Sea of Mystery or upon the coral-encrusted bed of the great Mongo Ocean.

Although a sample of races is presented in the previous section, players may also create their own using the rules on the following pages. Note that the entries below may be slightly different than those found in other games to reflect the particular tropes of *The Savage World of Flash Gordon.*

Game Masters (or players with GM approval) create their own original races simply by choosing from the racial abilities on the following pages. In *Flash Gordon*, all races start with four "free" points of positive abilities (like the free Edge and Strength granted to Earthlings). Additional positive abilities must be countered with an equal value of negative ones. A +2 ability, for example, may be countered with a single −2 ability, or two −1 abilities. For *The Savage World of Flash Gordon,* we suggest a maximum total of positive abilities of +8 for created races. This provides enough scope to make an interesting race or culture without unduly unbalancing the game. Exceptions (such as Robots) should be extremely rare and limited to GM creation.

If you wish to include an ability we haven't listed here, simply assign it a value inspired by the following examples.

Once you've created a new race, name them something suitably pulpy and talk to your Game Master for final approval. She should pay particular attention to negative abilities that aren't likely to come into play, such as Environmental Weaknesses and Dependencies (or that might be *too* brutal given where she plans to go)!



POSITIVE RACIAL ABILITIES

The number in parentheses after the name of each entry is the number of times the particular enhancement may be taken. "U" means unlimited.

Ability	Value
Adaptable (1): The race has great variation among its people and cultures. Characters start with a free Novice Edge of their choice (and must meet all the Edge's requirements).	2
Additional Action (2): The character gets one extra non-movement action and incurs no multi-action penalty for it. This might be because of an additional appendage, enhanced reflexes, or phenomenal hand-eye coordination.	3
Aquatic / Semi-Aquatic (1): For one point the character is semi-aquatic. He adds +2 to Athletics rolls made to swim and can remain underwater for 15 minutes without drowning. For two points, he can never drown, adds +2 to Athletics rolls when swimming, and moves at his full Pace underwater.	1/2
Armor (3): The species has thick, scaly hide or is encrusted in solid material like scaly plating or even rock. This grants Armor +2 each time it's taken.	1
Attribute Increase (U): During character creation, the species increases a particular attribute (Agility, Smarts, Spirit, Strength, or Vigor) by a die type. This increases the Trait's maximum a like amount for normal advancement and Edges.	2
Burrowing (1): This species developed underground. The character can burrow into loose earth and move through it at half normal Pace. He cannot normally be attacked while burrowing, and can attempt to surprise opponents who didn't see him coming by making an opposed Stealth vs Notice roll. If successful, the burrower adds +2 to his attack roll that round, or +4 if he succeeded with a raise.	1
Charisma (U): Typical representatives of this species are attractive, secrete pheromones, or are otherwise revered and respected, granting them +1 Charisma.	1
Construct (1): Constructs are robots or beings made of inorganic material. They receive +2 to recover from being Shaken, ignore one level of wound modifiers, don't breathe, and are immune to disease and poison. They cannot heal naturally but must be Repaired (and ignore the "Golden Hour"). Most Constructs have the Dependency Negative Racial Ability as well (for power).	8
Doesn't Breathe (1): The species does not breathe. Individuals aren't affected by inhaled toxins, can't drown, and don't suffocate in a vacuum (they may still freeze, however).	2
Edge (U): The race has a specific Edge regardless of requirements chosen from those available. This is different from Adaptable because all characters of this race or culture have the same Edge, unlike Adaptable heroes who can choose whatever they want individually.	2
Environmental Resistance (U): The species receives a +4 bonus to resist a single negative environmental effect, such as heat, cold, lack of air, radiation, etc. Damage from the chosen source is reduced by –4 as well.	1
Flight (U): This species has wings like a bird, bat, or flying lizard. The species can fly at its standard Pace and has a Climb score of 0. Each time it's taken beyond the first, increase Pace by +6 or Climb by +1.	2
Hardy (1): A second Shaken result in combat does not cause a wound.	3
Immune to Poison or Disease (2): This species is immune to poison *or* disease (your choice). It may be taken twice for both effects.	1
Infravision (1): The creature detects and "sees" heat, either through eyes or other sensory organs. This allows it to halve penalties for bad lighting when attacking creatures that radiate heat.	1
Keen Sense (U): +2 to Notice rolls for one selected sense.	1

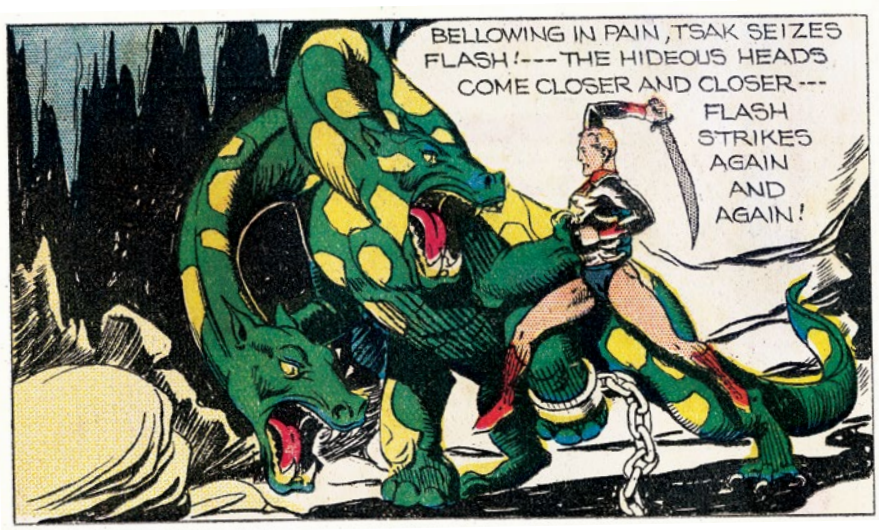
Ability	Value
Leaper (1): The being doubles the normal jumping distance, and adds +1d6" with a successful Strength roll.	1
Low Light Vision (1): The being ignores penalties for bad lighting in all but pitch darkness.	1
Natural Weaponry (U): The race has a bite or claw attack that causes Strength +d6 damage. He doesn't count as an unarmed defender, and each time this ability is taken increases the damage one die type or adds AP +2. If he has claws, he adds +2 to Athletics rolls made to climb most surfaces (GM's call). If he has fangs instead, he can bite a grappled opponent for full damage (a bite attack is never considered "off-hand"). This ability must be taken twice to get both teeth and claws.	1
No Vital Organs (1): These species have hidden, extremely tough, or redundant vital organs. Called shots do no extra damage against them.	1
Pace (U): The character's Pace is increased by +2 and his Running die is increased by a die type.	1
Parry (3): Due to a tail, enhanced reflexes, or a brain that can often and accurately anticipate an opponent's moves, the creature's natural Parry is increased by +1.	1
Poisonous Touch (1): With either a successful touch or bite attack, the victim must roll Vigor or suffer a level of Fatigue. This is recovered after one hour. Multiple attacks can cause additional Fatigue that leads to Incapacitation, but not death. For 3 points, the Vigor roll is made at –2.	2/3
Power Points (U): The race is more adept at certain preternatural talents than others, and gains +5 Power Points for use with Mongomancy or Psionics.	1
Reach (3): Long limbs or a prehensile tail grants the creature additional Reach.	1
Regeneration (1): The creature regenerates quickly. It may make a natural Healing roll once per day (rather than once per week). For 3 points, whenever the creature gains a permanent injury, it may make a natural healing roll once recovered from the Incapacitation which caused the injury. On a success, the injury heals after 1d6 days.	2/3
Size +1 (3): The creature is larger than normal. Each point of Size adds directly to Toughness. Large species may have difficulty using equipment designed for more traditional humanoids.	1
Skill (U): The character starts with a d6 in a skill.	1
Skill Bonus (1/Skill): For 2 points, he has a +2 bonus when using a particular skill (this may only be taken once per skill).	2
Sleep Reduction (2): The being needs half the normal amount of sleep as humans. If taken a second time, the being never sleeps.	1
Toughness (3): The character has hardened skin, scales, or extremely dense tissue that increases his base Toughness by +1 each time this ability is taken.	1
Wall Walker (1): The species may walk on vertical surfaces normally, or inverted surfaces at half Pace.	1

"NONE OF YOUR TRICKERY, MING—ALL MONGO, INCLUDING YOUR OWN ARMY, STANDS BEHIND US—PROCLAIM THEM BOTH KINGS OR BY TAO, WE PUT FLASH GORDON ON YOUR THRONE AS EMPEROR OF MONGO!"

-KING VULTAN (2/17/'35)

NEGATIVE RACIAL ABILITIES

Ability	Value
Attribute Penalty (U): One attribute suffers a –1 penalty to all rolls (including damage for Strength). For –3 points, it suffers a –2 penalty.	–2/-3
Dependency (1): The creature must consume or have contact with some sort of relatively common substance. Shark Men, for example, must immerse themselves in water one hour out of every 24 in order to avoid becoming Fatigued each day until they're Incapacitated. A day after that, they perish. Each hour spent recovering with the appropriate substance (or via an appropriately calibrated heal-o-ray) restores a level of Fatigue. An Extreme Dependency is worth –3 points. The race suffers Fatigue every minute after one hour away from the needed substance.	–2/-3
Environmental Weakness (U): The race suffers a –4 penalty to resist a particular environmental effect, such as heat, cold, etc. If the being suffers an attack based on that form, the penalty acts as a bonus to damage.	–1
Frail (2): The creature is less durable than most and suffers –1 Toughness.	–1
Hindrance (U): The creature has a built-in Minor Hindrance for one point, or a Major Hindrance for two.	–1/-2
Poor Parry (3): Due to physique or underdeveloped musculature, the race is slow to react in combat; –1 Parry.	–1
Racial Enemy (U): This species and another relatively common to the setting have an age-old or intense hatred for each other. They suffer –4 Charisma when dealing with each other, and may become hostile with little provocation. This may only be taken once per race.	–1
Slow (2): The race is physically slower than standard. Pace is reduce by 2" (to a minimum of 2"), and it has a d4 running die.	–1
Small (2): The creature is smaller than average; –1 Toughness.	–1
Water Breather (1): The character breathes water rather than air. She must wear a hydration suit to adventure on the surface. Without it, she can "hold her breath" for a number of rounds equal to half her Vigor die type. After that she must roll Vigor each round or suffer Fatigue. This can lead to death. If the campaign takes place primarily underwater, ignore this ability. Water Breathers might have a Dependency for water as well (see above), but it isn't mandatory.	–2



NEW HINDRANCES

All standard *Savage Worlds* Hindrances are suitable for use in *Flash Gordon* and function normally except for Doubting Thomas as there are no spirits, spooks, or specters in this setting. New Hindrances and new versions of the Outsider and Overconfident Hindrances are also available.

Psionic characters may take the Anemic Hindrance to represent "psionic decay," a physical debilitation occurring from overuse of psionic powers.

AIRSICK (MINOR)

Suffering from airsickness is a serious problem in the universe of *Flash Gordon*. The character must make a Vigor check at −2 each time he boards an air vehicle. On a success, the character manages to control his sickness. With a failure, he gains a level of Fatigue where one level of Fatigue is recovered after an hour on the ground.

Should a character be aboard an airship during a storm or air combat, he must make a Vigor roll every five minutes until the storm abates, the battle concludes, the ship is back on solid ground, or he is Incapacitated. He still rolls if he's already suffering airsickness—a second failed Vigor roll inflicts another level of Fatigue. Fatigue gained in this fashion can cause Incapacitation but not death.

AMOROUS (MINOR)

Some people are easily distracted by a pretty face or a handsome physique. Amorous characters suffer a −2 penalty to resist Tricks and Tests of Will by any character with the Attractive Edge (−4 if Very Attractive). They may also go out of their way (to the detriment of their closest allies) to protect the source of their captivation.

GLASS JAW (MAJOR)

Your hero has a glass jaw and can't take a solid hit. He suffers a −2 penalty to Soak rolls!

GREAT LOVE (MAJOR)

The heart wants what it wants. Your hero is obsessed with another. The target of his desire consumes his every thought and deed. He no longer asks if an action is good for Mongo or Earth or anyone else—he thinks only of his true love. If he cannot be with her, he'd rather die.

In Flash's world, characters with an all-consuming love for another are common. Dale burns with jealousy of the princesses who try to woo Flash's favor. King Barin would give his kingdom and his life for Aura, and Aura defies her own merciless father for Flash.

A character with the Jealous (Minor) Hindrance treats it as a Major Hindrance when it comes to her Great Love.

The GM should award Bennies as usual when a character roleplays her Hindrance. In addition, and because Great Love is such an important aspect of *The Savage World of Flash Gordon*, a player who *greatly*

disadvantages herself by betraying the party or the mission, attempting to sacrifice herself, or otherwise causing serious issues for herself and others, also gains a Conviction token!

These kinds of betrayals are incredibly common in *Flash Gordon*. Once the effects are resolved—despite their often dire or possibly even fatal nature—the rest of the party should eventually forgive the offender and even forget that he's likely to do the same thing again!

Impulsive (Minor)

The character is the kind to jump right into a situation without hesitation or foreknowledge. He's not overconfident, he just doesn't think things through before taking action.

Jealous (Minor/Major)

A jealous character's insecurity leads to envy of others' accomplishments or being overly possessive of what he feels belongs to him. The disgruntled soul complains, pouts, covets others' possessions or accolades, claims credit for another's work, disobey commands, and generally causes problems.

As a Minor Hindrance, the character's jealousy is focused on one particular subject (such as science or a girlfriend). As a Major Hindrance, the character is jealous of anyone he feels outshines his own actions.

Obligations (Minor/Major)

This character must ultimately answer to superiors, whether they're military leaders, civilian authorities, or members of a royal house. They are bound to comply with whatever orders are issued from these representatives. As a Minor Hindrance, these Obligations are binding and failure to comply converts the Hindrance into Wanted (Minor). As a Major Hindrance, the character's participation is mandatory. If ignored, the Obligations Hindrance is replaced by Wanted (Major).

Outsider (Major)

The Minor version of this Hindrance works as usual. Those with the Major version are still at −2 Charisma, but also have no legal rights as a citizen of Mongo. He might be a member of a Mongonian tribe unprotected by Ming's law or an artificial being deemed little more than property.

Most settled areas likely require a guardian who has legal rights—such as another player character—to vouch for and "control" the entity or "property." Otherwise he's considered wild or rogue, and can be captured, taken, or destroyed by normal citizens of the region.

Overconfident (Major)

This Edge works as usual for heroes. Overconfident villains never deliver a finishing blow to their foes. Instead, they revel in putting them in elaborate traps, arenas, or orders his minions to finish the enemy off while he stalks off just out of earshot. Needless to say, the heroes often escape to fight another day!

Xenophobic (Minor/Major)

The character has a dislike of all races other than his own and finds dealing with them unpleasant at best.

He openly voices his hostility, frequently causing fights and raising obstacles where none need exist. This incurs a −2 Charisma penalty for the Minor version and a −4 for the Major, along with any roleplaying consequences.

"STOP! I CAN SAVE YOUR CITY—BUT IF YOU TOUCH FLASH, I'LL DOOM THE CITY AND ALL OF YOU TO DESTRUCTION!"

-DR. HANS ZARKOV (11/11/'34)

New Edges

The following Edges from the core rulebook are not appropriate for use in this setting: Adept, Champion, Gadgeteer (but see Mongo-Tech), Holy/Unholy Warrior, Mr. Fix It.

The Arcane Background Edges Miracles and Superpowers do not exist in the pseudo-scientific world of *Flash Gordon*. Note that Arcane Background (Magic) is slightly altered (see below). Lastly, as the language of Mongo is a universal one and lingual-translators are readily available, Linguist is of little use.

Some skills have been changed in *The Savage World of Flash Gordon* (see page 69). If an Edge refers to a skill that's been deleted, use its replacement instead. In addition, the Thief Professional Edge now applies to climbing rolls made with Athletics, Thievery, and Stealth rolls made in urban environments.

Additional Edges specific to the setting are detailed below.

Background Edges

Arcane Backgrounds

Requirements: Novice

Magic, Psionics, and Weird Science Arcane Backgrounds are all available in *The Savage World of Flash Gordon*. See page 81 for more details on the powers of Mongo!

- **Magic:** On Mongo, magic is known as Mongomancy. The arcane skill is Mongomancy and is linked to Smarts. Mongomancers (also known as Mongomages) are attuned to the upper-range, electromagnetic vibrations that emanate from white and black sapphires. Their supernatural senses allow them to visualize and manipulate these energies to weave what can only be described as magic spells with a variety of results. To do this, each Mongomancer must carry a talisman of crystal upon their person. This could be a necklace (as in the case of Azura, Queen of Magic), a signet ring, or a stone-capped magic wand.
- **Psionics:** A rare, naturally-occurring talent allows some to tap into powers of the mind to protect themselves and their allies, or confuse and attack their foes. Those possessing these gifts are referred to as Psions and must choose one of four schools which determines their specialty and powers available (Empathy, Pyrokinesis, Telekinesis, or Telepathy). See page 82.
- **Weird Science:** Scientists and tinkerers as innovative as Dr. Hans Zarkov transcend the normal limits of Mongo and Earth's technology. Their keen minds seize on advanced concepts, merging cutting edge biological and mechanical research with power crystals, radium, and other advanced power sources to create marvels of modern science! See page 82 for more details on Weird Science in *The Savage World of Flash Gordon.*

Crystal Sensitivity

Requirements: Novice

The character is attuned to the strange energy found within power crystals. This happens to miners who dig for the strange gems, and the Blue Magic Men of Kira who consume them!

Such individuals can detect energized sapphires within a range equal to their Smarts (a highly desirable talent for crystal miners). They can also estimate how much charge remains in a crystal ("half" or "a quarter," etc.) and recharge them through touch. Recharging a crystal causes a level of Fatigue and refills 1d6 charges/power points or a quarter power (whichever is less) as an action. Such Fatigue can Incapacitate but not kill and each level can only be recovered after four hours of rest.

DAREDEVIL

Requirements: Wild Card, Novice, Spirit d8+

This hero laughs at danger! He gets a free and automatic chance to reroll any failed Athletics test. If this roll is also failed he may then use Bennies for additional chances as usual.

COMBAT EDGES

COMBAT SENSE

Requirements: Seasoned, Fighting d8+, Notice d8+

The hero has the perception, skill, and agility to handle multiple foes. Opponents halve any Gang Up bonuses against him (round down).

IMPROVED COMBAT SENSE

Requirements: Veteran, Combat Sense

Opponents gain no Gang Up bonus against this warrior.

DETERMINATION

Requirements: Wild Card, Heroic, Iron Jaw

This sturdy soul carries on when others fall by the wayside. When the character takes enough wounds from an attack to be Incapacitated, he gets one free Soak roll. If the roll fails he may then spend Bennies to make Soak rolls as usual.

Example: *Prince Barin already has 2 wounds when two vicious wolvrons sink their teeth into his flesh. They inflict 2 and 3 wounds respectively. Barin may make one free Soak roll against each attack.*

IRON JAW

Requirements: Novice, Vigor d8+

The hero can take and shrug off even the most extreme blows. He gets +2 to Soak rolls and Vigor rolls to avoid Knock-Out Blows (see page 74).

LUNGE

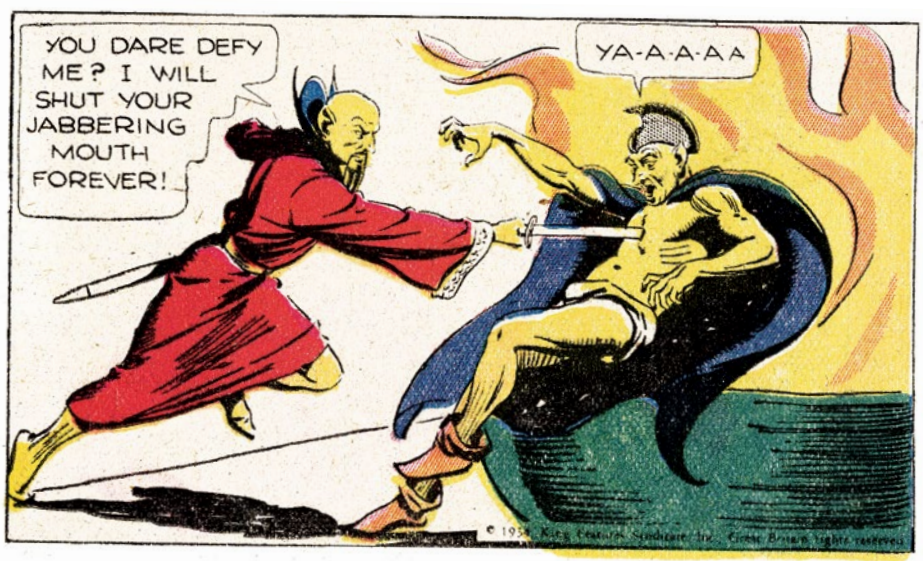
Requirements: Novice, Fighting d8+

A lunge allows a swordsman to extend the reach of his blade. The character gains +1 Reach to his weapon. He may not use this edge with Frenzy, Sweep, or any effect providing a free attack (First Strike, Counterattack, etc).

PUGILIST

Requirements: Novice, Fighting d8+

Pugilists are experts at fighting without weapons. When making unarmed Fighting attacks (including natural weapons such as horns or claws), they add +1 to their Fighting rolls.



Improved Pugilist

Requirements: Veteran, Pugilist

The bonus increases to +2.

Shrug It Off

Requirements: Wild Card, Novice, Iron Jaw

At the end of a combat in which the hero suffered one or more wounds, he makes a Vigor roll (wound penalties apply). Success means he converts one wound to a level of Fatigue from Bumps and Bruises that fades in an hour. A raise converts two wounds to two levels of Fatigue. The hero cannot convert a wound if it would cause Incapacitation.

Wily

Requirements: Novice

The character excels at Tricks or Tests of Will. Whenever he gets a raise and rolls on the **Creative Combat Table** (page 74), he can roll twice and take the result of his choice!

Leadership Edges

Defender

Requirements: Novice, Smarts d8+

There is no more noble sacrifice than risking one's life for another. This Edge allows a hero to do just that—take an attack meant for one of her companions.

Any time a victim suffers damage within 6", the hero may take the intended damage herself by making an Agility roll at −2 (no penalty if she was on Hold in combat). If using minis, the GM can move the characters as makes sense for the situation.

If the hero rolls a critical failure on the Agility test, she *and* the original target are hit by the attack (if it makes sense in the particular situation, Game Master's call).

If successful, resolve the attack against the Defender instead, who then gets one free Soak roll just as if she'd spent a Benny to do so.

Example: *Princess Aura is hit by an Imperial soldier in the thick of combat. Barin is within range and has the Defender Edge, so he makes an Agility roll at –2. He's successful so he takes the damage meant for his troublesome beloved and gets an immediate Soak roll for his noble sacrifice.*

SAVIOR OF THE UNIVERSE

Requirements: Veteran, an epic and heroic deed

Whether a brave leader of the Freemen or a benevolent noble, the character has been elevated to the status of a living legend, a "savior of the universe," by the people of Mongo.

Savior of the Universe should only be taken after a character has performed a great and heroic deed. The deed must also have been performed where others witnessed it and can spread her fame throughout Mongo.

If this is true and the Edge is taken, the hero may forever after convert her own Bennies to Conviction tokens on a one-to-one basis. Even more importantly, she may spend Conviction on *others* as well as herself. Conviction is explained on page 73.

Unlike all other Edges, the Born a Hero Setting Rule doesn't apply to Savior of the Universe. It may *only* be taken at Veteran level, and only after performing an epic deed as mentioned above.

PROFESSIONAL EDGES

MONGO-TECH

Requirements: Seasoned, Arcane Background (Weird Science), Weird Science d8+

Note: Mongo-Tech replaces the Gadgeteer Edge from *Savage Worlds.*

A character with this incredible Edge can create a weird science device in a flash!

Doing so requires parts of some kind that can be quickly jury-rigged. The player is encouraged to "explain" her device to the rest of the party in terms only scientists of her caliber would understand!

The inventor then makes a Weird Science roll as an action. If successful, she has a new device imbued with any power available to her in the setting and as many unspent Power Points as she has available to put into it. She may transfer these Power Points from her pool or other devices on her person as she wishes. (Spent Power Points may not be used!)

If the Weird Science roll fails, the device isn't built and she loses all the Power Points she was going to transfer into it!

Once the device is drained of Power Points, or at the end of the scene, it falls apart and stops working.

ROCKET JOCK

Requirements: Novice, Piloting d8+, Shooting d6+

The pilot can fire one weapon system per action without incurring a multi-action penalty while Piloting or Driving a land vehicle, or aircraft.

ROYAL FORESTER

Requirements: Novice, Strength d8+, Athletics d6+, Survival d6+

Until recently, Royal Foresters were an elite, Arborian-only extension of the kingdom guard. With the rise of the Freemen and the appearance of Flash Gordon and his allies, the order began to accept others into the fold.

Those with this Edge have undergone rigorous training and ignore Difficult Ground when moving through the normal flora of forests and jungles (mud pits and the like still restrict movement).

SOCIAL EDGES

FAME/INFAMY

Requirements: Veteran

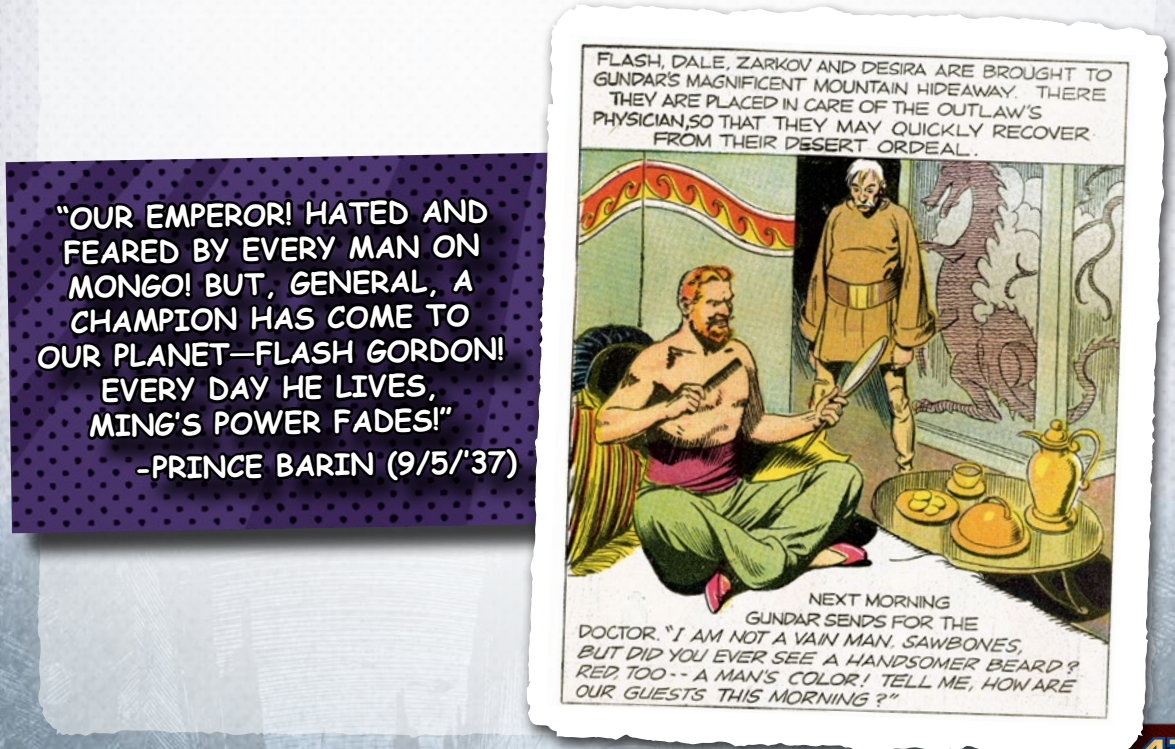
"Hold everything, men! It's Flash Gordon!" Logun grips Flash's hand—"We were your Freemen—thought you were dead—lost hope—turned outlaw to keep alive—will you lead us again?"

This individual is well-known for her words and deeds, whether a hero or villain! Her very presence affects those she meets face to face. Unless the others are already hostile, their reaction level is one step higher, out of respect for Fame or fear for Infamy.

MOXIE

Requirements: Novice, Smarts d6+, Taunt d8+

Your hero can cut a challenger down to size with a few sharp words, or turn a thug's threats into a laughing matter with only a phrase or two. She adds +2 to all Taunt rolls and can use Taunt in place of her Smarts or Spirit when resisting a Test of Wills.



AH! I SEE FLASH—ORDER THE FIRST COMPANY OF LANCERS TO CHARGE, COLONEL!
DR. ZARKOV AND A REGIMENT OF HAWKMEN MARCH TO RESCUE FLASH, NOT KNOWING THAT HE, UNDER THE WITCH QUEEN'S DRUG, IS LEADING THEIR ENEMIES——
THE FIRST LANCERS, THE GREATEST FLIERS IN THE HAWKMEN ARMY, CIRCLE TO A DIZZY HEIGHT AND, AT A SIGNAL FROM THEIR LEADER, FOLD THEIR WINGS AND DIVE ON AZURA'S ARMY!
FLASH IS QUICK TO SEE THEM—HE RAISES HIS SWORD—— THE GUNS OF THE COMBUSTION-RAY MACHINE SWING INTO ACTION!
NEXT WEEK: "COMBAT!"
THE HAWKMEN, UNDER DR. ZARKOV, ATTEMPT TO RESCUE FLASH, WHO, UNKNOWN TO THEM, IS UNDER THE SPELL OF THE WITCH QUEEN, AZURA, AND LEADS HER ARMY TO REPULSE THEM—AT FLASH'S COMMAND, THE COMBUSTION RAY MACHINE BELCHES FLAMING DEATH!——
WRAPPED IN FLAMES, THE HAWKMEN FLUTTER TO THE GROUND!——
2
DR. ZARKOV AND THE SURVIVING HAWKMEN RETREAT TOWARD THE MOUTH OF A TUNNEL AS A BOUNDING SEA OF FLAME ROLLS TOWARD THEM!——
3
BY A MIRACLE OF CHEMISTRY, DR. ZARKOV BLOCKS THE TUNNEL ENTRANCE WITH A WALL OF SOLID ICE, THEREBY CUTTING OFF THE QUEEN'S FLAME!—
4
5
WITH A ROAR, "FOLLOW ME!" FLASH, FOLLOWED BY AZURA, LEADS THE MAGIC MEN IN A FIERCE CHARGE ON THE BLOCKED TUNNEL!
"NEXT WEEK— "TREACHERY!"

2 GEAR, WEAPONS, AND TRANSPORT

Tech on Mongo ranges from primitive stone clubs to light guns and from atmosphere-eating nitron rays to hideous Mongonian-powered cosmic bombs capable of incinerating entire planets! Sophisticated items found in many of the advanced kingdoms are presented below alongside primitive weapons, armor, and other objects found in almost every corner of the planet.

CURRENCY

One of the first things Ming did when he claimed the throne all those years ago was mint a new currency possessing his Mephistophelian visage on the obverse and the words "One King, One World, One Vision," on the reverse. Known colloquially as "Mingols," these stamped coins come in a variety of denominations, precious metals (typically bronzine or gold), shapes (circles, squares, and octagons), and sizes.

Local currency variations have been created by rebel kingdoms. Kira's silver coins are stamped with the face of their new king, the Earthman, Flash Gordon, for example. In a few other nation states, bartering has replaced the use of money altogether. Be aware that possessing anything other than Mingols while inside the walls of Mingo City is a punishable offense.

Each new character begins with the clothes on their back and 500 Mingols, written out as 500ᴍ (equivalent to $500 in standard *Savage Worlds* currency). Considering the crushing nature of Ming's rule, this is a significant sum for the average citizen of Mongo, but as most heroes are working alongside or within an organized and occasionally well-funded rebellion, access to expensive specialized gear and ordnance is possible.

SELLING ITEMS

Heroes occasionally come across salable goods, whether in the form of crashed or abandoned aircars, ancient artifacts unearthed from primitive temples, or more mundane goods such as weapons or armor (often needing to have Imperial insignia removed before sale). One or two items can sometimes be sold at near full price if the right buyer can be found, but no reputable merchant will pay full price in their storefront, especially those licensed and regulated businesses found in the Mingo bazaar. Selling large quantities of items requires finding a fence or black market dealer to purchase the goods at a discount.

A Streetwise roll allows a seller to unload his goods for a quarter their normal value. A raise finds a buyer who will take it at half the listed value. If attempting to sell weapons, armor, or other transportable merchandise, this roll may be attempted once per day. If dealing with larger items (vehicles or heavy weapons), the roll may only be attempted once per week.

COOLDOWN

Some weapons require a "Cooldown" of one round before they can fire again. If they aren't allowed to do so and the firer rolls a 1 on his Shooting die (regardless of Wild Die), the weapon blows up in his hand for its base damage!

After firing in two consecutive rounds, the weapon automatically shuts down and cools off (or recharges, resets, etc.) for 1d6 round.

ANIMALS

A number of beasts are used for mounts and companions across Mongo. They are usually only available from the tribes that breed them or the occasional trader in the larger cities.

Item	Weight	Cost
Gryph (page 151)	—	250M
Horn-Horse (page 152)	—	300M
Sea-Horse (page 162)	—	200M
Snowbird (page 163)	—	350M
Torok (page 170)	—	250M
Wolfin (page 175)	—	200M
Saddle	10	10M

ARMOR & SHIELDS

Type	Armor	Weight	Cost	Notes
Leather	+1	15	25M	Covers torso, arms, legs
Notes: Covers everything from animal hide to plant fibers to advanced synthetic textiles.				
Diving Helmet	+3	5	40M	Covers head, free with diving suit; see notes
Diving Suit	+3	40	500M	Covers full body; see notes
Notes: These armored, self-contained suits provide divers with fresh air while submerged for long periods of time. When fully charged, the internal tanks provide one hour of fresh, breathable air. The suit also provides +3 Armor to the entire body. When walking on an ocean floor or lake bed, the diver moves at half Pace and cannot run.				
Plate Corselet	+3	25	200M	Covers torso
Notes: Typically worn only in ceremonial situations, but Ming's troops occasionally employ them.				
Pot Helm	+3	4	30M	50% vs. head shot
Electro-Shield	+4	5	500M	Covers torso, arms, legs; see notes
Notes: These are personal force fields worn as a belt and powered by a medium power crystal, which has enough energy to resist five hits before it must be replaced. Electro-shields stack with all other types of armor except for additional electro-shields; the fields generated by the projection units tend to harmonize and cancel each other out.				
Ray-Proof Armor	+6	15	250M	Covers head, torso, arms, legs; see notes
Notes: Ming's security forces use these heavy bronzine suits when dealing with significant threats in Mingo City. They cover the wearer from head to toe with +6 Armor, and negate up to 4 points of AP from all energy wepons (including atom, light, heat, flame, and ray guns).				

Shields

Type	Armor	Weight	Cost	Notes
Small Shield	—	8	25M	+1 Parry
Medium Shield	—	12	50M	+1 Parry, +2 Armor vs. ranged attacks

BASIC EQUIPMENT

Item	Weight	Cost
Autograpnel: This pistol-gripped climbing device sports yards of super-fine cord strong enough to support hundreds of pounds of weight. More important, its spear-headed tip can be fired into rock-hard surfaces as its grappling claws deploy and bury themselves deeply in for a secure hold. Once anchored, the winch pulls the user (up to 300 pounds) at a rate of 10" (20 yards) per round. The autograpnel has a range of 6/12/24 and contains 25" (50 yards) of sturdy line. The grapnel at the end can be released by the press of a button (wires run along the cord) so it can be retracted and used again. It's powered by a medium power crystal for 10 shots. It causes 2d4 damage if used as a weapon.	5	100M
Backpack: A leather or cavas backpack negates up to 20 lbs of weight from gear carried inside it.	2	50M
Canteen: Carries 4 quarts of water.	1	5M
Chemi-Torch: Roughly the size of a penlight, these devices can make accurate, narrow cuts through matter. Each quarter-inch wide, six inch long, three inch deep cut requires a single round (real world measurements, not game inches). Double the time required for every 10 points of Armor the material has. As an improvised melee weapon, it causes 2d8 Damage with AP 2.	1	100M
Climbing Gear: A small pick, safety harness, crampons, pitons, and carabiners. Provides a +2 Athletics when making climbing rolls.	6	15M
Flashlight: Illuminates a Cone Template. Freshly charged small power crystals are good for 10 hours of continuous use.	3	20M
Flying Belt: Some advanced cultures have replaced parachutes with flying belts as a means of safely escaping from doomed air ships, while others employ them for surveillance or other military operations. The belt uses two medium power crystals that can sustain three hours of flight. It enables the wearer to fly with an Acceleration of 5, a Top Speed of 20, and a Climb of 0. To perform any maneuvers other than level flying, the operator must use their Piloting skill.	5	5000M
Gem Cutting Tools: A necessity if mining for power crystals.	2	500M
Grappling Hook and Line: A grappling hook is attached to a line usually no more than 15 yards in length. The user throws the hook just as if he were attacking a target. It has a Range of 3/6/12. If the roll is successful, the hook sets and can hold up to 200 pounds of weight.	2	100M
Lantern: Provides light in a 4" radius. A pint of lantern oil weighs 2 pounds and costs 2M.	3	25M
Lockpicks: A character who tries to pick a lock without these tools suffers a –2 penalty to his Thievery roll.	1	100M
Optoscope: Vision penalties for Notice rolls are halved when using an optoscope, but they are only useful when there is sufficient light (Dim or better).	3	300M
Pain Manacles: These handcuffs cause searing pain to the wearer should he attempt to remove them without the use of the key. The wearer must make a Vigor roll –2 when doing so or suffer Fatigue from Bumps & Bruises that fades after 24 hours. This can lead to Incapacitation. If worn on the ankles, the prisoner's Pace is reduced to 2. Pain manacles use small power crystals good for up to 20 shocks.	2	200M
Parachute: While flying belts are standard issue on most of Ming's rockets, parachutes are still very much in use on Mongo. Landing safely requires an Agility roll at –2 (–4 if jumping at night). A critical failure means the jumper lands badly or comes down in an obstacle such as a tree. He suffers 2d6 damage or is hung up until rescued or he cuts himself free.	5	50M
Quiver: Holds 20 arrows/bolts.	4	25M

Item	Weight	Cost
Radiophone: Roughly the size of a 21st century mobile phone, these small, handheld communications devices are used by a few of the advanced kingdoms of Mongo. They have a broadcast range of up to 100 Mongomiles and offer a number of selectable wavelengths and frequencies, including high-range wavelengths used exclusively by Imperial security. A small power crystal provides 10 hours of use.	20	150M
Rope (20 yards): Rope can be made of braided hemp, living vines, or twisted metal or synthetic strands, but it all serves the same purpose. Rope can safely handle up to 300 pounds. For every 50 pounds over that, roll a d6 every minute or whenever the rope suffers a sudden stress. On a 6, the rope snaps under the strain.	15	15M
Scope: Scopes may be mounted on rifles or other longarms. When using the Aim maneuver, the character adds an additional +2 to Shooting rolls against targets at Medium, Long, or Extreme Range (see page 70 for rules on Extreme Range). Scopes also add +2 to Notice rolls made to view things at a distance.	1	200
Skis & Poles (pair): A character moving in skis treats snow and ice as normal terrain. When skiing downhill, he rolls an additional d6 for movement.	5	75M
Spaceophone: Mongo's version of a two-way video and audio device. Spaceophones are expensive and require substantial power, but can reach other units most anywhere on the planet.	100	50KM
Tool Kit, Portable: Contains a set of basic tools for working on various types of machinery or systems. The tools are stored in a hard (metal or wood) or soft (canvas or leather) case. Use of the tool kit allows Repair rolls without penalty.	5	150M
Torch: Lasts for one hour and provides light in a 4" radius.	1	1M
Tubelite: An 18" long glow-stick with a slight pistol grip. Provides light for two hours the size of a Large Burst Template.	3	20M
Visiphone: Smaller versions of the radiophone with a 10 Mongomile range and only one channel. They resembled hand-held mirrors and offer a crystal-clear, full color image.	1	500M

ADVENTURING CLOTHING

Item	Weight	Cost
Aircon: A slim respiratory apparatus developed by the people of Skyland fits over the nose and allows land dwellers to breathe "high air." Proper use of aircons also prevents altitude sickness without the need for bulky oxygen tanks and breathers. Aircons also add +2 to resist harmful gases or dangerous atmospheres.	—	50M
Cold Weather Clothes: Required for use in some of the extremely cold regions of Mongo (such as Frigia and the ice kingdom of Naquk), a complete ice-suit is comprised of a fur-trimmed parka, snow pants, long johns, gloves, and weather-resistant boots. Those without such gear suffer −2 to their Fatigue rolls in cold climes. A Frigian alternative made of glassine (a transparent, weightless, and waterproof material) is available in Fria's kingdom and offers the same degree of protection.	6	100M
Environmental Suit: These multi-layered rubberoid suits are worn by the Power Men of Mingo City and offer basic protection against a variety of hazards including toxic waste, electricity, heat, cold, and low-level radiation. Should the wearer be exposed to any of these hazards, he gains +2 to Vigor rolls to resist their effects.	4	250M

Item	Weight	Cost
Fire Proximity Suit: Made of silvered, fire and heat-resistant asbestone, these body suits (with removable, windowed hoods), provide protection against the effects of extreme heat. Useful for firefighting or exploring the active cores of Volcano World, these suits offer 4 points of Armor against fire, a +2 modifier to Vigor rolls to resist the effects of heat, and total protection against smoke inhalation while wearing the hood.	8	300ᴍ
Gas Mask: These one-piece hoods filter airborne toxins and poisonous gases. Wearers gain +4 to Vigor rolls to resist their effects. The bulky hood and restrictive lenses reduce Notice rolls by −1.	2	100ᴍ
Goggles: Protective eyewear worn to protect against flying debris, sand, snow, glare, or other optical dangers. this grants a +2 bonus to resist such effects.	1	25ᴍ
Hydration Suit: These sealed, full-body suits contain internal filtration systems that circulate fluids throughout, allowing hydro-dependent species like shark men to function for long periods of time out of water. Hydration suits offer no Armor benefits.	8	200ᴍ
Protecto Suit: This heavily shielded suit and helmet provides a +4 bonus to resist the effects of radiation.	12	400ᴍ
Water Helmet: Coralians use these plyoglass bubble helmets along with a backpack filtration systemto walk upon the surface. The pump and filtration system can circulate purified sea water through the helmet for six hours before the water must be refreshed. A compact version of the helmet was created by Dr. Hans Zarkov. It's worn over the nose and mouth and is known as a hydrator six ounces, 300ᴍ, usually available only in Coralia). A fresh supply of water is provided via water pills (1ᴍ per dose).	4	100ᴍ

MUNDANE CLOTHING

Item	Weight	Cost
Boots	2	50ᴍ
Gloves	1	5ᴍ
Hat	—	10ᴍ
Normal Clothing	—	20ᴍ
Formal Clothing	—	100ᴍ

FOOD AND DRINK

Item	Weight	Cost
Average Meal	—	5ᴍ
Cheap Meal	—	1ᴍ
Expensive Meal	—	15ᴍ+
Alcane (bottle)	2	10ᴍ
Notes: Alcane is a heady, red Marvelan wine made from the varga fruit.		
Vokko (bottle)	2	20ᴍ
Notes: Vokko is a colorless, distilled beverage found in many noble houses across Mongo. It is also the preferred drink of Queen Azura of Kira		
1 week's rations	10	10ᴍ
1 day's water	2	1ᴍ

DRUGS AND MEDICAL EQUIPMENT

Item	Weight	Cost
Asphyxoil (vial): A Tropican drug that, while inert in liquid form, turns to gas when exposed to air. The resulting vapor, if inhaled, renders the target unconscious. Those exposed to the odorless gas must make a Vigor roll (−2) or immediately become Incapacitated and fall into a deep sleep for 2d6 hours. Once unconscious, only exposure to oxygas breaks the sleep cycle. Otherwise the victim slumbers until the effect wears off. A glass vial of the liquid contains enough asphyxoil to affect a single target. Similar formulas are found in other kingdoms like Kira and Lostland where it is simply referred to as "sleep gas."	—	25ᴍ
Drogol (salve): The product of Arborian herbal medicine, this ointment is known for its miraculous healing abilities. Spreading this thick, foul-smelling unguent over a wound allows the injured character to make an immediate Vigor roll. If successful, one wound is healed instantly or two with a raise. This can be applied after any normal healing due to medical attention. A Tropican variant known as sulphacilium offers the same restorative effects.	—	100ᴍ
First Aid Kit: Using Healing without access to basic medical supplies imposes a −2 penalty. Using a first aid kit containing basic supplies such as antiseptic, bandages, medical tape, and topical powders and salves grants a +1 bonus to Healing rolls.	3	75ᴍ
Heal-O Ray: A medical device of Tropican design that can be used to project soothing curative light to aid in the natural healing process. Heal-o-rays can also be recalibrated to emit an anti-venom ray which neutralizes poisons noninvasively (+2 to Healing rolls in both cases) or even attack parasitic organisms like bore worms or viral biological agents. A similar Frigian machine known as a penetro-ray does the same by generating an aura of penetrating heat. This is extremely useful when aiding victims of hypothermia or ice guns!	10	1000ᴍ
Lethium (vial): Lethium: Known as "the drug of forgetfulness," anyone who ingests a dose of this potion must roll Smarts (−2). With failure, the victim suffers from a form of temporary amnesia for 4d6 hours, after which time the suppressive effect fades and memories are restored. During this period, the affected mind is like an empty slate and vulnerable to suggestion. Friends can be declared enemies, phobias may be implanted or removed, and loyalties can be altered. After two implanted falsehoods, the victim may make another Smarts (–2) roll to overcome the drug's effect. For each additional suggestion beyond the second, this roll is made at +2.	—	200ᴍ
Oxygas: A hyperoxygenated concentrate, one blast of this gas awakens someone from the effects of sleep potions and gases (such as asphyxoil) or restores consciousness to those who have been incapacitated due to wounds or poisoning. Healing rolls made for Incapacitated victims are granted a +2 bonus when using oxygas.	—	50ᴍ
Psi-Block (pill): This drug (usually taken in pill form (though it can also be administered via injection)) grants the Improved Arcane Resistance Edge for one 1d4 hours against psionics only. A psionicist using this drug suffers a −4 penalty to Psionics rolls.	—	100ᴍ
Trance Drug (dose): Voluntary ingestion of this drug slows the metabolism to the point where it is detectable only with advanced equipment. Heart rate, blood flow, respiration, and brain activity are all arrested. The effect lasts for 2d6 hours. The drug can be administered via injection, gas, or pill. Should the target be unwilling, she resists with a Vigor roll at −2.	—	200ᴍ
Truth Gas/Serum: A few varieties of this potion are in use on Mongo, particularly in Ming's Hall of Torture. While some interrogators use an injectable serum known as Uninhibitin, others opt for the inhalation of Verigas. Either chemical makes it impossible for the victim to tell a falsehood.	—	100ᴍ

WEAPONS

Mongo is home to a massive variety of weapons. Emperor Ming forbade the development of the most powerful weapons from many of his subjects, but their use is spreading since Flash's arrival and the Freemen's rebellion.

HAND WEAPONS

Type	Damage	Weight	Cost	Notes
Axe	Str+d6	2	25M	—
Axe, Huge	Str+d10	15	50M	AP 1, Parry –1, 2 hands
Club	Str+d4	1	15M	—
Club, War	Str+d8	20	50M	AP 1 vs. rigid armor
Dagger	Str+d4	1	10M	—
Fork / Trident	Str+d6	8	75M	Parry +1, Reach 1, 2 hands
Gauntlets, Steel	Str+d4	4	100M	Parry +1, see notes
Notes: Worn by the First Lancers, the greatest fliers in the hawkmen army, these gauntlets feature a set of sharpened knuckle blades (Str+d4) and offer the user a +1 Parry bonus when worn as a pair.				
Knife, Clasp	Str+d4	1	15M	A large folding knife. Opening takes 1 action
Lance	Str+d8	10	100M	AP 2 when charging, Reach 2, 2 hands
Lance, Flaming	Str+d8+2	10	125M	AP 2 when charging, Reach 2, 2 hands, roll to see if target catches fire.
Notes: A small power crystal generates flame for up to 20 rounds.				
Rapier	Str+d4	3	30M	Parry +1
Scimitar	Str+d8	7	85M	—
Shockstick, Silver	Special	2	200M	See notes
Notes: Silver shocksticks are electrified weapons used for crowd control, subdual, or even torture. Uncharged shocksticks can be used as standard clubs (Str+d4), but when activated, struck targets (including Touch Attacks) must make a Vigor roll or be Stunned (see page 53). A small power crystal is good for 20 shocks.				
Spear	Str+d6	5	25M	Parry +1, Reach 1, 2 hands
Sword, Short	Str+d6	4	50M	—
Sword, Long	Str+d8	8	75M	—
Sword, Flame	Str+d8+2	5	500M	AP 2, roll to see if target catches fire
Notes: A small power crystal generates flame for up to 20 rounds.				
Whip	Str+d4	2	20M	Reach 2, Parry –1, see notes
Notes: The wielder may attack as usual or use the whip to attempt a grapple at a distance equal to its Reach. When causing damage to an Entangled or Bound foe (see **Entangled and Bound** on page 70), the whip causes Str damage (not Str+d4).				
Whip, Electric	Str+d6	2	100M	Reach 2, Parry –1, chance to stun, see notes
Notes: As Whip, but if grappling, the attacker may shock an Entangled or Bound victim as a free action (including the round the grapple is initiated). The victim must then make a Vigor roll or be Stunned (see page 53). A small power crystal is good for 20 shocks.				

"WITH MY NEW WEAPON, WE MAY YET RID MONGO OF MING AND HIS TYRANNY!"
-DR. HANS ZARKOV (9/8/'40)

PRIMITIVE RANGED WEAPONS

Weapon Name	Range	Damage	RoF	Weight	Cost	Notes
Boomerang, S-shaped	10/20/40	Str+d6	1	2	50M	Min Agl d8.
Notes: The favored weapon of the dwarfs of the Magnetic Mountains, these aerodynamic, s-shaped blades, if correctly thrown, fly in an elliptical path and return to the wielder's hand unless they strike down their prey first. Catching a returning boomerang requires an Agility roll. Should the would-be catcher roll a critical failure, he's struck for full damage!						
Bow	12/24/48	2d6	1	3	150M	Min Str d6.
Bow, Arborian	15/30/60	2d6	1	5	200M	Min Str d8.
Dagger	3/6/12	Str+d4	1	1	10M	
Spear	3/6/12	Str+d6	1	5	25M	Min Str d6.

FIREARMS

Energy weapons and other machines (atom, beam, electric, light, or ray) are powered by various sizes of power crystals. Very few slug-throwers exist on Mongo, but a few have made their way there through various means.

Acid Guns

These weapons used almost exclusively by Queen Ala's Flying Raiders in Birdland.

	Range	Damage	RoF	AP	Shots	Weight	Cost
Acid Pistol	5/10/20	2d6	1	—	5	3	300M
Notes: AP 4, Heavy Weapon. **Ammo:** Acid Rounds (Pistol).							
Acid Rifle	20/40/80	2d10	1	—	5	3	800M
Notes: AP 4, Heavy Weapon. **Ammo:** Acid Rounds (Rifle).							

Atom Guns

Atom pistols are sometimes called disintegrators. They disrupt and expel the target's very atoms! Extras Incapacitated by atom pistols are blasted to atoms. Wild Cards who are Incapacitated suffer a Permanent Injury.

	Range	Damage	RoF	AP	Shots	Weight	Cost
Atom Pistol	5/10/20	2d10	1	—	5	2	300M
Notes: Heavy Weapon, Cooldown. **Ammo:** Small power crystal.							

Rust Guns

So-called "rust guns" are manufactured in the toxic kingdom of Radiuma. They can set fire to anything by altering its atomic structure so that it oxidizes, generating a sudden explosion of extreme heat. Treat any substance hit by an Atom Fire gun as flammable.

	Range	Damage	RoF	AP	Shots	Weight	Cost
Atom-Fire Pistol	Cone	2d8	1	—	10	5	500M
Notes: May start fires. **Ammo:** Small power crystal.							
Atom-Fire Rifle	Cone	2d12	1	—	20	15	1000M
Notes: Min Str d6, Heavy Weapon. May start fires. **Ammo:** Medium power crystal.							

Bent Ray Gun

"Bent rays" are particle beam weapons that can actually zigzag around objects and track a target's heat-signature. As long as the attacker can see any part of a target, he can shoot it and ignores all cover modifiers!

	Range	Damage	RoF	AP	Shots	Weight	Cost
Bent Ray Gun	24/48/96	2d8	1	—	20	12	500M

Notes: **Ammo:** Medium power crystal.

Electric Weapons

Electric weapons are excellent for stunning live beings and destroying robots.

	Range	Damage	RoF	AP	Shots	Weight	Cost
Electro-Rifle	24/48/96	2d10	1	—	10	10	500M

Notes: Cooldown. After a target is hit, he must make a Vigor roll or be Stunned (at –2 with a raise on the attack roll). See Stunned below. **Ammo:** Medium power crystals.

Electro-Shock Gun	12/24/48	None	1	—	8	8	300M

Notes: After a target is hit, he must make a Vigor roll or be Stunned (at –2 with a raise on the attack roll). See Stunned below. **Ammo:** Medium power crystal.

Flame Weapons

Mongo's version of the flamethrower is loaded with deadly "flamol," or even more potent "thermiton."

	Range	Damage	RoF	AP	Shots	Weight	Cost
Flamol Thrower	Cone	2d10	1	—	20	30	500M

Notes: Heavy Weapon, Min Str d8, May start fires (see **Hazards** in *Savage Worlds)*. May be fired as Cone, or MBT up to 18" distant. Affects target's least armored area. Backpack tank holds two canisters worth of flamol (liquid fuel (rifle)). Each canister costs 50M, and weighs 2 pounds per unit. If thermiton is used instead of flamol, double the ammo cost and increase damage to 2d12.

Heat Guns

These terrible weapons fire a ray of pure heat that can melt flesh and stone alike!

	Range	Damage	RoF	AP	Shots	Weight	Cost
Heat Gun	12/24/48	2d10	1	4	10	8	600M

Notes: Heavy Weapon. **Ammo:** Medium power crystal.

Ice Guns

These Frigian rifles emit a focused stream of cold fire capable of freezing a living target.

	Range	Damage	RoF	AP	Shots	Weight	Cost
Ice Gun	5/10/20	—	1	—	6	12	1000M

Notes: Anyone struck by an ice gun's beam must make a Vigor roll (at –2 with a raise on the attack). With a raise, the target is unaffected. A success means he's Entangled, and failure means he's frozen solid and Bound (see Entangled and Bound on page 70). Due to the nature of the ice, victims may *only* use Strength to break free, not Agility. A frozen victim thaws in 2d6 rounds under normal conditions, but a companion can spend his entire turn heating the target with a suitable heat-source (GM's call). The formerly frozen ally is then Entangled. **Ammo:** Medium power crystal.

STUNNED

A character stunned by an electric weapon falls prone and can't take any actions or move. Attacks against him get the Drop. At the start of each of his turns thereafter, he automatically makes a Vigor roll as a free action to revive. Success means he revives but is Shaken, a raise means he revives and is not Shaken.

Light Weapons

The hawkmen of Sky City created these powerful light-based blasters. Like King Vultan himself, they can cause even more mayhem by overcharging—but not without risk! If a weapon is overcharged, add another die to its damage (3d6 for pistols and 3d8 for rifles). It then requires Cooldown (see page 45).

	Range	Damage	RoF	AP	Shots	Weight	Cost
Light Pistol	12/24/48	2d6	1	—	20	3	500ᴍ
Notes: May be overcharged. **Ammo:** Small power crystal.							
Light Rifle	24/48/96	2d8	1	—	20	12	1500
Notes: May be overcharged. **Ammo:** Medium power crystal.							

Net Guns

These short-barreled carbines fire a medium-sized, weighted net to capture prey alive.

	Range	Damage	RoF	AP	Shots	Weight	Cost
Net Gun	5/10/20	See Text	—	—	1	8	300ᴍ
Notes: With a successful hit, targets are Entangled, with a raise, they're Bound (see page 70). Net refills cost 50ᴍ.							

Ray Weapons

The most common firearms on Mongo are the ubiquitous "ray guns," available as pistols and rifles. They fire concentrated bursts of energy through their crystal power sources.

	Range	Damage	RoF	AP	Shots	Weight	Cost
Ray Gun Pistol	12/24/48	2d6+2	1	—	50	1	200ᴍ
Notes: Semi-Auto. **Ammo:** Small power crystal.							
Ray Gun Rifle	24/48/96	2d8	1	—	50	5	500◎
Notes: Semi-Auto. **Ammo:** Medium power crystal.							

Signal Weapons

These sonic guns were originally designed to send signals in areas where radios and other communications devices suffer interference, such as in crystal or radium fields. With a little tinkering, clever Mongonians turned their sonic bursts into deadly blasts. Though their damage effect is short-ranged, shots from a signal weapon can be heard up to three miles away.

	Range	Damage	RoF	AP	Shots	Weight	Cost
Signal Gun Pistol	10/20/40	2d6	2	—	20	1	200ᴍ
Notes: Semi-Auto. **Ammo:** Small power crystal.							

AMMUNITION

Type	Weight	Cost
Acid Rounds (Pistol)	5/50	25ᴍ/50
Acid Rounds (Rifle)	5/25	50ᴍ/50
Power Crystal, Small	.25	50ᴍ
Power Crystal, Medium	.5	100ᴍ
Power Crystal, Large	3	200ᴍ

Sleep Guns

Sleep guns use asphyxoil to incapacitate foes rather than kill them. They are favored by both pacifists and tyrants—who prefer to capture their foes and place them in death traps rather than kill them outright!

	Range	Damage	RoF	AP	Shots	Weight	Cost
Sleep-Gas Gun	Cone	Special	1	—	6	8	200ᴍ
Notes: Fully charged with 6 vials of asphyxoil (see page 50). Each vial costs 25ᴍ.							

Slugthrowers

Mongo has few if any traditional firearms, but a few have made their way there from Earth and characters from there might want to start with them. Ammo is impossible to get, however, and must be made with Knowledge (Science). Proper equipment (metal, molds, and heat), a successful roll, and four hours spent doing so creates six bullets or shells of any size listed below (twice that with a raise).

Crystal-Tipped Bullets: Some enterprising souls have figured out how to modify standard metal rounds with energized white sapphire power crystals. The crystals release a burst of white hot energy on impact that causes +2 damage. Creating six requires one small power crystal and can be done just like creating regular bullets, above. A critical failure when firing or manufacturing crystal-tipped bullets causes an explosion in a Small Burst Template for 2d6+X damage, where X is the remaining number of bullets being created or remaining unfired in the weapon.

	Range	Damage	RoF	AP	Shots	Weight	Cost
Pistol (.38)	12/24/48	2d6–1	1	1	6	4	100ᴍ
Notes: Revolver.							
Rifle (.30)	24/48/96	2d8	1	2	8	8	300ᴍ
Notes: Min Str d6, Semi-Auto.							
Shotgun (12g)	24/48/96	1–3d6	1	—	8	8	300ᴍ
Notes: See Shotguns in *Savage Worlds*.							
Tommy Gun (.45)	24/48/96	2d6+1	3	2	50	16	100ᴍ
Notes: Auto.							

Water Pressure Gun

Ray guns and slugthrowers don't work well underwater, so Coralians use pressurized streams of water, instead.

	Range	Damage	RoF	AP	Shots	Weight	Cost
Water Pressure Gun	5/10/20	2d6	1	—	10	2	200ᴍ
Notes: Semi-Auto. Charged with pressurized sea water. The process takes at least 8 ounces of sea water and one minute per Shot.							

GRENADES

Type	Range	Damage	RoF	Shots	Min Str	Weight	Cost
Sleep Gas Globe	5/10/20	Special	—	1	—	1	75ᴍ
Notes: Small, frangible plyoglass spheres of Kiran design that can be lobbed at targets like grenades. The spheres shatter upon impact and fill an area with gas in a Medium Burst Template. Anyone caught in the area of effect (or in it on subsequent rounds) must make a Vigor roll at –2. If failed, the character falls into a deep sleep for 2d6 hours. The gas disperses safely after three rounds.							

VEHICULAR WEAPONS

The heaviest weapons are usually only available to Ming and his staunchest allies, but the Freemen have stolen or built their own versions on occasion.

Acetylene Ray Guns

The rockets of Mongo use hydrocarbon gas to power their main weapons, scorching acetylene rays!

	Range	Damage	RoF	AP	Shots	Weight	Cost
Light	75/150/300	2d10	1	5	10	x	100Kᴍ
Notes: Heavy Weapon. **Ammo:** Four medium crystals and generates million-volt ray beams.							
Medium	100/200/400	3d10	1	10	10	x	500Kᴍ
Notes: Heavy Weapon. **Ammo:** Six medium crystals and generates billion-volt ray beams.							
Heavy	150/300/600	4d10	1	15	10	x	1Mᴍ
Notes: Heavy Weapon. **Ammo:** Four large crystals and generates trillion-volt ray beams.							

Bombs

Dropping bombs uses the Shooting skill. Night, cloud cover, precipitation, very high altitude (Game Master's call) or other factors that might interfere with targeting inflict a –2 to –4 penalty. If the attack succeeds, the first bomb dropped is on target. Other bombs dropped in the same wave scatter 3d10" in random directions from that point.

	Range	Damage	RoF	AP	Shots	Weight	Cost
Light	Dropped	4d8	1	8	10	x	30Kᴍ
Notes: Heavy Weapon, Medium Burst Template.							
Medium	Dropped	6d8	1	12	10	x	50Kᴍ
Notes: Heavy Weapon, Medium Burst Template.							
Heavy	Dropped	6d10	1	12	10	x	80Kᴍ
Notes: Heavy Weapon, Large Burst Template.							

Cannons

Cannons fire large, chemically-propelled, explosive shells. The shells listed below are the most common on Mongo. Shots reflects a typical battlefield load, ready to fire. More is usually readily available from rear supplies, at least for Emperor Ming!

	Range	Damage	RoF	AP	Shots	Weight	Cost
Small	50/100/200	4d8	1	8	50	800	200Kᴍ
Notes: Heavy Weapon, Large Burst Template. Shells cost 1Kᴍ each.							
Medium	75/150/300	5d8	1	10	50	1500	300Kᴍ
Notes: Heavy Weapon, Large Burst Template. Shells cost 2Kᴍ each.							
Heavy	75/150/300	6d8	1	16	50	2000	500Kᴍ
Notes: Heavy Weapon, Large Burst Template. Shells cost 3Kᴍ each.							

Cold Cannon

Cold cannons use a powerful crystal matrix to emit a cone of cold capable of super-freezing targets.

	Range	Damage	RoF	AP	Shots	Weight	Cost
Small	Cone	Special	1	—	20	300	500Kᴍ

Notes: A target hit by a cold cannon must make a Vigor roll at –2 (at –4 with a raise on the attack). With a raise, the target is unaffected. A success means he's Entangled, and failure means he's frozen solid and Bound (see **Entangled and Bound** on page 70). Due to the nature of the ice, he may *only* use Strength to break free, not Agility. A frozen victim thaws in 2d6 rounds under normal conditions, but a companion can spend his entire turn heating the target with a suitable heat-source (GM's call). The formerly frozen ally is then Entangled. **Ammo:** Two large power crystals.

Dust Dispenser

Airborne chemical weapons come in dust or powder form that is seeded in the atmosphere. The dispensers are usually found only on Ming's war rockets as chemical weapon research is illegal through the kingdoms of Mongo.

To use dust weapons against ground targets, a rocket must be no higher than 60 feet from the surface; any higher and the dust disperses before it can be effective. For tactical attacks, the ships drop concentrated loads. Place the small end of a Cone Template at the rear of the rocket pointing directly away from the ship's direction of travel; the dust affects everything within the template.

Individuals wearing protective clothing or gas masks are immune to the effects of the dust. Dust remains in effect for five rounds, after which it disperses and is rendered harmless.

Dust dispensers cost 50Km and may be mounted on any rocket or vehicle.

	Range	Damage	RoF	AP	Shots	Weight	Cost
Poison	Cone	Special	1	—	10	2	1Km
Notes: Cone Template. Creatures within the template must make a Vigor roll at −2 or suffer the effects of the poison. Most poisons employed in warfare cause a wound. Others, such as Ming's dreaded "Death Dust" cause Death if the Vigor roll is failed, Incapacitation if it succeeds, and Fatigue if the victim succeeds with a raise.							
Sleep	Cone	Special	1	—	10	2	1Km
Notes: Cone Template. Living beings within the template must make a Vigor roll at −2 or immediately become Incapacitated and fall into a deep sleep for 2d10 hours.							

Flamethrower (Vehicular)

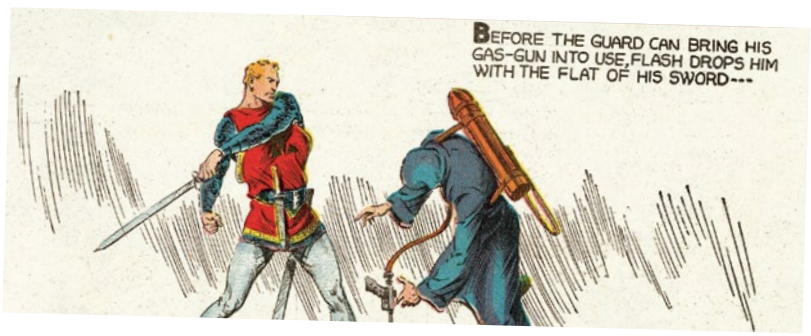
Vehicular flamethrowers use massive gouts of liquid fuels or gases to incinerate their targets.

	Range	Damage	RoF	AP	Shots	Weight	Cost
Small	Cone	3d10	1	—	20	300	500Km
Notes: Heavy Weapon. Targets may catch fire. Affects least Armored area. RoF 1. **Ammo:** Ten canisters of flamol (50m, 2 pounds each) or thermiton (100m, 2 pounds each). Thermiton increases the damage to 3d12.							

Rockets

Rockets and torpedoes are direct-fire weapons and use the Shooting skill.

	Range	Damage	RoF	AP	Shots	Weight	Cost
Rocket, Light	200/400/800	6d6	1	8	1	20	50Km
Notes: Heavy Weapon, SBT.							
Rocket, Heavy	200/400/800	6d8	1	15	1	30	100Km
Notes: Heavy Weapon, MBT.							
Rocket, Anti-Tank	100/200/400	6d6	1	20	1	30	100Km
Notes: Heavy Weapon, SBT.							
Torpedo, Light	150/300/600	8d12	1	40	x	150	100Km
Notes: Heavy Weapon, LBT. Watercraft only.							



TRANSPORT

Whether you're traveling by land, by sea, or by air (or in some cases, all of the above), a variety of technologically advanced options exist on Mongo to get you where you're going. And while some vehicles are designed for battle, others have been created solely to transport goods or passengers from point A to point B in the fastest, safest, or most efficient ways possible.

VEHICLE SPECIAL NOTES

Acc/Top Speed: Acceleration (Acc) is the number of inches a vehicle may add to its current speed when playing on the table-top. Top Speed is the maximum number of inches a vehicle may move while on the table-top. This represents "operational speed" for tactical battles with miniatures in mixed terrain rather than true top speed. Top Speed is also used in Chases, where the faster vehicle gets a bonus.

Amphibious: The vehicle can enter water without flooding or capsizing. See the individual descriptions for their movement rates while in water.

Bubbleglass Canopy: Without this enhancement, pilots suffer a −1 penalty to their Notice and Shooting rolls.

Cost: Average cost in Mingols for the vehicle (minus weapons) on the open market. If there is no cost listed, the price is typically purchased only by state militaries.

Crew: The number of crew plus any additional passengers the vehicle can transport. A notation of "2+8," for example, means it has a crew of 2 and can carry 8 additional passengers.

Fixed Gun: The vehicle's weapon cannot rotate.

Halftrack: Treat each inch of difficult terrain as 1.5" instead of 2" (same as Tracked).

Heavy Armor/Heavy Weapon: Only weapons marked as Heavy Weapons can damage this vehicle, regardless of the damage roll. Vehicles with Heavy Armor halve damage they take from colliding with other obstacles (including vehicles) that do not have Heavy Armor.

Open Topped: The vehicle lacks a roof, reducing Cover for occupants (typically providing Medium Cover instead of Heavy).

Sensor Array: Specialized sensors incorporated into the vehicle that negate most penalties to Notice rolls for darkness or extreme weather conditions. The most well-known systems include fluoresco-ray (Tropican standard) and invisi-ray (used by Ming's rocket fleet).

Size: The size of the vehicle.

Sloped Armor: The vehicle's armor is sloped in such a way that shots fired from direct-fire, non-energy weapons must be made at −2.

Stealth System: Cloud generators, radar-absorbing paint, transparency screens, and other devices make the vehicle difficult to detect by vision or basic sensor arrays. Those trying to attack or spot the vehicle subtract 4 from their rolls (−2 to those using sensor arrays).

Toughness: Base Toughness and Armor (in parentheses). A listing of 15 (4), for example, means it has a base Toughness of 11 with 4 points of Armor. If a vehicle has different Armor on its rear or sides, it is listed as Front/Side/Rear.

Tracked: Treat each inch of difficult terrain as 1.5" instead of 2" and can generally cross low barriers of about three feet in height.

Weapons: The maximum number and type of weapons that may be mounted on the vehicle. Nose-mounted weapons are always Fixed Weapons (firing forward only).

Vehicle weapons typically come in three types—those hard-mounted in the nose, those fired from swivel mounts, and those dropped on targets. Nose weapons only fire forward, swivel weapons can fire in any direction, and dropped weapons can only strike targets on the ground.

LAND VEHICLES

Flash Gordon isn't just about atomic-powered rocket ships and oscillating space-gyros. Sometimes heroes have to get around the old fashioned way—on wheels, tracks, or runners along the ground. Below are a number of land vehicles (military and civilian) common to many of the kingdoms of Mongo.

AMMO

Ammunition can be tracked normally, or considered near limitless for everything except larger projectiles like rockets and torpedoes.

FUEL

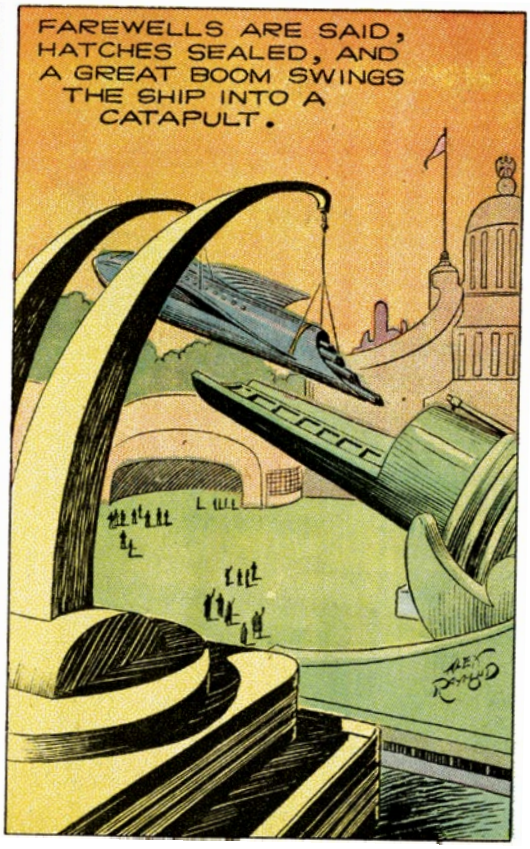
Motorized vehicles are generally assumed to have as much liquid fuel (flamol or thermiton) or power crystals as they need for normal use. For prolonged use, the Game Master should decide how far the vehicle can travel without refueling.

Vehicles with combustion engines and liquid fuel can typically operate 12 total hours under normal conditions without refueling. A complete refuel costs 100M×Size per day.

Vehicles using power crystal matrices can go a week under normal use before recharging or needing a replacement. Total replacement costs 200M×Size, while recharging can be done for half that amount, however public recharging stations are only found in the more technologically advanced kingdoms. Recharging power crystals requires one hour×Size.

REPAIRS

Damaged vehicles may be fixed with basic tools and a little time. Each Repair roll requires two hours per wound (regardless of how many are actually repaired).



Working without the luxury of an equipped repair facility subtracts 2 from the roll. An average garage or hangar (those found in many of the outlying kingdoms) negates this penalty, while a dedicated or advanced facility (those found in Mingo City) adds +2 to the roll.

Each success and raise repairs one wound or critical hit, and each additional raise reduces the repair time by half.

ARMORED CAR

Comparatively lightweight, wheeled and armored multipurpose vehicle used by Ming's army and royal secret police for reconnaissance, internal security, armed escort, and a handful of battlefield tasks. These tasks include providing defensive fire against other light vehicles and infantry. A number of variants exist, but all share similar characteristics.

Size: 4; **Acc/Top Speed:** 15/30; **Toughness:** 15 (4); **Crew:** 1+5
Notes: Heavy Armor, Wheeled
Weapons:
- 2×Forward-Facing Light Acetylene Ray Guns

ARMOTRACTOR

Armotractors are fast-moving, armored tracked tanks used by Ming's crack desert legion. Sometimes referred to as armotanks, these fighting vehicles were originally designed for infantry support, but soon proved their suitability out on the hot sands of the Great Mongo Desert.

Size: 6; **Acc/Top Speed:** 8/20; **Toughness:** 20 (5); **Crew:** 3+5
Notes: Heavy Armor, Tracked
Weapons:
- 2×Forward-Facing Medium Acetylene Ray Guns
- Left & Right Swivel-Mounted Light Acetylene Ray Guns
- Top-Turreted Medium Cannon

ATOM-SMASHER

Atom-smashers are multi-wheeled, armored battle trucks used specifically for urban combat. Their wheels are incapable of traversing uneven ground. They are armed with a powerful, forward-facing "pounder" (a Heavy Cannon meant to raze structures with a single shot), and capable of transporting troops. Atom-smashers are often the first machines on the streets after Ming's bombers have already completed their runs from above.

Size: 8; **Acc/Top Speed:** 15/30; **Toughness:** 25 (6); **Crew:** 6+12
Notes: Heavy Armor
Weapons:
- Roof-Top Forward-Facing Heavy Cannon ("Pounder")
- Rear-Facing Turreted Medium Cannon
- Left & Right Swivel-Mounted Light Acetylene Ray Guns

BATTLE TANK

Titanic assault tanks used by Ming's army that boast a more heavily armored turret than many others.

Size: 10; **Acc/Top Speed:** 8/15; **Toughness:** 45/40/35 (22/17/12); **Crew:** 6+12
Notes: Heavy Armor, Tracked
Weapons:
- Top-Turreted Heavy Acetylene Ray Gun
- Left & Right Swivel-Mounted Medium Acetylene Ray Guns

ELECTRIC MOLE

An invention of Prince Barin of Arboria and his crack staff of engineers, the electric mole is a large, drivable tunneling machine capable of piercing earth and solid rock with its giant nose-mounted highly-modified light gun that pulverizes and transforms the soil into penetrable, super-heated liquid.

Size: 6; **Acc/Top Speed:** 5/15; **Toughness:** 20 (5); **Crew:** 2+6

Notes: Heavy Armor, Tracked. Mole energy stores possess enough power for a five Mongomile, subterranean journey.
Weapons:
- 2×Front-Mounted, Large Light Gun Pulverizers (see below).

Light Gun Pulverizer: Heavy Weapon; requires four large power crystals. As long as the mole is in motion, the cannon liquefies material in a Cone Template in front of it. It causes 5d6 damage to living beings hit by the template each round.

FRIGI-CAR

Developed in the ice kingdom of Frigia, these colossal vehicles are used for non-lethal riot control in Mingo City. They have also been effectively employed against infantry on the battlefield especially against foes engaging in trench warfare where the trenches become channels for the freezing vapors.

Size: 8; **Acc/Top Speed:** 5/10; **Toughness:** 25 (6); **Crew:** 2+8
Notes: Heavy Armor
Weapons:
- Front-Mounted Cold Cannon

MAGNIFICENT ARTILLERY UNIT [M.A.U.]

Resembling sea galleons with swooping design elements and massive, forward-facing ray guns and paired cannons, M.AU.s are huge, intimidating battle tanks of Kiran design. The appearance of these ostentatious, multicolored war machines has been known to rout enemies before a shot is fired!

Size: 12; **Acc/Top Speed:** 8/15; **Toughness:** 53/47/41 (26/20/14); **Crew:** 6+36
Notes: Heavy Armor, Tracked
Weapons:
- Front-Mounted Heavy Acetylene Ray Gun
- 2×Forward-Facing Heavy Cannons
- Left & Right Swivel-Mounted Medium Acetylene Ray Guns

ROCKET SLED

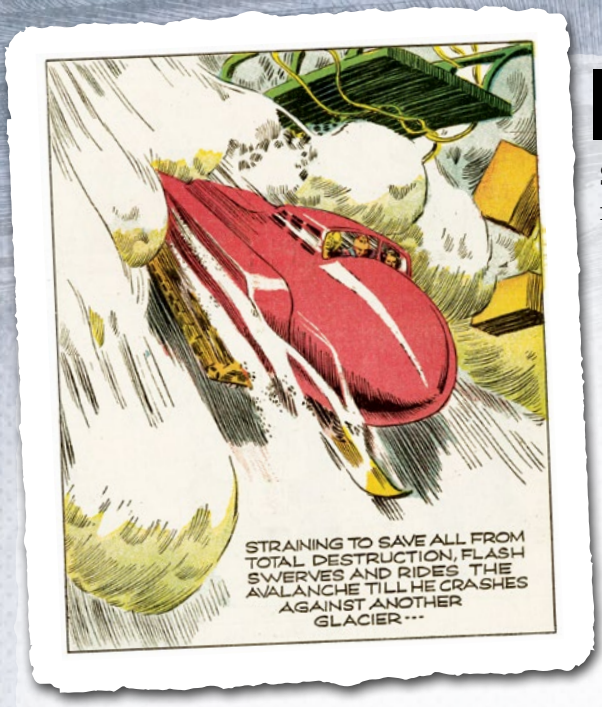
Swift-moving land vehicles powered by liquid fuel engines designed for fast pursuit across snow and ice. Rocket sleds look a bit like hydrofoils with the boat-like body of the vehicle raised up off the ground on long ski runners. They are the fastest vehicle on the ice and are often employed by Frigian security for patrols.

Size: 3; **Acc/Top Speed:** 20/45; **Toughness:** 12 (3); **Crew:** 2+2; **Cost:** 2000ᴍ
Notes: Sloped Armor
Weapons: None

SLED

Whether pulled by a team of Valkran snow foxes or a pair of Frigian snowbirds, these sleds are used to haul small amounts of gear or passengers across snow and ice.

Size: 3; **Acc/Top Speed:** 3/6; **Toughness:** 9 (2); **Crew:** 1+2; **Cost:** 100ᴍ (not including animals)
Notes: —
Weapons: None



Snow Tractor

This half-track snow tractor was designed for use in the frozen Frigian wilds and is employed for scouting, hunting, and quick delivery of goods and personnel. While the tractor normally uses a wide, centrally positioned ski runner, this can be switched out for tires for journeys across dry, paved, or rocky surfaces.

Size: 4; **Acc/Top Speed:** 13/25; **Toughness:** 15 (4); **Crew:** 2+4; **Cost:** 1000ᴍ
Notes: Halftrack
Weapons: None

Tractor Sled

Huge, half-tracked, ice sleds of the ice kingdom of Naquk that resemble Viking dragonships, complete with swooping bow stems decorated with hand-carved heads of native animals or mythical dragons.

Size: 8; **Acc/Top Speed:** 8/15; **Toughness:** 25 (6); **Crew:** 4+10; **Cost:** 6000ᴍ
Notes: Halftrack
Weapons:

- Rear-Mounted Heavy Cannon ("Ice Pounder")
- 2×Forward-Facing Medium Cannons

Air Vehicles

Skyships are powered by a variety of means ranging from atomic reactors to liquid fuel to energized power crystal matrices to compressed gases. While some larger military-grade vehicles are equipped with extremely primitive gyroscopic navigational and stabilization devices, most airships are piloted using a compass, a map, and well-trained pairs of eyes. In order to safely travel from place to place, rocket crews must remain in the control room, turning wheels, flipping switches, and monitoring essential systems. Rockets normally require two crew to pilot and a navigator in addition to its gunners and bombardiers.

Landing and take-off can be accomplished without the need for a runway, launch platform, or sky rail, although these things certainly make it easier and a lot safer.

Airscout

Swift-moving, three-finned patrol bombers used in Ming's rocket fleet. These scout rockets are usually flown in squadrons of four to eight.

Size: 8; **Acc/Top Speed:** 50/450; **Climb:** 2; **Toughness:** 25 (6); **Crew:** 2+12
Notes: Heavy Armor, Sensor Array, Stealth System (non-reflective paint)
Weapons:

- Bomb Bay with 20 Medium Bombs, 10 Light Bombs
- Rocket Launcher with 12 Light Rockets

Fast Pursuit Rocket

Without a doubt, these burnished red and gold rockets are the swiftest skyships in Ming's Imperial fleet. Though armed, they are used primarily for the pursuit of enemies or criminals (hence the name). They also serve as lightning fast shuttles for Ming and his advisors when matters of state call for their presence across the continent or on the other side of the planet.

Size: 10; **Acc/Top Speed:** 50/500; **Climb:** 3; **Toughness:** 30 (7); **Crew:** 2+24
Notes: Heavy Armor
Weapons:
- Nose-Mounted Medium Acetylene Ray Gun

JETCAR

Sleek, compact, single motor jets with forward swept wings used for quick hops or reconnaissance. A small number are used by the M.B.I. (Mongo Bureau of Investigation).

Size: 4; **Acc/Top Speed:** 25/100; **Climb:** 2; **Toughness:** 15 (4); **Crew:** 1+5
Notes: Bubbleglass Canopy
Weapons: None

ROCKET BOMBER

Designed to take out ground targets or soften defenses prior to infantry assaults, these three-finned, single motor, atom rockets are often the first to be called up when the battles begin to escalate. Bomber crews typically consist of a pilot, navigator, two gunners, and a bombardier.

Size: 8; **Acc/Top Speed:** 30/250; **Climb:** 1; **Toughness:** 25 (6); **Crew:** 5+5
Notes: Heavy Armor
Weapons:
- 2×Front-Facing Medium Acetylene Ray Guns
- 2×Front-Facing, Wing-Mounted Light Acetylene Ray Guns
- Bomb Bay with 20 Heavy Bombs
- Front-Facing Rocket Launcher with 12 Anti-Tank Rockets

ROCKET CYCLE

Looking a bit like a modern jet ski, this personal aircraft is used to ferry individuals between ships or to and from Sky City. A waist-high armored steering column provides Medium Cover against shots fired against its front arc. Unfortunately, all navigational instrumentation has been sacrificed for maneuverability which means piloting is in the hands (and eyes) of the operator.

Size: 3; **Acc/Top Speed:** 30/100; **Climb:** 2; **Toughness:** 12 (3); **Crew:** 1+1; **Cost:** 1000ᴍ
Notes: Open Topped
Weapons:
- Swivel-Mounted Medium Acetylene Ray Gun

ROCKET DREADNOUGHT

The pride of Ming's rocket fleet, these huge, glistening airships often boast customized exterior accents, elaborate and colorful paint schemes, and unique nose art, usually by the talented hands of their prideful crews. The intimidating roar of their motors can be often be detected several minutes before they darken the skies overhead, giving potential targets time to scramble and prepare for attack. Dreadnought crews typically consist of a pilot, navigator, two gunners, and a bombardier.

Size: 14; **Acc/Top Speed:** 30/250; **Climb:** 2; **Toughness:** 40 (9); **Crew:** 5+75
Notes: Heavy Armor
Weapons:
- 2×Forward-Facing Heavy Acetylene Ray Guns
- Left & Right Swivel-Mounted Medium Acetylene Ray Guns
- Bomb Bay with 20 Heavy Bombs
- Rocket Launcher with 12 Light Rockets

ROTORPLANE

Small, maneuverable, two-person rocket-copters used throughout Tropica. While the plane can be operated solely as an autogyro, it also features a pair of powerful rear jets (stats in parentheses). Both systems use liquid fuel, but operating the jets reduces the fuel capacity by half.

Size: 3; **Acc/Top Speed:** 4/20 (30/100); **Climb:** −2 (2); **Toughness:** 12 (3); **Crew:** 2+2; **Cost:** 5000M
Notes: Rotors can be feathered and rockets silenced for stealthy approaches
Weapons: None

SKY-SLED

While rocket cycles resemble modern jet skis, sky-sleds look more like streamlined paddleboards. These flying conveyances are equipped with efficient, gas-powered repulsor motors and storm cloud camouflage stealth systems. Sky-sleds are small enough (and fast enough) to avoid detection by radar and are often used for reconnaissance missions. Open topped, sky-sleds offer no protection to the rider.

Size: 2; **Acc/Top Speed:** 20/40; **Climb:** 1; **Toughness:** 9 (2); **Crew:** 1+1; **Cost:** 1000M
Notes: Open-Topped, Stealth System (Artificial Storm Cloud Generator)
Weapons: None

SPACE-GYRO

Like rapidly spinning giant toy tops, the quiet, gravity-defying space-gyro bombers of the lion men are deadly, fast-moving attack ships unlike anything else in use on Mongo. An offshoot of the technology used to hold Sky City aloft, space-gyros zip through the skies like lightning and can get in, drop ordnance, and get out before targets on the ground even know what's hit them.

Size: 6; **Acc/Top Speed:** 75/800; **Climb:** 3; **Toughness:** 20 (5); **Crew:** 1
Notes: —
Weapons:
- Bomb Bay with 20 Medium Bombs

War Rocket

These are the standard battle rockets used by Ming's air patrol. Fast, nimble, well-armored, and well-armed, these three-finned warships are ideal for air combat, bombing runs, and troop and gear transport.

Size: 10; **Acc/Top Speed:** 35/300; **Climb:** 2; **Toughness:** 30 (7); **Crew:** 8+24
Notes: Heavy Armor, Sensor Array, Stealth System
Weapons:
- Central Forward-Facing Medium Cannon
- 2×Forward-Facing Light Acetylene Ray Guns
- 2×Forward-Facing Medium Acetylene Ray Guns
- Bomb Bay with 20 Medium Bombs

Boats and Submersibles

While the land and skies can be crossed using the machines described above, the seas and waterways must also be traversed whether upon the surface in boats, or beneath the waves in submarines.

Amphicar

These fast-moving, rocket-powered amphibious vehicles of Tropican design are capable of crossing most open terrain as well as relatively calm or slow-moving water. Aerodynamic, durable, and equipped with retractable swamper tires (that allow for off-road travel with no reduction in speed), amphicars are ideal for quickly traversing the forests, plains, wetlands, and riverways found throughout Tropica.

Size: 3; **Acc/Top Speed:** 10/40 (4/10 submerged); **Toughness:** 12 (3); **Crew:** 2+2
Notes: Amphibious, Bubbleglass Canopy, Swamper Tires, Maximum Depth 100 feet.
Weapons:
- 2×Forward-Facing Light Acetylene Ray Guns

Hydrocycle

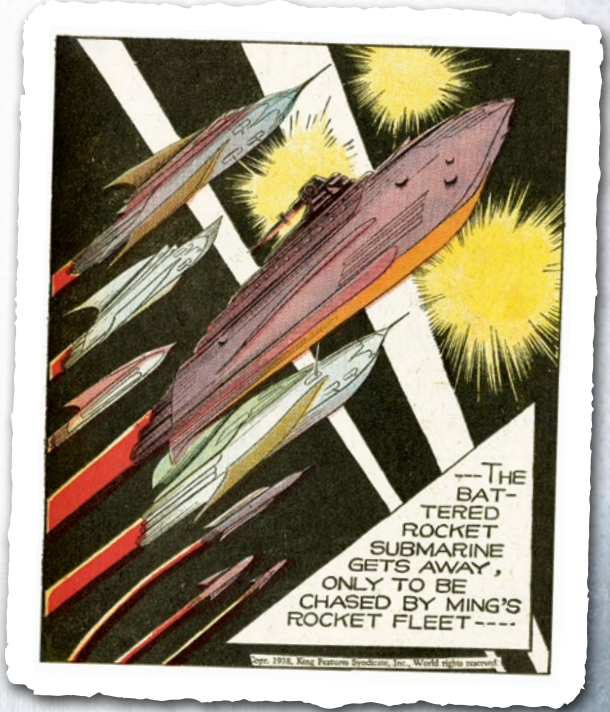
Used by the shark men, these personal submarines can travel at incredible underwater speeds of up to 260 knots thanks to their aquadynamic, fish-shaped design, and powerful twin propellers. No other submersible on Mongo can match the speed of a shark man hydrocycle.

Size: 4; **Acc/Top Speed:** 40/100; **Toughness:** 15 (4); **Crew:** 2+4
Notes: —
Weapons: None

Rocket Submarine

Originally designed by the shark men and used extensively by Ming's royal navy, these large war subs are capable of traveling at high velocity over and under water.

Size: 10; **Acc/Top Speed:** 20/50 (10/25 submerged); **Toughness:** 30 (0); **Crew:** 5+15
Notes: Heavy Armor, Submersible
Weapons:
- Nose-Mounted Small Cannon
- 2×Super-Depth Bomb Projectors (use Heavy Bomb statistics)
- 2×Light Torpedo Ejectors



SCOUT CAR

Tropican pursuit vehicles scuttle across the land (and beneath the waves) like horseshoe crabs. They are not particularly fast, but are well armed.

Size: 3; **Acc/Top Speed:** 10/25 (2/6 submerged); **Toughness:** 12 (3); **Crew:** 4+4
Notes: Amphibious, Submersible
Weapons:

- Forward-Facing Small Cannon
- 3×Rear and Side Swivel-Mounted Light Acetylene Ray Guns
- 2×Linked Forward-Facing Torpedo Ejectors

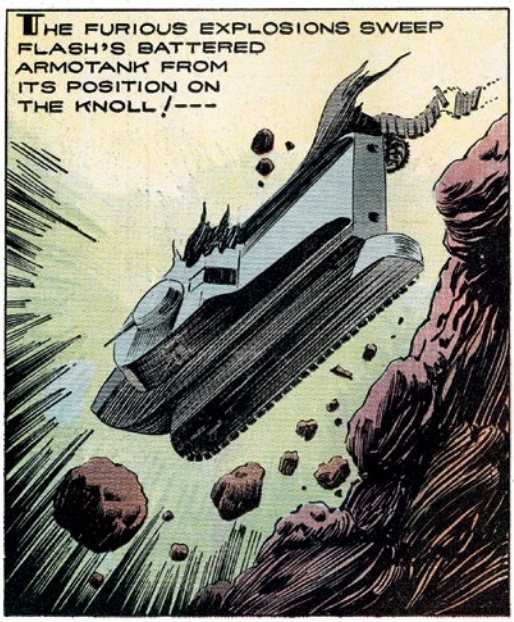
TRIPHIBIAN

Also known as submaplanes, these speedy tri-purpose vehicles are capable of operating underwater, on land, and overhead in the skies above.

Size: 3; **Acc/Top Speed:** 25/60 (40/140 air, 1/4 submerged); **Toughness:** 12 (3); **Crew:** 2+2; **Cost:** 5000M
Notes: Amphibious, Submersible
Weapons: None

HAVING REPAIRED THE GLACIER MONSTER, THE EXPLORING PARTY RETURNS TO THEIR DESERTED CAMP ON THE SNOWY PLAIN. FLASH AND ZARKOV REPAIR THE SNOW TRACTOR FOR THE RETURN JOURNEY TO FRIGIA.

-"FLASH GORDON" (1/28/'40)



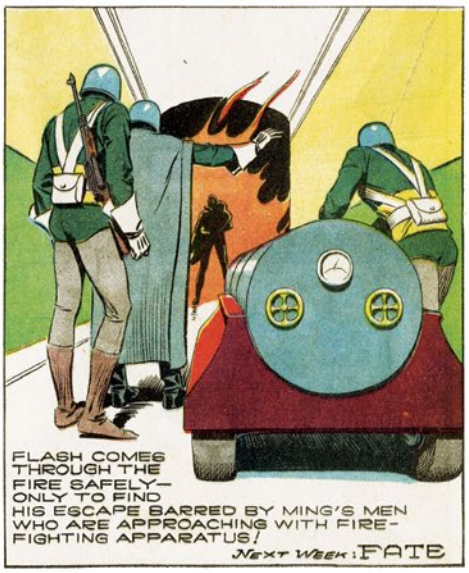
DISGUISED AS A POWER-MAN, FLASH DARINGLY ENTERS MING'S PALACE TO RESCUE DALE FROM HER DEATH-RAY GUARDED CELL— DALE WATCHES FEARFULLY, AS FLASH, AT THE END OF THE CORRIDOR LEADING TO HER PRISON, GINGERLY BURNS AWAY THE RAY-CELLS.

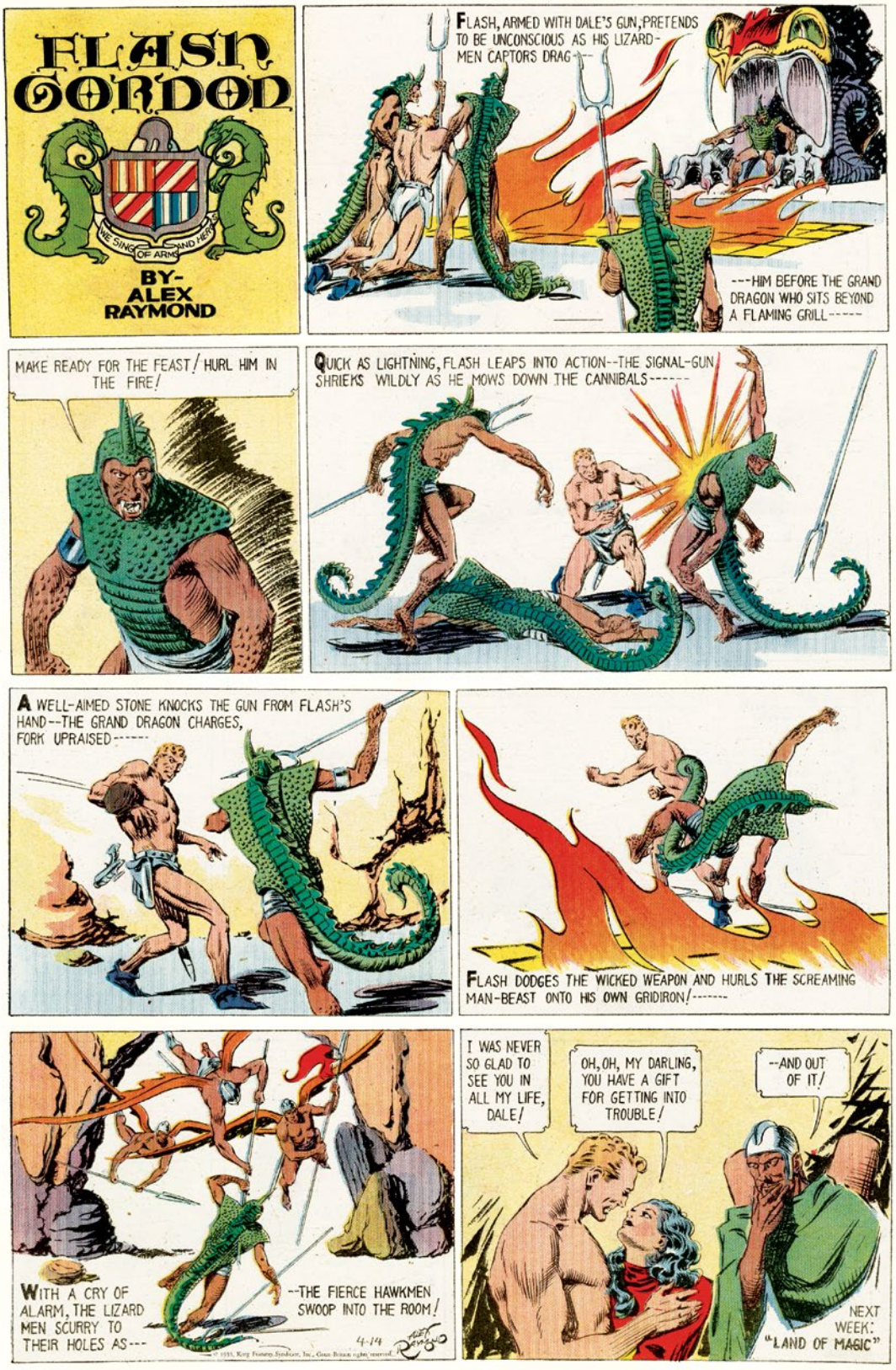
FLASH'S CHEMI-TORCH DESTROYS THE RAY-TRAP WIRING—BUT ILL LUCK CAUSES THE MOLTEN WIRES TO SHORT-CIRCUIT! FLASH STAGGERS BACK, AS THE WHOLE SYSTEM BURSTS INTO FLAME!

FLASH PLUNGES THROUGH THE DEADLY FLAMES AND SETS TO WORK ON THE BARS OF DALE'S CELL— "HURRY," GASPS DALE, "FIRE ALARM!"

FLASH RIPS A BLANKET FROM DALE'S COT, SOAKS IT AT HER DRINKING FOUNT AND WRAPS HER IN IT, TAKING THAT ONE PRECIOUS MOMENT TO HOLD HER CLOSE AND WHISPER HIS LOVE FOR HER—
7-7-40.

Copr. 1940, King Features Syndicate, Inc., World rights reserved.
HE THEN SWEEPS HER INTO HIS ARMS AND DASHES BACK THROUGH THE SEARING FLAMES—


FLASH COMES THROUGH THE FIRE SAFELY— ONLY TO FIND HIS ESCAPE BARRED BY MING'S MEN WHO ARE APPROACHING WITH FIRE-FIGHTING APPARATUS!
NEXT WEEK: FATE


FLASH GORDON
WE SING OF ARMS AND HERO'S
BY-
ALEX
RAYMOND
FLASH, ARMED WITH DALE'S GUN, PRETENDS TO BE UNCONSCIOUS AS HIS LIZARD-MEN CAPTORS DRAG---
---HIM BEFORE THE GRAND DRAGON WHO SITS BEYOND A FLAMING GRILL-----
MAKE READY FOR THE FEAST! HURL HIM IN THE FIRE!
QUICK AS LIGHTNING, FLASH LEAPS INTO ACTION--THE SIGNAL-GUN SHRIEKS WILDLY AS HE MOWS DOWN THE CANNIBALS------
A WELL-AIMED STONE KNOCKS THE GUN FROM FLASH'S HAND--THE GRAND DRAGON CHARGES, FORK UPRAISED------
FLASH DODGES THE WICKED WEAPON AND HURLS THE SCREAMING MAN-BEAST ONTO HIS OWN GRIDIRON!-------
WITH A CRY OF ALARM, THE LIZARD MEN SCURRY TO THEIR HOLES AS---
--THE FIERCE HAWKMEN SWOOP INTO THE ROOM!
4-14
I WAS NEVER SO GLAD TO SEE YOU IN ALL MY LIFE, DALE!
OH, OH, MY DARLING, YOU HAVE A GIFT FOR GETTING INTO TROUBLE!
--AND OUT OF IT!
NEXT WEEK: "LAND OF MAGIC"

3 SETTING RULES

UPDATED CORE RULES

We've updated a few rules to better fit the *Savage World of Flash Gordon.*

SKILL CHANGES

A few skills are changed in *The Savage World of Flash Gordon:* If an Edge requires one of the deleted skills, use the replacement instead.

- Climbing, Swimming, and Throwing are now one skill, Athletics. The Game Master may still call for climbing, swimming, or throwing rolls, and certain bonuses may apply only to those specific uses (such as a bonus to swimming rolls for Aquatic characters)—they're all just now covered by the Athletics skill.
- Lockpicking is replaced by the more general Thievery.
- Knowledge remains the same but we've clarified the list to make them more useful in actual play and the published adventures that call for their use.

ATHLETICS [AGILITY]

Athletics reflects physical skills such as climbing, jumping, balancing, skiing, swimming, throwing, and catching. It also covers skills that require eye-hand coordination and managing core strength to perform bodily maneuvers.

KNOWLEDGE [SMARTS]

Knowledge works as described in *Savage Worlds* but is defined a bit more for clarity. These are specific to *The Savage World of Flash Gordon,* where a skill like Knowledge (Science) covers everything from computers to rocketry. Other settings may break Knowledge down differently.

- **Academia:** The character is steeped in scholarly knowledge of the liberal arts, social sciences, history, archaeology, linguistics, cultural anthropology, and similar fields.
- **Battle:** Tactics, strategy, and general military knowledge. It's also the skill used in Mass Battles (see *Savage Worlds*).
- **Medicine:** Used to diagnose diseases and analyze forensic evidence.
- **Occult:** Awareness of supernatural lore, mythical beasts, and religious and magical practices.
- **Science:** The character is well-versed in the major scientific fields of his day, including biology, chemistry, computers, electronics, physics, and engineering. (Note that this skill is used to design or understand phenomena; Repair is used to fix broken devices.)

Specialty Skills: A character can still take specialty skills, such as Knowledge (Accounting), but should realize they aren't likely to come up much unless *they* use them proactively. Dale Arden is a journalist, for example, and has Knowledge (Journalism) at d10. The GM won't ask for that skill often, but Dale's player might use it write fiery propaganda, urging the people of Mongo to join the Freemen and resist Emperor Ming.

Characters may also take specialized versions of existing categories such as Knowledge (Biology), but will find it of no use if the GM asks for a Knowledge (Science) roll to analyze a chemical compound or calculate the trajectory of a falling rocket.

TURNS / ROUNDS

Some of the new rules use the terms rounds, turns, and action, so we've clarified and tightened them up:

- **Round:** A "round" is an entire countdown of Action Cards, from the Ace to the Deuce (Two).
- **Turn:** A character's "turn" occurs when his Action Card comes up in the countdown. A hero with the Six of Diamonds, for example, takes his turn when that card comes up in the round.
- **Action:** A single attack, skill use, etc. Characters may take multiple actions on their turn by using the multi-action rules in *Savage Worlds*.

NEW STATES

The revisions to Grappling, Tests of Will, and Tricks require four new states:

DISTRACTED & VULNERABLE

- **Distracted:** The character suffers −2 to all Trait rolls.
- **Vulnerable**: Actions and attacks against the target are made at +2. This doesn't stack with the Drop—use only the highest.

ENTANGLED & BOUND

- **Entangled:** The victim can't move and is Distracted.
- **Bound**: The victim may not move, is Distracted and Vulnerable, and cannot make physical actions other than trying to break free.

PERFORMANCE [SPIRIT]

Talented individuals who have learned to sing, dance, play instruments, or otherwise entertain crowds use the Performance skill. Use of it should generally be modified by the character's Charisma (GM's decision).

THIEVERY [AGILITY]

Lockpicking, safecracking, picking pockets, sleight of hand, setting and disabling traps and similar acts of misdirection, sabotage, subterfuge, and manipulation are called Thievery.

As always, the Game Master should assign penalties for particularly difficult circumstances. Picking a heavy padlock in Ming's Imperial prison, for example, might have a −4 penalty, while hiding a small weapon in bulky winter clothing might grant a +1 bonus. Failure typically means the character is spotted or it takes a certain amount of time (then the character can try again).

COMBAT OPTIONS

EXTREME RANGE

A character who takes the Aim maneuver may sacrifice the +2 bonus to instead fire at Extreme Range (up to 4× a weapon's Long Range), at a −8 penalty (−6 with a scope).

This applies to personal as well as vehicular weapons.

GRAPPLING

The *Savage World of Flash Gordon* contains numerous creatures, powers, and devices that bind and entangle foes. Rather than describing the rules for each one, we've created two new states, Entangled and Bound, and revised the Grappling rules to make use of them. You'll also find these states useful with items like Arborian ice arrows and the tentacle attacks of certain beasts of Mongo!

Grappling is an opposed Athletics roll that causes no damage. If the attacker wins, the foe is Entangled. With a raise, the defender is Bound. (Success on a foe

who was already Entangled makes him Bound.) See the sidebar on page 70 for details on Bound and Entangled.

Breaking Free: A Bound or Entangled character may make an opposed Strength roll as an action to break free.

If an Entangled character is successful, he's free and may act normally. If a Bound character is successful, he improves to Entangled; if he succeeds with a raise, he's free and may act normally.

Note that if a grappler is Shaken (and doesn't immediately negate it with a Benny), his foe is immediately released.

Damage: A grappler may harm someone he's Entangled or Bound by making an opposed Strength roll as an Action on his turn. With success, his attack does his Strength in damage (gaining bonus damage for a raise as normal).

Martial Artists: Characters with the Martial Artist Edge may use Fighting instead of Athletics for any of the rolls above.

TEST OF WILLS

Smarts, Spirit, and linked skills can be used to unnerve a foe. The defender uses Smarts to resist Smarts and Smarts-based skills, and Spirit to resist Spirit and Spirit-based skills.

A successful Test means the target is Distracted. He suffers a −2 penalty to all actions until the end of his next turn. A raise on the roll grants the attacker a roll on the **Creative Combat Table** as well (see page 74).

A character is either Distracted or he's not—additional attempts don't increase his penalty.

TRICKS

Agility, Strength, and related skills can be used to unbalance or distract an opponent and make him vulnerable. The defender uses Agility to resist Agility and Agility-based skills, and Strength to resist Strength and Strength-based skills.

A successful Trick means the target is Vulnerable. Other characters add +2 to all actions taken against him until the end of his next turn. A raise on the roll grants the attacker a roll on the **Creative Combat Table** as well (see page 74).

A target is either Vulnerable or he's not—further attempts don't increase the bonus against him.

CORE SAVAGE WORLDS SETTING RULES

Flash Gordon is a world of highly skilled and supernaturally lucky pulp heroes and villains who seem forever capable of escaping the bony clutches of the grim reaper. Use these six Setting Rules from *Savage Worlds*:

Blood & Guts: Wild Cards may spend Bennies on damage rolls.

Born A Hero: Heroes may ignore the Rank requirements for Edges during character creation. They must still have any other requirements as usual.

Critical Failure: A roll of 1 on the skill and Wild Die automatically fails (and can't be rerolled with a Benny). If a non-Wild Card rolls a 1, the GM should roll a second d6 to "confirm" the critical failure.

Fanatics: When a Wild Card villain is hit by a successful attack, a henchman (if available) jumps in front of his master and suffers the attack instead.

Heroes/Villains Never Die: If a named hero or villain "die," they are simply knocked out, captured, or even unconscious, comatose, or otherwise recovering for a dramatically appropriate time instead. This could be hours, days, or even weeks depending on the situation and narrative needs (GM's call).

Only if the situation is particularly heroic or serves a major story point should a character actually perish. An adventurer swept off a Frigian mountainside by an avalanche might suddenly slip into a narrow chasm that protects him from the deadly onrush of ice and snow, or a character seemingly blasted to atoms by a ray gun beam might be revealed to be a reflection in an Arborian waterfall!

High Adventure: Heroes (and villains!) can spend a Benny to gain the one-time use of a Combat Edge.

NEW SETTING RULES

Here are Setting Rules exclusively for the fantastic world of *Flash Gordon*!

CLIFFHANGER

Flash's comics and serials are well-known for frequent cliffhangers—a scene that ends with the heroes in great peril. Sometimes the adventurers may literally hang from a cliff, a pack of wolvrons above and jagged rocks below. More often, a fantastic creature bursts onto the scene, such as a terrible octoclaw or roaring snow-dragon.

The scene then breaks away to the next episode in the serial or a commercial break, leaving the audience to wonder how Flash and company will survive their latest escapade. When the action resumes, the heroes deal with the new threat and continue on their quest.

This is modeled in the *Savage World of Flash Gordon* with the Cliffhanger Setting Rule!

At the beginning of each game session, the players are given the Cliffhanger token. (a gorgeous, spaceship-shaped metal token comes in the Limited Edition boxed set, or you can print your own card from our website). When the players desire (majority rules if there's a debate), they can flip the token to trigger a Cliffhanger.

Once the Cliffhanger occurs, the GM either decides what happens based on the circumstances or lets the players choose from the options below (print and play card versions are available on our website).

Each option explains what the Cliffhanger is all about and the rewards for choosing it. The most dire situations give the heroes Conviction chips (see **Conviction**, below).

- **Captured:** A temporary setback forces the group to surrender, but quickly leads to another opportunity for adventure! The party is captured and imprisoned and must escape a deadly

dungeon! Or they are forced to fight for their lives in a savage arena or death trap! Everyone in the party Refills their Bennies and gains Conviction *after* they're captured and placed in some new situation (a prison, arena, etc.).

- **Disaster!** A terrible explosion, colossal landslide, terrific storm, or other massive disaster occurs, threatening not only the party but the locals as well! The enemy flees! The players receive the top reward if they manage to save some of the locals, and Conviction if they save most of them.
- **Environmental Hazard:** The building catches fire, noxious gas leaks into the rocket, or the ship begins to sink! Hazardous effects or a countdown to doom begin immediately! Each player character receives two Bennies immediately.
- **Out of the Frying Pan:** A new threat emerges, destroying or chasing off any existing threats! The new threat might be a monster, a determined group of new enemies drawn to the scene, or an old foe who's been tracking the party and chooses this vulnerable moment to strike! The heroes refill their Bennies immediately.
- **Perilous Portal:** A new path opens to somewhere. The current opposition is left behind, but all new adventures and dangers await! Everyone in the party gets two Bennies.
- **Reinforcements:** The enemy gains even *more* reinforcements—usually minions equal to those that began the fight—but the player characters receive three Bennies each to face the renewed threat.

CONVICTION

In a world where heroes are expected to do the impossible on a regular basis, they often need to push their limits.

Conviction is a special award usually given only for taking part in certain **Cliffhangers** (see above). The Game Master should use a special token of some sort for the award (official Conviction chips are available at our website!).

When spent, Conviction adds a d6 to a Trait or damage roll. This d6 can Ace, and its result is added to the final Trait total.

Only one Conviction token can ever be used on a single Trait or damage roll. Use them wisely!

Note that Conviction tokens aren't Bennies. They can't be used as such and the Elan Edge doesn't add to their total.

"WE MUST SAVE THE EARTH! LET ME AT THE CONTROLS!"
-FLASH GORDON (1/14/'34)

CREATIVE COMBAT

Clever Tricks and Tests of Will make a game even more exciting and memorable. Creative Combat enhances the benefits and encourages players to attempt feats worthy of Flash Gordon himself!

Success on a Trick or Test of Will works as usual, but if a Wild Card character succeeds with a raise *in combat*, her foe is not automatically Shaken. Instead rolls on the **Creative Combat Table** to see what happens:

CREATIVE COMBAT TABLE

2d6	Result
2	**Second Wind:** The character may remove a level of Fatigue or a Wound (her choice). If she doesn't have Fatigue or Wounds, treat this as **Inspiration** instead.
3–4	**Inspiration:** The character receives a Benny!
5–9	**Shaken:** The foe is Shaken as usual.
10–11	**Hole Card:** The character draws the next card off the top of the Action Deck and holds it in reserve (this is called a "hole card" in some card games). After this turn is complete, he may use it to replace any other remaining Action Card in play except a Joker. A hero may never have more than one hole card in reserve, and it's forfeited at the end of the combat in which it was gained. If a Joker is drawn as the hole card, he must take an immediate free turn with it (getting the Joker bonus as usual).
12	**Free Turn:** After the hero resolves this turn, she gets an entire additional turn after he finishes resolving all his actions this turn. This includes movement as well!

FAST HEALING

Mongo is a dangerous place and inevitably characters are going to suffer wounds, but true heroes (and villains) are back on their feet faster than normal folks. Wild Cards make natural healing rolls once per day instead of every five days in Flash Gordon (once per hour if the race has Regeneration). Normal modifiers apply (see **Healing** in *Savage Worlds*).

BUMPS AND BRUISES

Fatigue from Bumps and Bruises are little more than an annoyance to heroes. Wild Cards recover one level every four hours instead of 24 hours, and if tended by another character with the Healing skill, recovery time is halved to two hours per level.

KNOCK OUT BLOW

Even the strongest jaws can fall prey to a sudden but inevitable betrayal. When a character takes enough damage to be Shaken or worse from an attacker with The Drop on him (see *Savage Worlds*), he must make a Vigor roll (at −2 if the attack was to the head) or be knocked unconscious.

KO'ed characters stay that way for about half an hour or until the GM decides it's dramatically appropriate to wake up.

Note that Knock Out Blows come from any kind of damage, not just blows to the noggin!

PLANETARY ROMANCE

The *Flash Gordon* comics, serials, cartoons, and movie feature constant romantic entanglements between Flash and Dale, Flash and Aura, Barin and Aura, and any number of other princes, princesses, lackeys, and even Emperor Ming himself. It's a central theme of *Flash Gordon*, and the Planetary Romance Setting Rule helps fuel these romantic flames.

PLANETARY ROMANCE TABLE

Spades—Noble Obsession: An important nonplayer character, such as a queen, prince, princess, or other Wild Card becomes obsessed with the hero. Obsession isn't necessarily true love—it can be selfish, greedy, violent, and dangerous! The individual won't kill the object of her desire, but gives him special treatment and may shun, imprison, or otherwise endanger his companions for interfering with their destiny! The obsession should work itself out at some point—either at the end of the session or some later point after the hero has somehow proved himself. This might be the result of a great favor performed for the character or her people, proof of his Great Love for another, or some other dramatic story element.

Hearts—True Love: A nonplayer character falls in love with the hero and will make some epic sacrifice during the adventure to benefit her. He might lead a group of Freemen into a fray as reinforcements, help her escape from a dungeon, or step in front of a shot that would "surely have slain her" (as the Fanatics Setting Rule) at the Game Master's discretion.

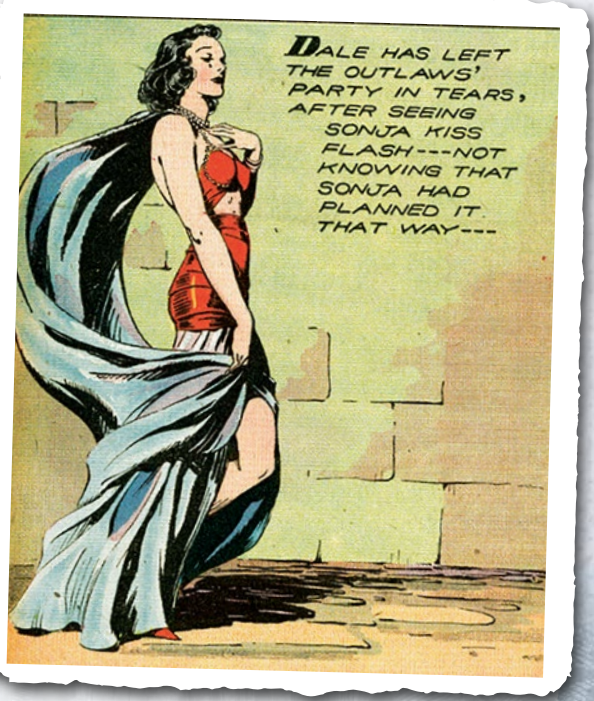
Diamonds—Infatuation: The player character is smitten with a nonplayer character. If he already has a Great Love for someone else he isn't necessarily unfaithful, he just finds another's charms flattering. He might be caught in an awkward situation (the individual kisses him without his invitation and is seen at just the wrong moment by his Great Love), or he might attempt some great feat to win her favor. If the hero has a Great Love who happens to be Jealous, this should cause epic problems, misunderstandings, and danger!

Clubs—Jealousy: A lackey or minion becomes obsessed with the player character. He may be enamored of her, or he may resent the attention his own master pays the hero. He attempts to frame, discredit, or endanger his rival at every chance. Smart lackeys do this subtly so they aren't found out. More barbaric minions may challenge the rival outright.

At the beginning of each session, every player character rolls 2d6 and adds or subtracts his Charisma modifier. The player with the highest total is the subject of the romance (in case of a tie, all those characters are affected!).

The GM then draws a card from a shuffled Action Deck, notes the results, and reshuffles the Action Deck. At some point in the group's upcoming adventure, she should try to work in the corresponding subplot from the **Planetary Romance Table** with the player as the affected subject.

The GM can keep the results secret or work with the player to develop the subplot as she sees fit.



UNARMORED HERO

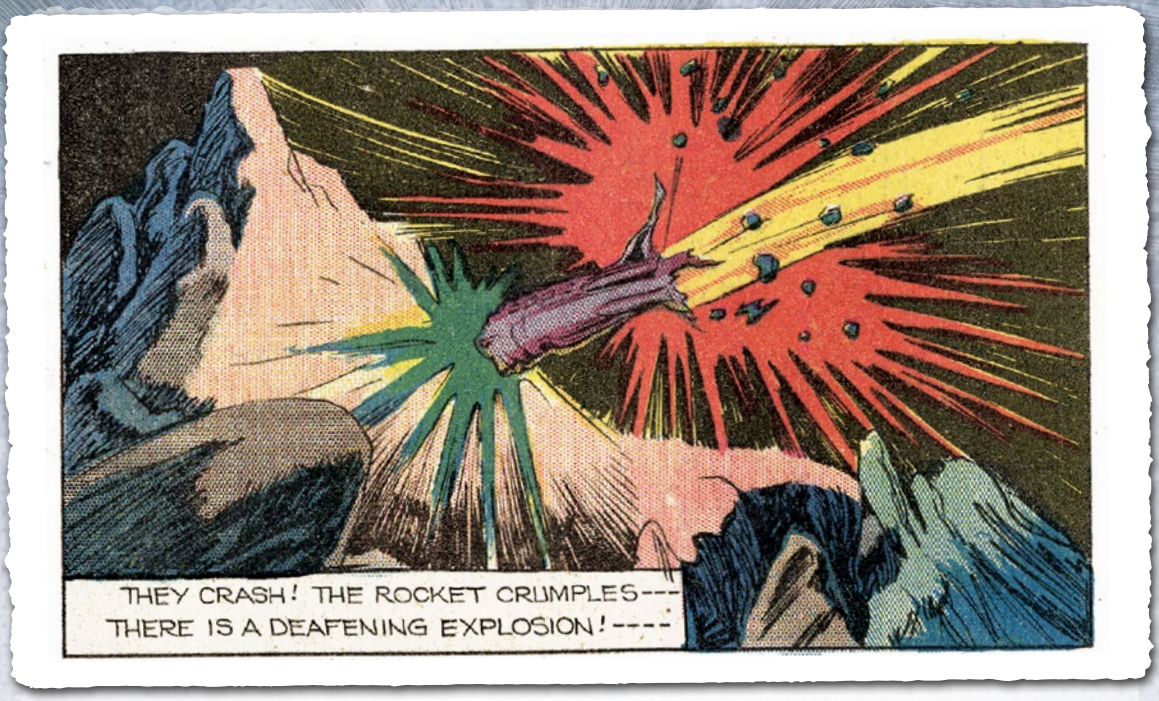
Over the decades, Flash Gordon and his allies have faced and defeated numerous adversaries while wearing little in the way of armor or even clothing! Some of Flash's very first clashes after arriving on Mongo were carried out while sporting little more than a pair of briefs! If a Wild Card chooses not to wear any armor or use a shield in battle, he gets a +2 bonus to Soak rolls.

WOUND CAP

Wild Cards of Mongo can never suffer more than four wounds in a single hit—and therefore never have to Soak more than four wounds either.

Example: *A wolvron leaps at Thun's throat, rolling an incredible 45 damage! Thun's Toughness is 9, so that would normally be nine wounds! (45 – 9 = 36; 36 ÷ 4 = 9.)*

But because of the wound Cap Setting Rule, the number of wounds is reduced to four. If Thun soaks one wound, he's left with three—painful but one wound away from Incapacitated!



SKY BATTLES

Rocket ships of Mongo are unable to travel into outer space, though scientists are working to change this so Ming can plant his flag on Mongo's moons!

Dogfights in the skies of Mongo are common, however, and require a few changes to the standard Chase rules for the *Savage World of Flash Gordon.*

The first step is to figure out what air vehicles are involved and what their objectives are. Maybe the heroes' rocket fleet is up against an enemy ace (a Wild Card) and his fleet, or maybe they're pursuing one of Ming's dreadnoughts. Look up the airships' statistics (it's handy to write these on cards), and follow the steps below.

Note that whenever the rules refer to "Piloting" rolls it covers all maneuvering for airships. Attacks are handled using Shooting for rays, rockets, bombs, etc., as usual.

REACTION FIRE

In the pulp-action world of *Flash Gordon,* a ship may be able to fire a single weapon even when it doesn't have Advantage. The target must have an Action Card of 10 or lower, and the gunner suffers a additional –2 penalty to his Shooting roll.

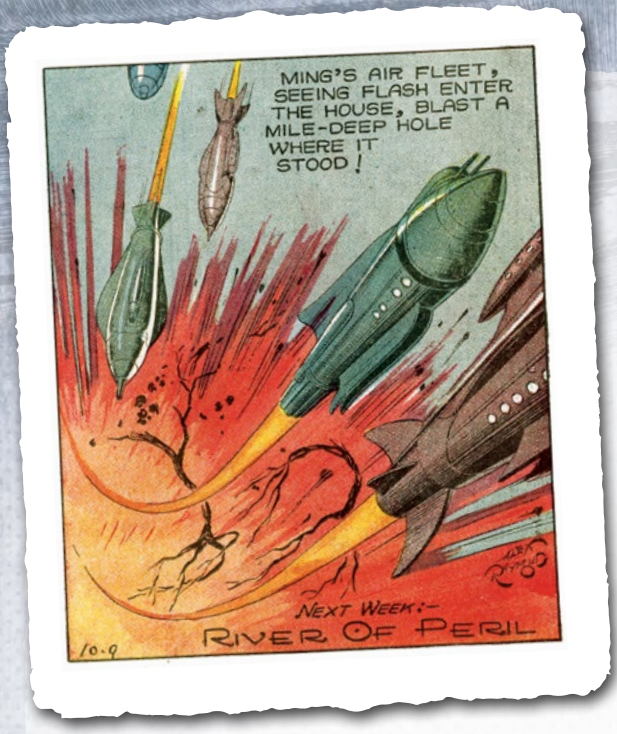
BOARDING ACTIONS

If one wants to board another airship, the pursuer must make an opposed Piloting roll to match the target's vector and speed. If the roll fails, the attempt is unsuccessful. With a success, the ships are somehow connected (via grappling hooks, airladders, or autograpnels) and parties may cross over. If either side gets a raise over the other, the loser suffers collision damage equal to 1d6 per 5" based on half the Top Speed of the slower ship.

Most rockets use shielded doors with standard dial locks and a successful Thievery roll may be required to open them. Alternatively, chemi-torches may be employed to burn a portal through the hull (use the ship's normal Toughness and Armor).

FIRING WEAPONS

Since the airships of Mongo lack radar and other sophisticated tracking systems, all sighting is purely visual.



Unstable Platform: Mongo is home to fierce storms and other phenomena. If the ship enters troublesome environmental conditions such as snow, heavy winds, thick fog, electrical storms, etc., an additional −2 penalty to Shooting rolls applies (and includes Piloting rolls and bombing runs).

Weapon Arcs: When using the Chase rules, a ship that has Advantage and a face card (Jack or higher) has managed to maneuver itself such that it can fire all relevant weapons. A ship with Advantage and an Action Card lower than a Jack can only fire half its relevant weapons (round down).

The attacker still rolls a Critical Hit for each wound the attack would have caused, and a Wrecked Critical Hit still destroys the vessel as usual, likely hitting its atomic reactor, bomb rack, or magazine. The **Critical Hits Table** below replaces the **Critical Hits** Table from *Savage Worlds*.

OUT OF CONTROL AND COMPLICATIONS

Airships that go Out of Control (or fail a Minor or Major Complication roll) are rattled by damage or must perform evasive maneuvers. Don't roll on the Out of Control table. Instead, the flying vehicle loses its next action. If the ship happens to be in an area where it might collide with an obstacle (mountain pass, floating city, or raging glacier monster), the pilot makes a second Piloting roll at −2 (−4 if traversing a dense forest or other cluttered area). If failed, the ship suffers a collision. Maximum collision damage is 20d6.

If a ship fails a Disaster Complication roll, it suffers a wound (and an automatic Critical Hit) in addition to being out of the chase.

WRECKED!

When a rocket is wrecked (more than three wounds or the Wrecked Critical Hit), crew and passengers have a chance to leap to safety. Player characters must roll Athletics to evacuate. Those who fail go down with the airship. Assume 50% of nonplayer character crew and passengers also manage to evacuate. Those who successfully escape are either wearing a flying belt or a parachute.

VEHICULAR COMBAT

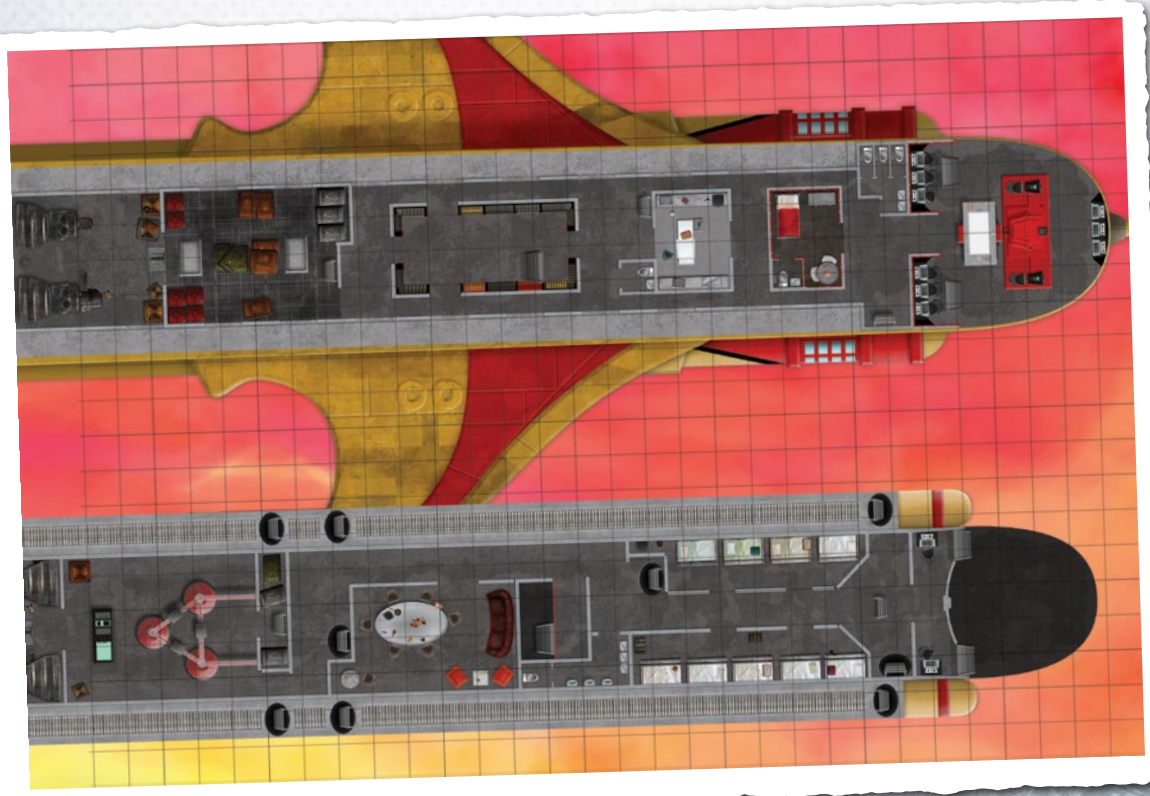
Keep this in mind for vehicular combats as well:

WRECKED!: When a rocket is wrecked (more than three wounds or the Wrecked Critical Hit), crew and passengers must roll Athletics to evacuate. Those who fail go down with the airship. Make a group roll for Extras with 50% evacuating on a success or all with a raise. Those who successfully escape are usually wearing a flying belt or parachute (but anything's possible on Mongo!).

Critical Hits: Since most vehicles on Mongo use potentially volatile fuels in their engines (thermiton, radium, or power crystals), vehicles suffering a Wrecked Critical Hit explode for 3d10 damage. Crew and passengers have a chance to evacuate as above before the fuel source detonates but the Athletics roll is at –2.

CRITICAL HITS TABLE

2d6	Effect
2	**Scratch and Dent:** Despite it feeling like a direct hit, the attack merely scratches the paint or knocks off insignia. (No wounds are caused.)
3	**Fuel Tank:** The fuel chamber (atomic reactor, compressed gas tanks, or otherwise) is hit. Acceleration is halved (round down). This does not affect deceleration. As rocket fuels are typically volatile (even leaking gases can be toxic), the crew has 2d6 rounds to make a Repair roll at –2. This doesn't permanently fix the chamber, but it does prevent it from exploding, melting down, or completely exhausting its contents.
4	**Gyroscope:** The gyroscopic stabilization systems have been struck. Until a successful Repair roll is made, the rocket can only perform turns in one direction (1–3 left, 4–6 right). This may prohibit certain maneuvers, and inflicts a –2 penalty to Piloting rolls (in addition to any wound penalties). Further hits on the Gyroscope have no additional effect.
5	**Motor:** The nozzle and/or thrust chamber has been damaged or destroyed. Halve the rocket's Top Speed.
6–8	**Hull:** The rocket suffers a hit in the body with no special effects.
9–10	**Crew/Passengers:** The blast strikes the hull (as above) and affects a number of crew members and/or passengers determined by the size of the target ship. Reroll damage from the attack subtracting the vehicle's Armor from the damage, and applying the remainder to 1 occupant for a Small ship, 1d6 for a Medium, or 2d6 for a Large.
11	**Weapon:** A random weapon on the side of the vehicle struck is destroyed and may no longer be used. If there is no weapon, this is a Hull strike instead.
12	**Wrecked!:** The rocket begins to explode or disintegrate. See **Wrecked!**, on previous page.



Look for official Flash Gordon™ spaceship maps at www.peginc.com!

FLASH GORDON
THE SINGS OF ARMS AND MEN
BY-
ALEX
RAYMOND
THERE'S ZUG--DO WE GO ON TO THE LAND OF MAGIC MEN, OR RETURN TO ZUG'S CLIFFS, YOUR MAJESTY?
ON! WE'LL NEVER RETREAT!
BUT, FLASH, IF YOU KEEP FINDING NEW ENEMIES, WHEN CAN WE HOLD OUR WEDDING?
FLASH AND DALE, REUNITED, ARE ESCORTED BY KHAN'S HAWKMEN TO JOIN ZUG AND HIS CAVEMEN-----
WHY, DARLING, I WANTED TO WAIT 'TIL I HAD A KINGDOM TO GIVE YOU--BUT I'M WILLING TO HAVE THE WEDDING NOW-----
WILLING? FLASH GORDON, I WON'T MARRY YOU NOW 'TIL YOU BEG ME TO! GO ON, FIGHT YOUR MAGIC MEN!
BUT, DALE, I DIDN'T MEAN--
KHAN, WOULD YOU RATHER FIGHT THAN MARRY ME?
WELL, YOUR HIGHNESS, NOW I---WELL------ I, ER--------
LOOK IN THE MAGIC GLASS, WITCH QUEEN!
STRANGERS TO MY CAVES! AND WHAT A HANDSOME LEADER! AH, WE MUST WELCOME THEM!
MEANWHILE, IN THE CASTLE OF AZURA, THE WITCH QUEEN OF THE BLUE MAGIC MEN-------
DARKEN THE LIGHT STONES, BUT BE CAREFUL, WHEN YOU FIRE, NOT TO HIT THE BLOND LEADER---
4-21
THERE IS A NOISE LIKE A THOUSAND CANNON---FLASH AND HIS COMPANIONS ARE BLINDED BY A LIVID FLAME IN WHICH A SPECTRAL FIGURE GLOWS--AZURA, QUEEN OF MAGIC! NEXT WEEK: "THE WITCH QUEEN"!

4 POWERS OF MONGO

Magic first appeared in *Flash Gordon* with the introduction of Azura, the Witch Queen of Mongo (leader of the blue magic men). She is first seen observing Flash' approach from afar through a "magic glass," and soon manifests and levitates before the Earthman wrapped in a cloak of swirling flame.

Other Mongonians use "magic" as well, tapping into magnetic and radioactive energy to manifest fantastic powers, abilities, and even technological devices with near-magical effects.

Ming has declared all unauthorized "magic" is illegal, punishable by cellular obliteration, so those who wield such powers should tread carefully!

ARCANE BACKGROUNDS

Magic, Psionics, and Weird Science are available in *The Savage World of Flash Gordon*.

MAGIC

"Mongomancers" use various crystals to manipulate unseen forces. Casting requires a crystal for focus, and at least one free hand.

Mongomancers store their energy in power crystals (page 54). They must be in contact with it to activate a power. A small crystal can hold up to 20 Power Points, a medium up to 30 Power Points, and a large has no limit. If the character loses their personal crystal or needs to upgrade to a bigger one, she can charge a new crystal, but starts at 0 Power Points.

- **Arcane Skill:** Mongomancy (Smarts)
- **Power Points:** 10
- **Starting Powers:** 3
- **Backlash:** Mongomancers who roll a critical failure are Shaken and suffer a level of Fatigue that lasts for one hour. This can lead to Incapacitation.
- **Available Powers:** Mongomancers have access to all the powers in *Savage Worlds* and this book except *banish, divination, empathy, greater healing, healing, mindlink, mindwipe, mind reading, shape change, summon ally, teleport, and zombie.*

PSIONICS

Mongonians with mind powers are called "psions." Such gifts are extremely rare but seem to manifest in every race.

Psions of Mongo develop unearthly violet eyes. This can be altered (at least temporarily) through the consumption of Mongospike tea which darkens the iris to ebony black for 2d6 hours.

Ming has a number of fanatically loyal and supernaturally-powerful psions in his employ. It is also widely rumored that his secret agents kidnap those youths who show psychic potential and train them in a special camps somewhere on Mongo. These recruits are said to be totally obedient to their imperious leader. Eyewitnesses have described terrifying nocturnal encounters with black-robed figures wearing masks of shining gold through which their violaceous eyes shine out even in the dark.

- **Arcane Skill:** Psionics (Smarts)
- **Power Points:** 10
- **Starting Powers:** 3
- **Brain Burn:** The psion's brain overloads and seeks additional friendly minds to absorb the energy. The psion and all allies within Smarts are Shaken. This can cause a wound!
- **Hands Free:** Psions can use their powers while Bound (see **Activation,** page 83).
- **Available Powers:** See **Psionic Schools** on page 82.

WEIRD SCIENCE

Mongonian scientists and geniuses like Dr. Hans Zarkov have learned to tap into Mongo's incredible energies. Combined with cutting edge mechanical, biological, and chemical engineering, their devices are almost indistinguishable from magic. In fact, many of the less advanced cultures of Mongo see these miraculous inventors as powerful wizards and sorcerers!

Weird scientists carry around an assortment of gizmos and parts they use to power and repair their amazing machines.

- **Arcane Skill:** Weird Science (Smarts)
- **Power Points:** 10
- **Starting Powers:** 2
- **Gadgets:** A Weird Scientist's powers are focused in gadgets and must always use the Device rules found on page 85.
- **Malfunction:** The device stops working, requiring a Repair roll at −2 (as an action) before it can be used again.
- **Available Powers:** Weird Scientists have access to all powers in *Savage Worlds* and this book.

"TELL ME WHAT YOU AND YOUR CUT-THROAT COMPANIONS DID WITH FLASH GORDON AND DALE ARDEN OR I'LL SNAP YOUR NECK LIKE IT WAS A DRY TWIG!"

-PRINCE THUN (4/1/'34)

PSIONIC SCHOOLS

The emperor's secret Ministry of Psionics has divided the various powers of the mind into unique "schools," granting specialized focuses and titles to members of each. Players must choose one of these schools to determine which powers are available to them.

School of Empathy: Empaths are able to sense, read, and modify the emotional states of others with at least animal intelligence. They can also heal damage and provide comfort. Empaths wear robes of white. Available Powers: *Arcane protection, beast friend, confusion, detect/conceal arcana, empathy, fear, healing, mindwipe, object reading, succor*.

School of Pyrokinesis: While the name suggests the psychic manipulation of fire, it actually goes beyond that to include other forms of energy such as cold, light, and even radium. Pyrokinetics wear flame-colored robes. Available Powers: *armor, blast, blind, bolt, burst, damage field, deflection, environmental protection, invisibility, stun*.

School of Telekinesis: Telekinetic specialists are able to remotely manipulate matter. Telekinetics typically wear azure robes. Available Powers: *Arcane protection, armor, blast, blind, bolt, deflection, levitate, pummel, slow, speed, stun, telekinesis*.

School of Telepathy: Telepathy refers to the ability to read the minds of others and transmit thoughts into brains of at least animal intelligence. Telepaths wear robes of black. Available Powers: *Arcane protection, beast friend, blind, confusion, detect/conceal arcana, disguise, empathy, farsight, fear, mind reading, mindwipe, mindlink, puppet, slow, speed*.

REVISED POWER SYSTEM

Powers in *The Savage World of Flash Gordon* work slightly differently than described in *Savage Worlds.* Veteran players should read these revisions carefully since some of the subtle parts have changed.

ACTIVATION

A character activates or "casts" a power by picking a target within Range and making an arcane skill roll. This is an action with the standard TN of 4.

If the roll is failed, the power fails to activate and the caster loses half the required Power Points, round up. She loses *all* the Power Points she was going to spend on a critical failure.

If he's successful, he spends the Power Points and resolves the power's effects. A raise on the arcane skill roll has additional effects depending on the power.

A character must be able to see his target to affect it with a power. Mages and Weird Scientists cannot normally use their powers if Bound (GM's call) based on the specific situation. Psions can, however, since their powers come directly from thought.

DURATION

Powers listed in *Savage Worlds* with a Duration of 3 rounds now have a Duration of 5 rounds.

MAINTAINING POWERS

It costs one Power Point to maintain a power for its base Duration. After five rounds, for example, a caster can extend a power *another* five rounds for one Power Point.

Maintenance is per individual, so renewing *boost Trait* on three allies costs three Power Points and extends the effect for each another five rounds.

POWERS AS MULTI-ACTIONS

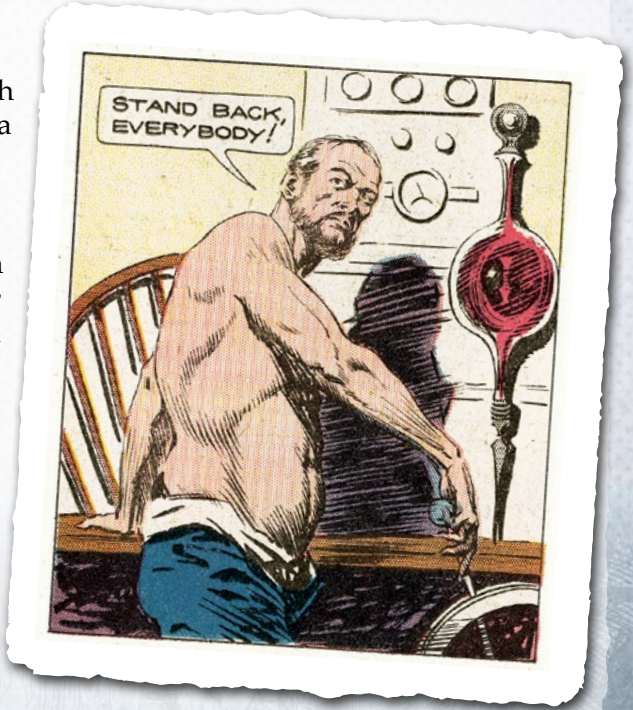
Each *separate* power activated is its own action. That means a caster may invoke two or more different powers at once as a multi-action. A psion might open combat by invoking *armor* and *deflection,* for example, or a Mongomancer might attempt to *boost* his friend's Shooting while casting *invisibility* on himself.

TRAPPINGS

Trappings in *Flash Gordon* are purely cosmetic. Don't use the Trappings section in *Savage Worlds.* Additional effects are instead created by Power Modifiers (see below).

Trappings still count for purposes of Environmental Resistances, Weaknesses, or any special circumstances the Game Master thinks is appropriate. Arcane energies on Mongo tend to focus on the basics—fire, cold, electricity, radiation, and the like.

Once described, a character's Trappings don't change. A Frigian mage who hurls *bolts* of ice can't suddenly hurl fireballs, for example.



POWER MODIFIERS

Power Modifiers are selected each time a power is activated and may be freely changed with each casting. An icy *bolt* might cause Armor Piercing damage in one attack and Lingering Damage at twice the usual range in the next.

A number of common Power Modifiers are listed below, and some powers have additional options as well. The number in parentheses is the cost in additional Power Points. Add this to the base cost when cast.

Casters declare which modifiers they're using before rolling their arcane skill dice.

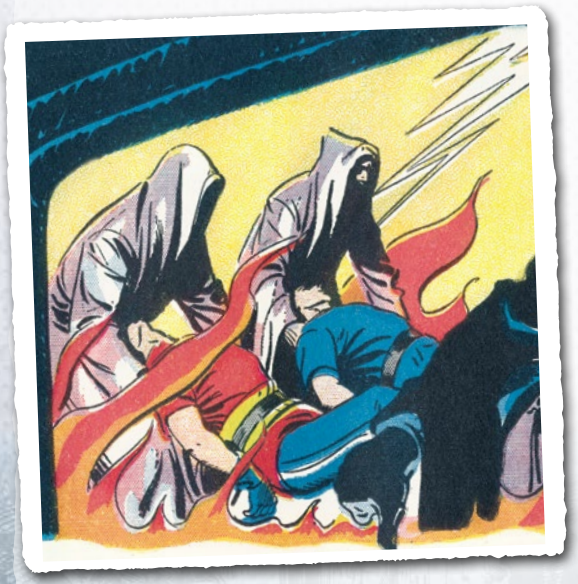
A power must be successful to have any secondary results, such as Distracted or Lingering Damage.

Unless a modifier says otherwise, it may only be applied once per casting.

ARMOR PIERCING (+1)

The attack is focused to defeat armor or seeks out a foe's exposed areas. It might be a stream of insects that seeks out cracks in armor, searing flame, or razor-sharp shards of ice.

Each Power Point spent grants the power AP 2 (see *Savage Worlds*), to a maximum of AP 6.



GLOW (+1)

The target of the power emits soft light of an appropriate color for its Trapping (or caster's choice).

This creates soft light in a Small Burst Template centered on the power's recipient. The glow subtracts 2 from her Stealth totals and negates 1 point of darkness penalties for those attacking the illuminated character.

HEAVY WEAPON (+2)

The caster pours his energy into the attack, creating a focused blast. The attack counts as a Heavy Weapon.

HINDER (+1)

The power slows the target in some way. It might be due to intense cold, a slippery surface, or even binding matter or energy. The target's base Pace is reduced by 2 until the end of his next turn (to a minimum of 1).

LINGERING DAMAGE (+2)

The target is hit by fire, intense cold, acid, gnawing insects, or some other effect that continues after the initial onslaught.

On the victim's next turn, he suffers the power's base damage minus one die type. If hit with a 2d6 *bolt*, for example, he takes 2d4 damage at the start of his next Turn.

If the base damage is already 2d4, it loses a die instead. Damage cannot be reduced below a d4.

RANGE (+1/+2)

The caster pushes the limits of her abilities. Double the power's listed Range(s), or triple it for +2 Power Points.

SELECTIVE (+1)

With intense focus, the caster can choose *not* to affect any or all individual targets within a power's area of effect (picking all enemies instead of allies in a *blast, for example*).

DEVICES

Powers can be focused into devices to create potions, gizmos, or other creations. The advantage is that they can be given to allies. The trade-off is that devices can be lost or destroyed and take a little preparation.

Note that in *The Savage World of Flash Gordon,* only Weird Scientists can (and *must)* use devices for their powers.

To create a device, the wielder creates a gadget and imbues it with as many of her Power Points as she wants.

A character may even make multiple devices with the same power, sharing her Power Points between them as she chooses.

Creating a new device takes 10 minutes per Power Point the creator puts into it. (But see the Mongo-Tech Edge on page 42.)

When the device is activated, the wielder may use as many of its Power Points as she chooses. The skill to activate it depends on the form it takes. Guns use Shooting, grenades use Athletics, and so on. If there is no other obvious skill, use the inventor's arcane skill. The inventor's player can roll for it, or the GM can do so if the device was created by an Extra.

VARIABLE POWERS

Some powers have multiple options that can be decided on as they're activated, such as *boost/lower Trait, light/obscure,* or *detect/conceal arcana.*

When creating a device with such a power, the user *must* choose the specific use or activating it costs an additional Power Point. An electrostatic belt of Might (*boost Trait*—Strength), for example, is more focused and effective than a more generic belt that can boost any Trait.

TINKERING

A creator can reassign Power Points between her devices by spending an hour "tinkering." She may do this as she sees fit, creating new items with her powers and "forgetting" old ones as she likes (even those that were lost or stolen!).

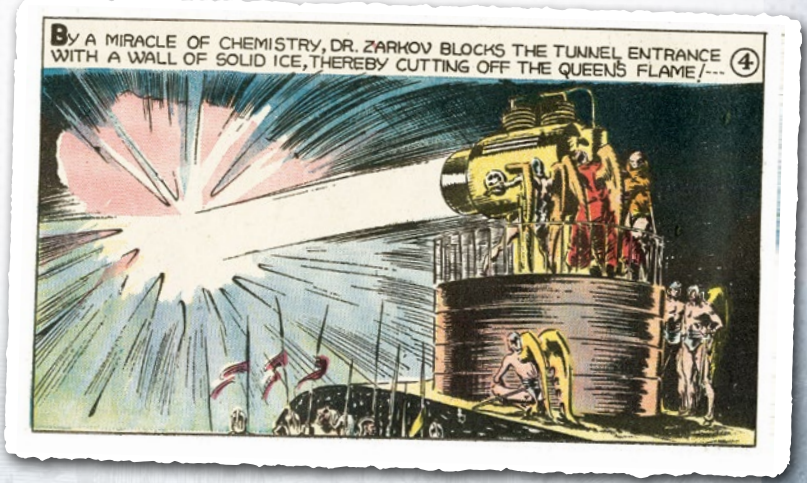
RECHARGING

Power Points recharge normally (one per hour). Which devices get the points is up to the player. Narratively, recharging may represent regenerating crystals, gathering solar rays, or even fritzing out for a while until it miraculously just starts working again.

Example: *Dr. Hans Zarkov creates an* invisibility *belt for his friend Flash Gordon. Hans decides to put 8 Power Points into it, enough to activate it (5 points) and maintain it for a while if needed (1 point per 5 rounds).*

When Flash activates the belt, Hans' player makes a Weird Science roll, and if successful, pays the appropriate Power Points.

If Hans also gives his friend a ray gun (the bolt *power), Flash uses his Shooting skill. He can decide to use its Power Points however he wishes—hitting multiple targets, increasing the damage, etc. In this case his player makes the roll since that uses Shooting rather than Zarkov's inherent Weird Science skill.*



NEW & REVISED POWERS

ARCANE PROTECTION

Rank: Novice
Power Points: 1
Range: Smarts
Duration: 5
Trappings: Concentration, a dull glow around the protected character, a fetish.

A success with *arcane protection* means hostile powers suffer a −2 penalty (−4 with a raise). Against area effect powers such as *blast* it acts as Armor, and against abilities like *entangle* it adds to their attribute roll to resist. This stacks with Arcane Resistance should the recipient have that Edge!

- **Additional Recipients**: The caster may affect others at the cost of 1 Power Point each.

CONFUSION (REVISED)

Rank: Novice
Power Points: 1
Range: Smarts
Duration: To the end of the target's next turn
Trappings: Hypnotic lights, brief illusions, loud noises.

Confusion confounds a target, making him both Distracted and Vulnerable if he fails a Smarts test (at −2 with a raise on the arcane skill roll). Both states are removed at the end of his next turn.

- **Area of Effect**: For +2 points, *confusion* affects everyone in a Medium Burst Template. For +3 points, it affects everyone in a Large Burst Template.

EMPATHY

Rank: Novice
Power Points: 1
Range: Smarts
Duration: 5
Trappings: Concentration, a warm or sympathetic smile, a skull cap.

With a successful arcane skill roll opposed by Spirit, the caster learns his target's emotional state. As long as the power is active, he gains +2 Charisma when dealing with the target on a success or +4 with a raise. This power also works on animals.

ENTANGLE (REVISED)

Rank: Novice
Power Points: 2
Range: Smarts
Duration: Special
Trappings: Glue bomb, vines, handcuffs, webs.

This power allows the character to restrain a target with ice, bands of energy, or other vine-like trappings.

The arcane skill roll is opposed by the target's Agility. If successful, the target is Entangled. With a raise, he's Bound.

On her turn, a Bound or Entangled character may make an opposed Athletics to break free. This is an action. If an Entangled character is successful, she's free and may act normally. If a Bound character is successful, she improves to Entangled; a raise means she's free and may act normally.

- **Area of Effect**: For +2 points *entangle* affects everyone in a Medium Burst Template. For +3 points the area of effect is increased to a Large Burst Template.

LEVITATE

Rank: Seasoned
Power Points: 2
Range: Smarts
Duration: 5
Trappings: A feather from a Hawkman, anti-gravity boots, supporting waves of energy.

Levitate allows a hero to "float" above the ground or water and move upwards or downwards at his normal Pace as desired.

- **Additional Recipients**: The caster may grant the power of levitation to others at the cost of 1 Power Point each.

MINDLINK

Rank: Novice
Power Points: 1
Range: Smarts ×5
Duration: 30 minutes
Trappings: Headpieces, talismans of Tao or other gods, crystals.

Mindlink creates a telepathic connection between selected individuals. The link accommodates only willing subjects and communication—thoughts that aren't consciously transmitted aren't relayed. The cost is 1 Power Point per mind linked, which must always include the caster.

If any one of the linked character suffers a wound, all others must make a Smarts roll or be Shaken. This can cause a wound. If the caster is the one damaged, the roll is made at −2.

The speed of communication is that of normal speech, but with a raise, *mindlink* forges a stronger bond and messages can be transmitted far more rapidly. Members may communicate up to 30 seconds or so of speech on a single combat turn.

MINDWIPE

Rank: Veteran
Power Points: 3
Range: Smarts
Duration: Permanent
Trappings: A noxious drink, parasites, touching the target's temples.

Mindwipe removes a target's memories. The Freemen often use it to cover their tracks when attacking Ming's guards.

The power is opposed by a victim's Smarts and requires a full minute of mental struggle. The victim must be conscious during this time, so the victim should be restrained first. If he moves out of range or the caster is Shaken, the power automatically fails and must be started again.

If the victim wins, the caster cannot affect this particular individual with *mindwipe* for one day. (Other psions may attempt the power, however.)

If successful, the victim forgets a single event (up to about 30 minutes of time). A raise removes a complex memory of several hours. Removing longer memories—or entire personalities—is not possible with this ability.

The Duration of a *mindwipe* is Permanent, but strong evidence that counters the false or missing memory allows Smarts tests to recover glimpses of the stolen memories (GM's call).

OBJECT READING

Rank: Veteran
Power Points: 2
Range: Touch
Duration: Instant
Trappings: Touching the object,

Object reading is the ability to see the past of a specific, inanimate object, discovering who held it, where it has been, and what it might have been used for. The object has no sentience of its own—the caster simply sees and hears visions of the past that took place in its presence.

A success allows the character to see previous owners and events surrounding the object up to about five years past. A raise increases this to 100 years.

STUN (REVISED)

Rank: Novice
Power Points: 2
Range: 12/24/48
Duration: Special
Trappings: Bolts of energy, stun bombs, sonic booms, burst of blinding light.

Stun shocks a target with concussive force, sound, light, magical energy, or the like.

A successful casting means the victim must make a Vigor rolls or be Stunned (at −2 with a raise on the arcane skill roll).

See page 53 for Stunned effects.

- **Area of Effect**: For +2 points, *stun* affects everyone in a Medium Burst Template. For +3 points, it affects everyone in a Large Burst Template.

MING, THE MERCILESS, EMPEROR OF MONGO, IS SO ANXIOUS TO MARRY HIS EARTH-GIRL CAPTIVE, DALE ARDEN, THAT HE DOES NOT STAY TO WATCH THE TIGRONS ATTACK FLASH GORDON - BUT HE PLACES ARMED GUARDS IN THE TEMPLE HALL SO THAT NOTHING SHALL STOP THE WEDDING -
BY NOW MY SABER-TOOTHED TIGRONS HAVE TORN YOUR HERO TO PIECES!
POOR FLASH! HE DIED TRYING TO SAVE ME... NOTHING MATTERS NOW!
AND DO YOU TAKE THIS JUST AND BRILLIANT MAN TO BE YOUR LORD AND MASTER?
I-I-DON'T CARE NOW WHAT HAPPENS!
DOES YOUR SUPREME INTELLIGENCE TAKE THIS EARTH-WOMAN TO BE YOUR WIFE, EMPRESS OF MONGO?
I DO!
AS YOU HAVE ACCEPTED EACH OTHER IN MATRIMONY BEFORE THE GREAT GOD TAO, I PRONOUNCE YOU...-
STOP!
I, TAO, FORBID THIS MARRIAGE!
FLASH, DARLING! THEY TOLD ME YOU WERE DEAD!
IT'S A TRICK, FOOLS! A STONE IDOL CAN'T TALK!...
WE'LL SOON FIND OUT!
FLASH GORDON.. ALIVE!
SHOOT THEM DOWN! THE MARRIAGE GOES ON!
WAIT! THE HOLY SCROLLS SAY YOU CANNOT EXECUTE A MAN WHO HAS PASSED THE TEST OF THE TIGRONS! DROP YOUR WEAPONS OR TAO WILL CURSE YOU ALL!
YOU DARE DEFY ME? I WILL SHUT YOUR JABBERING MOUTH FOREVER!
YA-A-A-A-A
SO TAO FORBIDS ME TO SLAY YOU! WELL, TAO AND I WILL BOTH LAUGH WHILE YOU REBELS SLAVE AND DIE IN THE PRISON CITY OF THE HAWKMEN! YOU, DALE WILL BE TAUGHT TO ACT LIKE MY EMPRESS!
DEATH WOULD BE MORE DESIRABLE!
TO BE CONTINUED -
DOOMED TO A FATE WORSE THAN DEATH AMONG THE CRUEL HAWKMEN!
WHAT TERRIFYING ADVENTURES AWAIT OUR FRIENDS?
THIS NEW STORY BEGINS NEXT WEEK

5 THE GODS OF MONGO

TAO, THE GREAT AND MERCIFUL

"Wait! The holy scrolls say you cannot execute a man who has passed the test of the tigrons! Drop your weapons or Tao will curse you all!" –Zogi

Among many of the more sophisticated societies of Mongo, there is but one deity deserving of worship and devotion and that is the great and all-wise god Tao (pronounced tey-oh). The origins of Tao are somewhat muddled because while the name is used among most races (likely thanks to the efforts of prolific missionaries in the earliest days), the idols, paintings, and even texts vary from nation to nation, though a number of fundamental similarities do exist across Mongo.

For many, Tao is depicted as a bald, seated jadeite giant eternally contemplating a brazier of roaring flame. For the lion men, Tao appears as a reclining feline with a luxurious mane. To the haughty hawkmen, he appears as one of their own (albeit with feathers of white), while the Arborians perceive him as a mighty Quercus tree scraping the clouds above with his expansive branches.

When Ming claimed the throne, he mandated the monotheistic worship of Tao, though he insisted that all references to his being a merciful god be altered to ensure that he was now clearly a merciless god, a god to be feared. The sacred and ancient holy writ, which often spoke of brotherly love and compassion, was altered to remove such verbiage and emphasize some of the more brutal and even nightmarish passages.

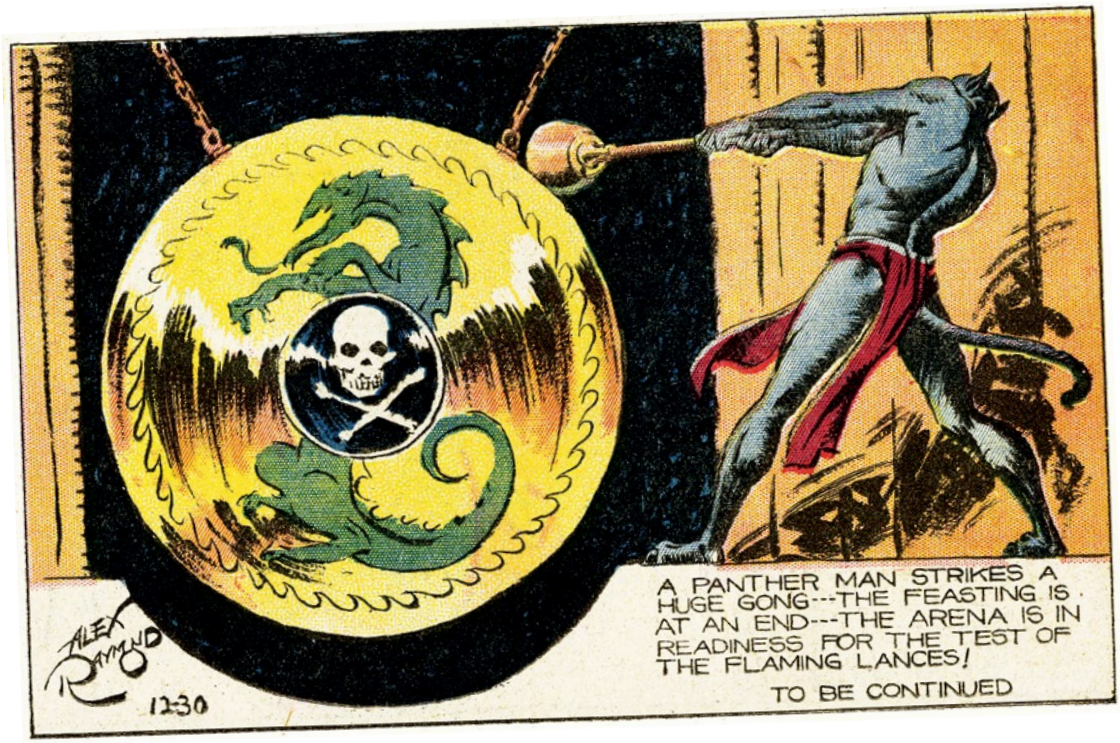
The Eight Sacred Laws (also known as the Eight Judgments), elaborate guidelines that originally suggested humane ways of dealing with criminals have been reinterpreted and republished in Emperor Ming—approved versions. Gone are the recommendations for forgiveness and re-education, replaced now with detailed instructions for punishment including torture and public execution. For example, it is the current edition that lists the two terrible tests (potentially lethal, public trials against armed opponents and savage beasts of both land and sea) as an alternative to the firing squad when dealing with traitors.

Ming has also been slowly working to replace depictions of Tao with his own likeness, even going so far as to deface ancient statues, employing skilled sculptors to reconfigure the facial features into something more closely resembling the emperor.

Today, pockets of dissent exist in the shadows (often quietly gathering in bomb-shattered temples) where tattered copies of the holy scrolls penned long before Ming's influence are still used to preach the word of Tao the merciful, and all wise.

DYZAN, THE GOD OF GREAT CRUELTY

Long ago, barbaric followers of the god of great cruelty, Dyzan [pronounced dahy-zahn], erected sacrificial temples in the mountains east of where Mingo City now sits. Dyzan was a dark god with an insatiable hunger for flesh and a thirst for blood. The cultists who followed him were often sadists who took pleasure in terrorizing the innocent, believing that each victim upon the altar ensured deific appeasement.



While Ming publicly acknowledges Tao, he secretly worships Dyzan, praying to him nightly before a candlelit altar tucked away in a secret room off his bed chamber. Were Tao not already accepted by so many across Mongo when Ming ascended to the throne, the emperor surely would have resurrected the cult of Dyzan. Then he would have torn down all traces of Tao and replaced them with horned alabaster skulls, the supposed face of Dyzan himself.

It is no coincidence that the uniforms of the dreaded Death Patrol are adorned with skulls and bones. The primary role of these secret policemen is to manage Ming's nightmarish concentration camp where political prisoners spend their final days breaking rocks, tending the grain fields, or participating in deadly arena games for the sadistic pleasure of their emperor. The Death Patrol also wanders the lands, spreading the twisted word of Dyzan at the end of an electric whip or the barrel of a machine pistol.

The construction of Ming's elaborate tournament arena was an ambitious and colossal architectural achievement at the hands of thousands of post-war slaves, but it was also an elaborate archaeological undertaking intended to unearth lost Dyzanic temples and relics buried beneath layers of dust and rock. These digs continue with more and more lost items and sites being discovered each day. To date, the single most impressive relic to be found within the mountain pass is the enormous horned skull of Dyzan that now sits upon a customized royal sledge pulled by a team of trained tigrons on which Ming rides at the start of the tournaments of death.

GODDESS OF VALK

"By the Goddess of Valk, I must be mad."
–Queen Valkir

Very little is known of the so-called Goddess of Valk, frequently referenced by the matriarchs of Valkr (often in casual conversation), but most historians believe that the goddess began as a very real priestess of Tao by the name of Neswoirah.

In Valkr's earliest days, it was Neswoirah who first set down the laws of the land in the state's original constitution and declared herself governor.

So respected was Neswoirah that many, especially women, made transcontinental pilgrimages to bask in her glory, even though, by all accounts, she never made any attempts to elevate her own spiritual stature during her long life and political career.

After several decades in power, Neswoirah eventually succumbed to illness and died well into her two-hundreds. In time, "governor" evolved into "goddess" and idols carved in Neswoirah's likeness (including the towering, vine-encrusted statue known only as the Glory that stands at the very heart of the queendom) began to appear throughout the land.

Even in this enlightened age (and an age of Ming-mandated Tao worship), some Valkran women begin their day by anointing a statue or a rendering of Neswoirah with essential oil from the fragrant nella flower. It is believed that such actions will bring goodwill upon their houses.

ZOGA THE PROPHET

The high priest gestures mystically at the hearth fire. "Behold your doom, unless you banish these fateful strangers!" Zoga says.

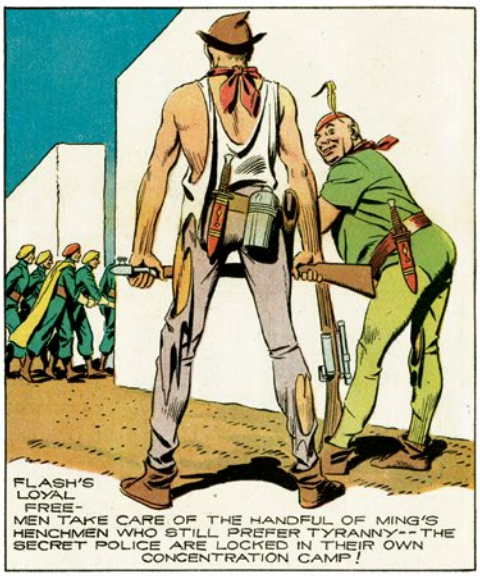
In the kingdom of Marvela there exists a cult of devoted followers of Zoga, the high priest, a self-proclaimed prophet possessing genuine psionic abilities. He is also brother to Zogi, the late high priest of Tao who once served in Ming's court. The majority of these Zogastrian acolytes are without powers (as described elsewhere, psychic talents only manifest in 1% of the population), but still they don the hooded, silver robes (emblazoned with the half moon of Marvela and the bolt of lightning of neighboring Portentia) and obey Zoga to the letter, even risking life and limb to carry out his orders, however extreme.

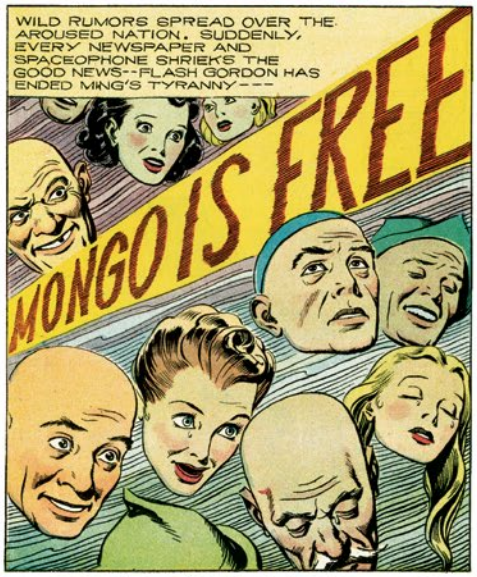
While Zoga clearly takes pleasure in his position as spiritual leader, he does not appear to have any sinister goals in mind for his order, wishing instead to work for the enlightenment of others, especially for the benefit of the royal house of Marvela.

Zoga willingly offers up his own abilities to those pledging devotion or willing to make a substantial donation to his coffers (all for the good of the congregation, of course).

HELP-
LESSLY OBEDIENT UNDER THE HYPNO-SERUM, MING TURNS OVER HIS POWER TO FLASH GORDON. GENERAL BRAVOR PLEDGES ALLEGIANCE TO HIS NEW COMMANDER—"YOU WERE A BRAVE AND GALLANT ENEMY," HE SAYS, "AND I'M VERY HAPPY TO HAVE YOU AS MY CHIEF!"

RACING AGAINST TIME, FLASH TRIES TO ORGANIZE FULL CONTROL SO THAT MING CANNOT UPSET HIS PLANS FOR FREEING THE EMPIRE OF MONGO—


FLASH'S
LOYAL
FREE-
MEN TAKE CARE OF THE HANDFUL OF MING'S HENCHMEN WHO STILL PREFER TYRANNY--THE SECRET POLICE ARE LOCKED IN THEIR OWN CONCENTRATION CAMP!


WILD RUMORS SPREAD OVER THE AROUSED NATION. SUDDENLY, EVERY NEWSPAPER AND SPACEOPHONE SHRIEKS THE GOOD NEWS--FLASH GORDON HAS ENDED MING'S TYRANNY---
MONGO IS FREE

WHILE THE WHOLE NATION INDULGES IN MAD CELEBRATION, A GUARD OF HONOR RUSHES DALE TO THE PALACE. HER HEART IS ON HER LIPS AS SHE PROUDLY AND SWEETLY BESTOWS THE VICTOR'S REWARD.
Copr. 1941, King Features Syndicate, Inc., World rights reserved.

ALEX RAYMOND
BUT MING'S MIGHTY BRAIN IS FIGHTING OFF THE EFFECTS OF THE HYPNO-SERUM, WHICH WOULD HOLD A LESSER MAN HELPLESS FOR A MONTH. SHREWDLY, HE PRETENDS TO STAY IN A TRANCE, WHILE HE SCHEMES DESPERATELY.
NEXT WEEK:
MING STRIKES BACK
5-18-41.

6 FOMENTING REBELLION

The Freemen are an off-shoot of the dissident underground group known as the Whisperers. They worked against Ming and his father during the Great War for Mongo, and are now a far better band of inter-kingdom insurgents than that long-since disbanded and ragtag coalition.

Over the years, the Freemen have grown despite Ming's aggressive and ongoing campaign to flush out and eradicate the rebellion. But like a chatter ant colony, knocking down one hill only angers the other ants, forces them to scatter, and gives rise to several better hidden colonies motivated by revenge.

While one would expect pockets of rebellion in every kingdom that stands defiantly against Ming, the most active bands of Freemen actually lurk in the shadows of those kingdoms still loyal to the emperor—including Mingo City itself. There underground allies like the Power Men work to topple Ming from lodges hidden directly beneath his very own palace.

The Freemen enjoy both the protection and financing of a number of royals, which means that gone are the days of poverty-stricken guerrilla fighters with spears and crude jungle traps. Today's Freemen are as armed and coordinated as any of the active state military organizations. They have access to land, sky, and sea vehicles, advanced arms (and the ability to manufacture more) and sophisticated surveillance and defense equipment.

Ming frequently appears on spaceophone screens across Mongo, equating the rebels with terrorists and claiming numerous (but routinely false) victories. It is a sign of his weakness—he fears the Freemen and their new brave allies from Earth.

RISE AND FALL OF THE FREEMEN

At the height of the Great War, scattered bands of partisans with diverse goals worked behind the scenes in most of the kingdoms that warred with Ming and his father. For many of these groups, defending their individual cities and towns from the creeping "crimson menace" took precedence over infiltrating the Mingo City's impenetrable war rooms and removing the self-proclaimed emperor of the universe from power.

But as neighboring villages began to fall to Ming's fire-spitting tanks and the constant threat of rocket raids kept friends and family hidden in dark, foul-smelling, subterranean bomb shelters, it became clear to the individual pockets of resistance that unification was essential in order to defeat the enemy and return Mongo to peacetime.

And unify they did, eventually giving rise to an interconnected network of rebels who called themselves the Freemen of Mongo. Secret handshakes, symbols, and codes soon followed and membership surged.

Unfortunately, this well-intentioned coalition was short-lived. Not long after coming together to share intelligence and collaborate on covert, kingdom-spanning missions, without a central leader calling the shots, rifts began to form between various factions. This, in turn, drove the Freemen underground (sometimes literally, in the case of the sewer-dwelling brigands under Mingo City).

As time passed, intimidation and threats from Ming, along with the well-publicized construction and activation of his vast concentration camps, all but purged the most active rebels from Mongo. In some kingdoms, they have almost became the stuff of legend.

RESURRECTION OF THE FREEMEN

The sudden arrival of three aliens from a planet known as Earth soon got the attention of Freemen leaders who found themselves inspired by tales of Flash Gordon's open defiance of Ming. Never before had a Mongonian stood up to the emperor and lived to tell the tale. Then came three visitors from another world, Flash Gordon, Dale Arden, and Dr. Hans Zarkov. These three seemingly fearless resisters now walked upon the planet, shining like beacons of hope.

Soon after, Freemen agents once again powered up their encrypted radiophones and reached out to inspire a new rebellion, perhaps one led by Flash and his growing coterie of allies.

Organized bands of rebels stepped up their game in every kingdom. Recruitment and the acquisition of weapons and vehicles became the highest priority. The time to build a global and unified army was now at hand. In order to successfully defeat Ming and free the planet of his influence would require an escalation of military might and alliance unlike anything ever seen before on Mongo.

The mission of the Freemen is two-fold:

- Unite the autonomous kingdoms of Mongo.
- Defeat Ming, and, in turn, rename Mingo City, "Mongo City" in honor of a new, unified, and free global republic.

"FLASH, YOU HAVE SAVED US ALL. IF WE OVERTHROW MING, YOU SHALL BE A PRINCE OF MONGO AND ANYTHING IN THE EMPIRE IS YOURS!"

- PRINCE BARIN (5/13/'34)

7 A TRAVELER'S GUIDE TO MONGO

For one week, the rocket spans the vast reaches of space, drawing ever nearer to the remote planet of Mongo.

Mongo is a relatively young world with towering mountains and inhospitable areas of raging volcanic activity. As a result of erratic evolutionary development, its vegetation is still limited to isolated areas of botanical giants. As there was never a catastrophic event (like the impact of a massive asteroid) that resulted in widespread global annihilation of various primeval races, much of the planet is still trapped in the era of the great reptiles. At the same time, mammals rose and quickly evolved, giving rise to a variety of diverse variants of Mongokind, many of which possess amazingly advanced technology while others still live in primitive and unexplored regions of the globe.

This gazetteer presents brief descriptions of the most well-known lands, kingdoms, and cities of Mongo with just enough information for players to know the basics about these places should they choose to visit. Of the 10 to 20 million square Mongomiles of land, roughly 8 to 15 million are habitable. For more details, see the kingdom sourcebook, *Flash Gordon: Kingdoms of Mongo*.

ARBORIA

"Nobody has escaped from the forest alive…"
– Sky Commander

The temperate, coastal kingdom of Arboria lies southwest of Mingo, bordered by the Great Mongo Desert to the east, a range of mountains to the north, and an arm of Naquk's ice kingdom to the southwest. It is ruled by Prince Barin and his wife, Aura (estranged daughter of Ming the Merciless), from their snow white palace of wood perched high among the mighty conifers at the center of the forest kingdom. Arboria is a dense region of thick, primeval jungles and treacherous swamps crisscrossed by an elaborate, elevated road known as the Great Tree Highway. It is a complete world of green, orange, and lavender where the yellowish, clay-colored Mongo skies are shielded from view by a thick canopy of leaves and foliage.

The tree men of Arboria are a breed unto themselves: hard, being reared in adversity, tough by necessity, and stubborn by nature. They are also an adventurous and even dashing people who wield rapiers and bows and frequently wear hunter's green tights and doublets, alardactyl feathered caps, and other garb befitting Robin Hood and his band of merry men.

A variety of savage beasts survive and thrive in the wilds of Arboria including harpy bats, giant magnopeds, rabid squirlons, terrots, tigrons, tridentauruses, and ursodiles. Travelers in the forest kingdom should also be mindful of a number of giant carnivorous plants like the venomous cobra tree, as well as the primordial, blue-skinned tusk-men and the extremely aggressive horned ape-men of Mongo.

BIRDLAND

"Welcome to Birdland, handsome stranger!"
– Queen Ala

Within the unmapped wilderness of Valkr, not far from the Glacier Mountains that encroach from Naquk's kingdom to the south is a tiny kingdom ruled by flame-haired Queen Ala (the orphaned teenage daughter of two nobles who

met with untimely deaths three years ago). Ala maintains an odd assortment of intelligent birds ranging from Talky, her wise-cracking parrot adviser-cum-court jester to a contingent of penguin servants that maintain the palace. It doesn't take a genius to realize these birds are the product of advanced applied science rather than natural evolution, in this case, at the hands of court physician and ornithologist, Dr. Striga.

Birdland's borders are protected by an organized band of elite flying raiders who ride atop horse-birds and wield vicious acid guns. They are commanded by Captain Avion, a gallant and loyal military leader who makes no secret of his adoration for his queen.

To those planning a journey through the region, be on the lookout for the dreaded death birds and their poisonous wings in the skies above, as well as the cannibalistic tiny-men who dwell among the trees far below and look upon most visitors with beady, ravenous eyes.

CORALIA

In the depths of the water world, a powerful magneto-ray draws his limp body toward a beautiful coral city…

Coralia, the capital city of the Undersea Kingdom of the sea people found in the largely unexplored Sea of Mystery, is ruled by Queen Undina and King Triton from inside their palace of solid coral. The two of them stand defiantly against Ming the Merciless, but due to the surgically precise and always lethal Coralian magnetic ray, Ming's bombers have been unable to penetrate the city defenses to punish their disloyalty.

Located some 150 Mongomiles off the western coast of Mingo, Coralia is populated by water-breathers and several recently integrated shark men refugees. They currently serve as amphibious guardians, though this alliance is tenuous. Hidden above the water by swirling sea fog, the kingdom is normally undetectable to surface-dwellers. Should Undina wish it, an air-breather can be transformed into a water-breather using a complicated device known as the lung-machine. Transformed air-breathers acquire the racial abilities of the Coralian sub-race. The transformation is said to be irreversible, but that's likely something Undina says to use as leverage over her guests. It is known for sure that Flash Gordon himself had the process reversed.

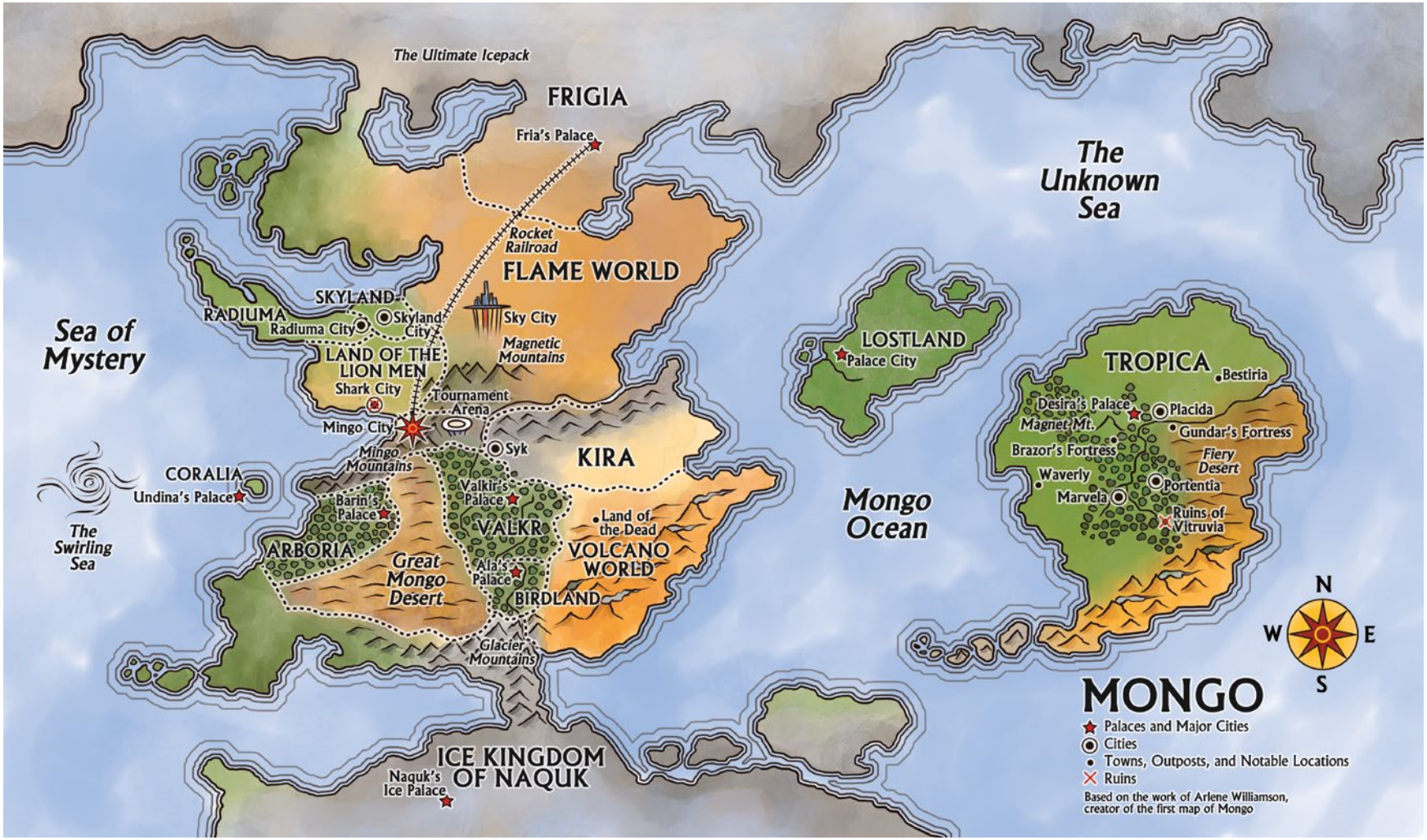
Almost every creature that swims the deep waters around the capital city has a mouth of sharp teeth and the hunger and desire to use them. This includes horned devourosauruses, tentacled octoclaws, and saw-tailed sharkons.

FIERY DESERT

"On the other side of these mountains is the Desert of Fire—Please don't take us there, Flash!" – Queen Desira

The far-eastern desert of Mongo (also known as the Burning Wastelands, the Desert of Fire, or the Fiery Desert) is home to the most-feared outlaw in the entire Tropican continent: the bandit chieftain Gundar and his gang of thieves. Known by some as the Desert Hawk, red-bearded Gundar is a roguish though highly intelligent and savvy leader. He leads a large garrison of loyal, Bedouin-like raiders who call a secret mountain fortress (located somewhere along the northern border) their home. Wealthy travelers needing to pass through this region are advised to hire experienced escorts or seek another path as robberies by Gundar's armed brigands are not uncommon. Gundar has absolutely no love for Ming and his respect for Queen Desira (and Flash Gordon) makes him a powerful and valuable ally.

Weather-wise, expect high temperatures, searing winds, and occasional hot hail storms throughout. As for wildlife, the area offers quite a variety of common


The Ultimate Icepack
FRIGIA
Fria's Palace
The Unknown Sea
Rocket Railroad
FLAME WORLD
SKYLAND
RADIUMA
Radiuma City
Skyland City
Sky City
Sea of Mystery
Magnetic Mountains
LAND OF THE LION MEN
Shark City
Tournament Arena
Mingo City
Mingo Mountains
Syk
KIRA
CORALIA
Undina's Palace
Barin's Palace
Valkir's Palace
VALKR
Land of the Dead
VOLCANO WORLD
The Swirling Sea
ARBORIA
Great Mongo Desert
Ala's Palace
BIRDLAND
Glacier Mountains
Mongo Ocean
LOSTLAND
Palace City
TROPICA
Bestiria
Desira's Palace
Placida
Magnet Mt.
Gundar's Fortress
Brazor's Fortress
Fiery Desert
Waverly
Portentia
Marvela
Ruins of Vitruvia
ICE KINGDOM OF NAQUK
Naquk's Ice Palace
N
W
E
S
MONGO
Palaces and Major Cities
Cities
Towns, Outposts, and Notable Locations
Ruins
Based on the work of Arlene Williamson, creator of the first map of Mongo

desert denizens (snakes, lizards, and carrion birds), but be on the lookout for the six-legged, flame-spewing desert dragons that call the region home.

FLAME WORLD

As they press onward, the volcanic desert grows more forbidding every mile. They cross great rivers of molten lava—it is a land of terrible heat and utter desolation.

To make the journey north from Mingo City to the frozen lands of Frigia, one must cross the wild, volcanic zone of fault scarps and deep ravines known as Flame World. It is an unstable region of Mongoquakes, effluvia-spewing volcanoes, hissing rivers of lava, and boiling lakes of liquid fire. Much of this area is inhospitable, though the basaltic Magnetic Mountains in the more temperate south are home to the mountain dwarfs and wolvrons while Sky City of the hawkmen hovers some 5,000 feet above.

Ming's elaborate, bowl-shaped tournament arena is also located between four mountains in the pass just east of Mingo City bordering Flame World. This region is crossed by the elaborate rocket railroad, a marvel of Mongo engineering that connects Mingo to Queen Fria's palace. Passage on these trains is cost-prohibitive for the average citizen, and the rails are usually choked with hopper cars transporting natural resources pilfered from Frigia.

FRIGIA

"You see, we come as friends. My name is Flash Gordon. What is yours?"

"Fria, Queen of Frigia. I never heard of you. You may consider yourselves my prisoners—not my guests!"

Frigia is a vast, seemingly endless kingdom of ice ruled over by Queen Fria and her husband and Prince Consort, Ronal (cousin of Prince Barin of Arboria). The northernmost region on the map of Mongo, it lies just beyond the inhospitable zone of lava and volcanoes known as Flame World. A number of beasts call the glaciers and ice fields of Frigia home, providing sport for hunters and invaluable resources for Fria's loyal subjects. Commonly encountered (and frequently pursued) creatures include ice bears, giant ice worms, water-dwelling korvias, and huge snow serpents. Thank Tao, the gargantuan glacier monsters, with their probing tentacle eyes, are rarely encountered in the frozen wilds.

There is also a race of aggressive ice giants who dwell within the Frigian caverns of the perilous stretch known as the Ultimate Icepack. Not nearly as advanced as those in the south polar regions ruled by King Naquk, these massive anthropoids are little more than fur-clad, club-wielding brutes who stand almost three times as high as an average man. Travelers are advised to avoid them as capture and enslavement are not beyond the realm of possibility and these ill-tempered troglodytes are not known for their hospitality.

Emperor Ming continues to exploit the Northland for its natural resources (mainly polarite, aurium, drogue ore, and tritarium) and Fria and Ronal are powerless to stop him, though they do secretly conspire with various groups of ice people to make life even more difficult for the Imperials working upon and within the frozen kingdom.

ICE KINGDOM OF NAQUK

The southern polar region of Mongo is a snowy frontier of natural hazards and wild beasts ruled by Naquk the giant ice king. So great is his towering ego, the mighty king refers to the frozen lands that surround his palace by his own name, Naquk (though it is well known that before his rise to power, the entire continental expanse was previously known as Glacia). This region, unlike Frigia, is extremely unstable and unpredictable. Avalanches are a common occurrence, some of which are so great they can bury a small village and wipe it from the map in seconds.

While on patrol, Naquk's army of giants travels upon huge tractor sleds that safely and rapidly skirt across the frozen terrain. These sleds are equipped with forward-facing guns and long range "ice pounders," powerful heavy cannons commonly used to trigger avalanches. To this day, Naquk is fiercely loyal to Ming the Merciless and totally intolerant of open rebellion.

KIRA

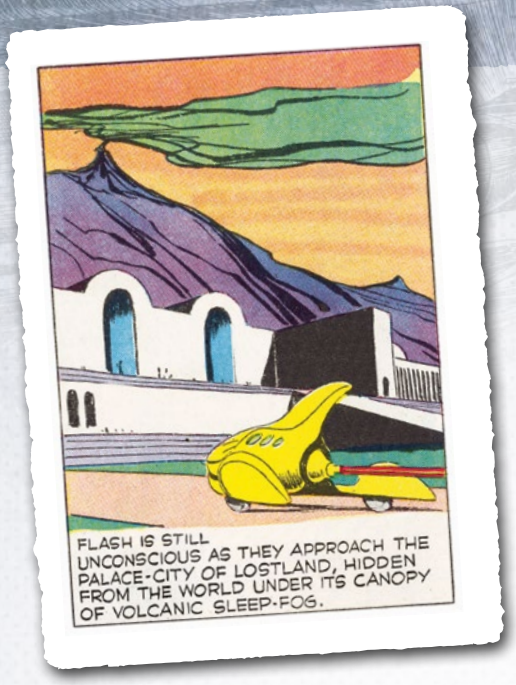
…the huge rocket ship, bearing Flash and Dale to their new kingdom, heads for the yawning mouth of Kira, the wild and forbidding cave world…

Kira, also known as the Kingdom of Caves, is currently under the rule of the Earthman, Flash Gordon (a prize awarded by Ming himself for Flash's triumph in the Carnival of Death). It is a gloomy land of subterranean cities located due east from Mingo City on the main continent.

Kira's capital is Syk where the Queen of Magic, Azura (former ruler of the tall and somber blue magic men) resides within her flame-moated stronghold. Azura is not native to Kira, having been rescued from a crashed Imperial rocket some years ago and raised by the blue magic men. This explains her fair complexion compared to that of her cerulean subjects.

The region is also home to a number of predatory creatures including the cannibalistic lizard men, so unless you have essential business in Kira and can afford to employ well-armed and highly skilled bodyguards, it is best to steer clear of some of the less-civilized areas of the kingdom in order to avoid encounters that could turn one into the dish of the day for the Grand Dragon and his minions.

Some of the caves of Kira are occupied by primitive death dwarfs, a diminutive race of hairy, gorilla-armed horrors that prefers to remain beneath the surface due to hypersensitive eyes and a constant fear of the dreaded tunnel clinging dactyl bats.



LOSTLAND

None of them can see the mysterious beauty of Lostland, hidden under a lofty dome of fog cloud, but there are creatures ashore that see them. There are rumors a primitive, idyllic paradise can be found at the heart of Mongo's ocean somewhere between the main continent and Tropica. Explorers report whirling banks of varicolored clouds, boiling seas, and thick, foul-smelling fog, but possess no memories of having ever made land. Some seamen claim to have deliberately steered their vessels into this fog, but recall nothing more and allege a loss of time. A few captains have even presented "evidence" of pages torn from their ships' logs.

Is there any truth to the wild claims of a hidden, lost land inhabited by creatures that are half-man, half-monster, or is this merely a tall tale told by drunken sailors?

The Mongo Ocean teems with a variety of dangerous creatures including amphibious, dragon-headed mermen pirates, man-eating octosharks, terrifying submosaurs, and colossal nautiloids capable of smashing sailing ships to splinters. These beasts alone should dissuade most from venturing out on wild goose chases in search of mysterious islands!

LAND OF THE LION MEN

From the north pour his chief enemies, the great barbarian hordes of lion men, led by King Jugrid, father of Thun…

Some years back, the now unnamed veldts and grassy plains northwest of Mingo City was a nation known as Prideland. It contained the great kingdom of the lion men ruled by King Rowath and his queen, Tarla. In the latter days of the Great War for Mongo, one of the bloodiest battles raged across the peninsula and by its end, the palace lay in ruins. Both Rowath and Tarla were dead, victims of a massive aerial bombardment. Ming demanded that the leaderless survivors of the battle pledge their fealty or face the same fate as their king and queen, and thus Prideland was no more. Eventually, Jugrid, a prince under the deceased royals, assumed the role of figurehead king of the now nomadic lion men and he, along with his son, Prince Thun, have ruled ever since.

One might think the lion men are a barbaric race based on their physical appearance, horned helms, axes and broadswords, and primitive land vehicles like war chariots drawn by teams of big cats. But they also command air fleets of space-gyros they use to stage late-night air raids against Ming's forces and even Mingo City itself.

MONGO DESERT

But, unknown to Flash and his friends, Grombo has escaped from the forest kingdom and into the dread Mongo desert…

South of Mingo, north of Naquk's ice kingdom, and adjacent to Arboria to the west, the dread Mongo Desert is a sprawling wasteland of hot sands that borders the unmapped, hothouse jungle of Valkr to the east. Lawless bands of desert raiders patrol the dunes seeking crashed air vehicles for salvage and occasionally clashing with Ming's Desert Legion.

The sun-baked wastes are also home to other dangers including carrion birds, terrocrabs, wild cats, and giant scorpions.

While there is little to support the claim, some believe Ming and his father once belonged to one of the desert's nomadic tribes before breaking away and seeking somewhat loftier life goals.

RADIUMA

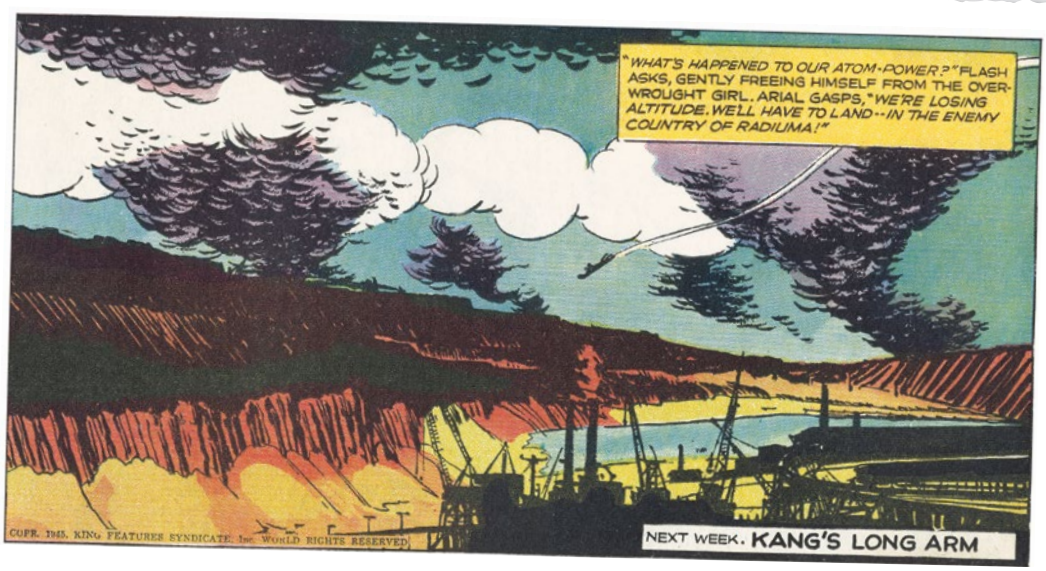
Arial gasps, "We're losing altitude. We'll have to land—in the enemy country of Radiuma!"

Located on blasted terrain far beneath the floating nation of Skyland, Radiuma is a technologically advanced, industrialized nation ruled by the selfishly driven King Radom. Antagonistic against Skyland, this kingdom of vast radium mines and unregulated weapons manufacturing is perpetually blanketed by thick, toxic clouds of swirling smog. Because of the highly radioactive properties of their primary resource, many of the residents of Radiuma (known as Radiuns) suffer from intense and potentially lethal levels of exposure (in excess of 300Mr (MongoRads)). In conditions of total darkness, the cyan-hued, radium-luminous skeletons of the Radiuns can actually be seen through their flesh, granting such victims the unfortunate nickname, "ghosts."

Many veteran radium miners have discovered that over time their eyesight has adapted to dim and dark lighting conditions (Low Light Vision) while others have found their fingers have grown sturdy claws (Str+d4), allowing them to dig into the earth and rock with their bare hands.

Other nightmarish atomic mutations are rumored to lurk within some of the kingdom's deepest mines leading to many shafts being sealed off with high explosives to prevent such creatures from escaping and running rampant throughout the land. That hasn't prevented a few creatures from finding their way out through natural fissures or underground rivers. Best to heed those crude, hand-painted signs warning travelers of prowling, irradiated kragg lizards and bone-cracking creepers!

Those working in the field of atomic research know well the nation of Radiuma and dealings for the acquisition of radium are common. As to be expected, the greatest Mongonian consumer of Radiuma's eponymic export is Mingo, while the second is the home of the hawkmen known as Sky City.



SKY CITY

—and Princess Aura is met by an honor guard of hawkmen and conducted to their fantastic city high above the clouds!

5,000 feet above the Magnetic Mountains, and close to the border of the land of the lion men, Vultan, bearded and boisterous leader of the warlike hawkmen, rules from his ostentatious throne room in the colossal floating metropolis known as Sky City. Held aloft on gravity-defying solidified light beams generated by a powerful network of radium-fueled electric atom furnaces, Sky City is a miracle of Mongonian technology (boosted by a recent system upgrade from the Earthman, Dr. Zarkov). When required, Sky City can be piloted, although the power drain is extreme.

Sky City is home to thousands of hawkmen, hawkwomen, and hawkchildren of all ages. Like most cities, the perches, streets and elevated walkways are lined with businesses, residences, schools, government buildings, and the like. There are even lower, unseen levels where one will find prisons and feeding pits occupied by various creatures including Sulpha, sacred dragon of the hawkmen whose very breath is deadly poison.

Before the pre-war construction of Sky City, the hawkmen nested in lofty aeries erected among the highest peaks of the Magnetic Mountains, but as they began to interact with the other peoples of Mongo and experienced a technological renaissance, the desire to elevate themselves (figuratively and literally) led to the construction of Sky City. Visible for several Mongomiles around, the floating metropolis was meant to act as a glistening beacon of hope for all Mongokind, but it was too soon transformed into a launching platform for rockets and a safe haven for refugees when the Great War for Mongo spread across the planet like a cancer.

In the end, with Imperial forces occupying the city, the war was officially declared over when Ming's opponents received hand-written and hand-delivered letters stamped with the winged seal of Sky City that read:

Lay down your arms for Mongo now has but one leader.
Hail Ming, ruler of the universe.
Hail Ming, emperor of the galaxy
—King Vultan

While Vultan now stands firmly opposed to Ming's rule (thanks primarily to Flash Gordon), the emperor has refrained from blasting the city out of the sky because ultimately, he longs to capture it and its people intact and fears losing it all in a pitched air battle.

SKYLAND

The skymen use the power of their sky-sleds to push the captive ship toward their lair—a weirdly beautiful cloud-castle.

Skyland, the cloud kingdom ruled by King Ozon, is the sole enemy of Radiuma, the industrial nation located thousands of feet beneath them on the surface of Mongo. While many might suspect the application of the same technology used to hold Sky City (the hovering home of the hawkmen) aloft, the truth is that Skyland's upper atmospheric orientation (20,000 feet above sea level) is thanks to a system of charged anti-gravity clouds.

Before Skyland took to the heavens, it was known as Atmonia and was a lowland neighbor of Radiuma. When battles escalated between the two nations, Atmonia's top aerologists proposed the unthinkable. By using a massive array of atmospheric generators combined with magnetic repulsor fields (constructed around fragments of the meteorite responsible for the anomalous gravitational effects in the Magnet Mountain on Tropica), the entire capital city could be raised into the sky on a radioactive cloud, out of range and hidden from Radiuma's most powerful guns. With the overwhelming support of Skyland's rulers and citizenry, the plan was enacted and Atmonia was successfully elevated into the upper atmosphere. Soon after it was renamed Skyland.

While the residents of Skyland (referred to as Skymen, regardless of gender) have adapted to breathing high air, all land-dwelling visitors to the city must wear devices called "aircons" to prevent altitude sickness.

Skyland's primary exports are various upper-atmospheric gases acquired through a process known as cloud mining. These include argon, helium, Mongonium, nitrogen, and oxygen. Compressed versions of some of these gases are used in the airships of Ming's rocket fleet, allowing silent, engineless approaches.

"COME ON, MEN, FOLLOW ME—BETTER DEATH THAN SLAVERY!"
-FLASH GORDON (9/9/'34)

TROPICA

The rocket plunges into Mongo's largest unexplored wilderness—the continent of Tropica!

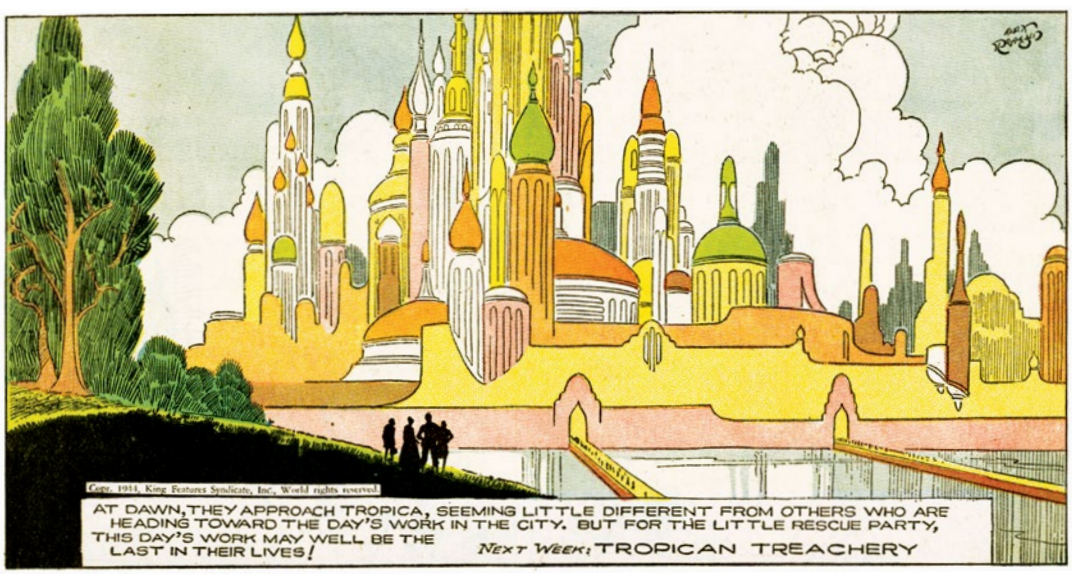
Tropica is an island continent separated from the mainland by the vast Mongo Ocean (identified on some maps as the Unknown Sea). It is host to a few distinct ecosystems, including the uncharted Desert of Fire and a region of thick, mostly impenetrable jungle at its heart where one finds the neighboring kingdoms of Portentia and Marvela. The latter is ruled by Princess Lura and her brother, the genius biologist, King Ardo (inventor of the petuit-ray, a device capable of magnifying and accelerating the growth cycle of a living being). The actual Tropican kingdom, under Queen Desira, takes up most of the large land mass with subtropical grasslands and rainforests teeming with wildlife. Be on the lookout for venomous dragons, cave-dwelling cavernosaurs, and voracious, swarming rock termites.

Tropica is also home to the mysterious Magnet Mountain and its funfair-like, upside-down caverns of inverted gravitational forces caused by the upward gravity of a super-dense meteorite driven into the surface above. Those visiting this strange cavern must succeed with an Agility roll in order to quickly reorient themselves before crashing into the ceiling (or vice versa upon exiting the cave). On a roll of 1, the character lands badly and suffers an automatic wound (sprained ankle, broken leg, or even cracked skull). As if these anomalous effects aren't enough to make a journey through the mountain difficult, the caves are also heavily populated by bloodthirsty, sword-beaked dragon-bats!

VALKR

The ill-famed "death storms" fill the sky. Flash takes the wheel, but not even his skill can conquer sheet lightning and hurricane. The crippled rocket twists downward to the unmapped wilderness of Valkr.

Missing from most maps, the wilderness kingdom of Valkr lies within a patch of unmapped jungle southeast of Mingo City between the Great Mongo Desert to the west and Volcano World to the east. Ruled by Queen Valkir and King Marko, Valkr desires its location to remain a



mystery and thanks to local, naturally occurring atmospheric disturbances known by some as "death storms" (intense electrical storms and hurricane strength winds), this is not all that difficult. Airships not equipped with guidance systems augmented for Valkran airspace immediately find themselves unable to navigate through the deadly storms. The border of Valkr is littered with the crashed remains of uncountable derelict vessels, most of which have been stripped of any useful mechanical components.

While Valkr was once a matriarchal society, it is now working for gender equality, though men are still treated as second-class citizens in some corners of the kingdom. Most of Valkr is covered by dense jungle where the savage red monkey men of Mongo dwell, though fingers of rock and sand of both the Mongo Desert and Volcano World stretch across its eastern and western borders. The frozen influence of Naquk to the south can be felt in a few higher elevation areas.

VOLCANO WORLD

An eruption of the volcanic desert has split the lava cascade so that it flows around the hill where Flash had left his friends, thus cutting off their escape.

A charred and bleak wasteland plagued by seismic rage and pockmarked with jagged, lava-spewing peaks, and boiling geysers of steam, Volcano World is located in the southeast on the main continent, directly beneath the kingdom of Kira. Due to the high concentration of poisonous (and even potentially lethal) fumes spewed from the region's many active volcanoes, the only native creatures known to wander the ashen plains are a handful of species of large, predatory dinosaurs and the rancorous, horned dragon men, all of whom seem to have adapted to breathing these dangerous gases.

Below ground, beneath the barren and rocky area known as the Land of the Dead, primitive rock men are rumored to dwell in elaborate networks of lava tubes illuminated by lattices of energized sapphires. Few have reason to venture into Volcano World, let alone under its surface. This has not stopped pockets of protective suit-wearing Fire People (under the rule of King Orax, a staunch follower of Ming the Merciless) from erecting flame-resistant dwellings within some of the dormant volcanoes throughout the area.

MINGO CITY

At this instant the rocket roars over a beautiful city, sparkling like a diamond on the rugged surface of the new planet.

Mingo City was formerly Prosperity City until Ming's father's violent rise to power in the Great War. It is the largest metropolis on Mongo with a resident population of 4.76 million. Mongo's capital is a gleaming concentration of thrusting spires, skyways, lush gardens, and crowded, multi-tiered streets where citizens live their day to day lives in the shadow of their great dictator, the emperor of the universe, Ming the Merciless.

Encrusting the dormant volcano known as Mount Dominance and overlooking the bustling harbor on the Mingo River, the city of Mingo can be seen from several Mongomiles away. It is a glistening, ruby beacon from high orbit.

Divided up into various districts such as the smoky, industrial section known as Steeltown, the sprawling marketplace known as the bazaar, the administrative centers, the arts district, and the Imperial heart of the city where Ming's palace is found, Mingo appears to be every bit the thriving metropolis.

Like most idyllic population centers, all is not as it seems. For every child playing glowball in the parks, a fanatical band of Imperial secret police moves through the highways and byways, rounding up those suspected of being enemies of the state. Not far beneath the feet of the merchants hawking their wares or the marching bands crossing Mingo Square, political prisoners are locked away in cramped cells, relentlessly interrogated with lungs full of verigas. Because of this, there is a great deal of socioeconomic discontent and mistrust among the lower classes within those high, electrified walls that

surround the great city. This makes it a fertile recruiting ground for the Freemen.

Bazaar

The bazaar is the name given to the sprawling Mingo City marketplace. There the streets and alleys are lined with push carts brimming with food and wares alongside hissing pneumatic doors that open into modern shopping centers and specialized sellers.

Most transactions are regulated by the Mingo City Bureau of Trade and Taxation (headquartered in the business district), but just beneath the surface, hidden from sight from all those pen pushers and bookkeepers, unseen business deals are made with both the criminal element and representatives of the growing army of Freemen. Finding one's way to these purveyors of contraband, stolen goods, and high-tech weaponry is no easy task.

Great Mongo Hospital

The finest and most state-of-the-art medical facility on the planet, the Great Mongo Hospital is renowned for its advanced healing capability. This is due to both the employment of the world's greatest medical minds and the possession and application of medicines and equipment from all corners of Mongo. If the injured or sick cannot be helped within these glorious white marble halls, there is simply no possibility of recovery to begin with. A variety of treatments are available from Arborian herbal tinctures to heal-o-rays.

Skyways and Subways

Mingo, like many of Earth's modern cities, boasts an efficient network of roads and rails to allow for the quick transport of its citizenry from home to workplace (and vice versa). The elevated landing platforms are also serviced by high-velocity elevators and winding systems of spiral cars to transport passengers and goods. While the primary roadways are all identified by a standard grid system of numbers and letters, the rail lines and stations still retain the names of deceased (or deposed) rulers who ruled long before Ming's rise to absolute power, deliberately retained as a constant reminder of a world that once was.

Mingo Square

Whenever Ming wishes to remind the kingdoms of Mongo who is really in charge, he calls for a display of military might in Mingo Square. He oversees the procession from a palace promenade deck situated high above the streets. Typically this display means a parade of marching bands, armed infantry, and rumbling, tracked war machines. Scientists working in Ming's armories take advantage of this celebration to roll out some new battle-tank or flying vehicle.

Only once during Ming's reign has such a celebration been fraught with tragedy when the now abandoned Project X (a skyship prototype powered by a new type of super-atomic motor) spun out of control and slammed into the throngs of celebrants, causing the death of hundreds of Mingoans. The public execution of the entire project staff (carried out in the glassoid-domed execution chamber also found in Mingo Square) was witnessed on televisors across Mongo (though some rebels believe the actual team of military scientists was spared the obliteration chamber to continue their work and a mindless band of innocents was put to death in their stead in order to placate the infuriated masses).

Mongo Prison

Deep beneath Mingo City, the absolute worst of the worst, as well as those who have succumbed to madness, are sent to rot in the dark and medieval cells of Mongo Prison, a high security facility

THE CITY-WIDE SEARCH FOR FLASH TRAPS DALE AND ZARKOV~
SO YOU'RE JUST VISITING THE CITY? A LIKELY STORY! TAKE THEM TO THE DUNGEONS AS SUSPICIOUS CHARACTERS!
BUT WE'VE DONE NOTHING! HAVE MERCY!
DON'T TALK~ THEY DON'T SUSPECT WHO WE ARE~
THEY ARE TAKEN TO THE GREAT ESCAPE-PROOF UNDERGROUND JAIL~
BUT WHY ARE WE ARRESTED?
WE'RE LOCKING UP EVERY STRANGER IN MINGO
"THAT WAY, WE'LL CATCH FLASH GORDON~ AFTER WE CATCH HIM, WE WILL LET YOU GO IF YOU CAN PROVE WHO YOU ARE~
NOT EVEN A RAT COULD GET THROUGH ALIVE!
MING'S ARMY SURROUNDS THE HUGE CITY WALLS WITH ELECTRIC-EYE DEATH RAYS!
MEANWHILE, DEEP IN AN UNDERGROUND TUNNEL~
"AND YOU SAY HUNDREDS OF OUTLAWS USE THEM AS HIDEOUTS?
THESE ARE THE OLD SEWERS, ABANDONED AND FORGOTTEN WHEN MING'S FATHER REBUILT THE CITY~
DAMP~ AND NOT VERY HEALTHFUL~ BUT A HEALTHY PLACE FOR US RIGHT NOW, KUGOR!
SUDDENLY, THEY COME TO A GREAT VAULTED CHAMBER~ THERE IS A MOMENT OF SILENCE~ THEN THE OUTLAWS LEAP TO THEIR FEET AND ROAR A MIGHTY WELCOME TO FLASH GORDON, THEIR CHAMPION!
NEXT WEEK
THE SECRET BAND!

often referred to as "the great escape-proof underground jail." Constructed over the subterranean ruins of an ancient fortress, the prison is a mishmash of ultra-modern safeguards and primitive bedrock dungeons.

Little is known of its layout as most who enter its twisting halls are never seen nor heard from again. Over the years, various rescue missions have penetrated the labyrinth of corridors and cells, but details of layout, security systems, and staff remain vague.

National Museum

Primarily devoted to Ming the Merciless and his ancestors, especially after his father successfully (and rather violently) deposed the previous ruling body at the conclusion of the Great War, the National Museum boasts an extensive collection of artifacts, books, weapons, armor, art, and elaborate garments. While it used to house items of historical significance relating to others who once ruled on Mongo, those relics have long since been locked away in subterranean vaults or incinerated.

The museum is open to the general public (for a small fee) and is a required destination for youngsters attending the Mingo City school system.

There are rumors that Ming's palace houses a small, private gallery containing a number of unique items believed to have been lost to time. He visits them in the dark of night to gloat over the fragments of a long-conquered world.

Power Stations

Accessible through an elaborate network of utility tunnels and service ducts, the power stations are vast chambers containing hissing reactors where Mingo's energy supplies are generated, regulated, and channeled. Responsible for this process are the rubberoid-clad Power Men, a specialized group of engineers who rarely enjoy the pleasure of the sun on their faces as their work to maintain Mongo's electrified civilization keeps them occupied deep beneath the city streets.

The atomic furnaces of Mingo, like those of Sky City, have low-enriched radium components (sourced from Radiuma) at their cores, contained inside thousands of individual fuel pins.

What Ming does not know is that rebellion is strongest among the Power Men. A secret subterranean lodge, led by a man named Ergon, operates directly under the palace. Should the Power Men wish it, the generation and flow of energy throughout the city can be shunted or switched off completely with the issuance of a single command. They have assisted Freemen operations before (temporarily dropping the city's lightning fields and electric-eye death rays, and halting the flow of power to security screens within the prison), and they are ready to do so again in order to contribute to Ming's downfall.

Sewers

Like most modern cities, waste and stormwater must be safely diverted out of populated areas. In the case of Mingo City, the extensive spider web network of tunnels and pipes eventually empties into Mingo River harbor. Surface access to the tunnels is through street level manholes capped by hinged sewer grates, although there are also a few freight and service elevators located throughout the city as well. Rumors abound of unsavory types using the sewer network for a variety of criminal acts including smash and grab robberies and late night surprise muggings. Others believe the sewers are home to a variety of invasive species including obscenely large and aggressive ursodiles and giant rats.

Of greatest importance is the knowledge that despite aggressive actions to cleanse the sewers of trespassers, a few secret meeting chambers and quick-escape

tunnels for the secret society known as the Freemen (led by the eye-patch wearing Count Bulok, Kugor (Bulok's second-in-command), and of course, Flash Gordon) are still to be found among these fetid, waste-filled passages.

STEELTOWN

Raw materials are brought through the city gates or driven in spiral cars off the landing platforms high above the streets of Mingo. They are destined for Steeltown, the grease-spattered southwestern section of the city packed with belching smokestacks reaching up from sprawling, governmentally regulated factories. Within these brick and mortar plants, machines of war, aircraft, robots, and security components are manufactured from dawn until dusk, eight days a week. Neighboring residents refer to the area as "K'chunk" based upon the rhythmic, mechanical and never-ending cacophony that emanates from within its high walls.

The Freemen often meet inside the enormous abandoned ray factory located on the far edge of Steeltown where corroded machinery and massive vats of bubbling industrial waste are stored with little care.

TEMPLE OF TAO

Citizens of Mingo often seek the spiritual guidance of the great god Tao and his sage advisors, and visits to his impressive ceremonial hall (located in the heart of the city), with its colossal, flame-lit idol of translucent jadeite, are not uncommon. Back when the populous was a little less sophisticated, the temple priests would sway the throngs by puppeteering the mighty statue through elaborate controls hidden from view. Those controls lie still and corroded beneath a layer of dust. Most of the younger clerics are blissfully unaware of the existence of this system of linked levers and pulleys.

Since the recent and mysterious death of high priest Zogi, Tao's senior representative on Mongo, the position (with its many responsibilities and privileges) has remained open, though a string of potential candidates hasrecently been called up to enter the long vetting process.

TOMB OF THE ROYALTY OF MINGO

After the battle that purged many of the Freemen from the vast network of tunnels and sewers beneath the capital city, several of the escapees sought asylum on Tomb Island located in the Mingo River. It is on this shadowy isle that the elaborate burial chambers of the royalty of Mingo are found. Rarely visited by any other than Ming himself (and only on anniversaries for those relatives and ancestors the emperor deems worthy of his valuable time), the tomb is cared for by a crypt keeper named Chulan, an aged priest of Tao who finds solace among the dead.

Beneath these tombs, in candlelit crypts accessible only via a complex network of twisting catacombs known only to Chulan, many of the revolutionaries who were forced from Mingo's sewers now gather to plan future acts of subterfuge, sabotage, and revenge.

TUNNEL OF TERROR

Deep inside Mount Dominance are found a number of natural caves and long-abandoned mine shafts, many of which have collapsed over the centuries. Those brave enough to journey through these tunnels may discover ancient and badly corroded sewer access panels as well as a few subterranean chambers sealed off by what appear to be modern security doors (often flanked by well-armored Mingo security guards). It is entirely possible these doors lead into some of Ming's top secret laboratories. To reach these access points, however, means traversing Mongomiles of treacherous and unstable

caves, many of which remain occupied by man-eating beasts.

It was in these very caves that Flash Gordon and Thun did battle with Tsak, the dreaded two-headed guardian of the tunnel of terror, on a mission to wrest Dale Arden from Ming's grasp.

THE ROYAL PALACE OF MING THE MERCILESS

Rising from the very heart of Mingo City, its gleaming domes and spires visible for many Mongomiles around, is the jeweled crown of the great metropolis: Ming's Imperial palace and impregnable stronghold. Originally designed by the master architects of the now-blasted and largely forgotten Tropican state kingdom of Vitruvia, this marvel of Mongonian engineering stands as a colossal reminder of a world that once was.

During the latter days of the Great War, Ming's father's adoration of the great palace meant that its exterior was spared the bombs and left to stand untouched by conflict. The same cannot be said for the interior which was soaked in (and remains stained by) the blue blood of slaughtered old regime loyalists.

Outside its thick klangstone walls, very little is known of the layout of the palace. Rumors abound of numerous secret chambers, multiple seraglios, torture rooms, stairways that rise to empty halls, and twisting, web-filled passages that appear to lead nowhere.

Based upon scraps of intelligence provided by both Power Men and Freemen spies, a few interesting tidbits are known but details are extremely sparse.

ARMORY

This is a stone gallery illuminated by high, stained glass windows with multiple racks and display cases of customized weapons and tailor-made body armor commissioned by Ming himself.

At the heart of this hall stands the battle-scarred, bronzine armor that Ming's father wore on the day of his battlefield execution, when his body was blasted to atoms at the hands of his own deceitful son.

The armory also houses the largest collection of the most outrageous hand weapons in Mongo's history, including Tropican spiral blades, Frigian ice fangs, an eight-foot lashtail from Valkr (still tarnished with the blood of its victims), and a pair of 900 year old heat-warped fireball hurlers from Flame World.

Rebel agents have managed to pilfer a few of the smaller treasures as evidence of successful palace infiltration missions and some of the more historically significant items are now hidden away in Freemen stores for the day when they may be displayed for all to see in a world free of tyranny.

CENTRAL HALL

The core of the palace is an enormous inner sanctum lined with towering marble columns used for a variety of functions and grand ceremonies. Like many of the chambers within Ming's palace, there are many secrets in this chamber, including a mysterious water tank hidden away beneath a floor of transparent metal. Nocturnal visitors to this hall have reported the unmistakable stench of seawater as well as muffled splashing and unidentified bestial growling coming from under the floor.

Unlike the throne room (where one only finds symbols and statues relating to Ming), this hall houses colorful banners representing all the kingdoms of Mongo, including a few that no longer exist, hanging threadbare in shadowy corners. Perhaps someday, these obsolete standards will fly again.

HALL OF TORTURE

Adjacent to the cells of Ming's own unregulated prison is a chamber of horrors

for those unlucky enough to be dragged kicking and screaming into it. The journey to this room is often a one-way trip. Those who manage to survive the terrors within exit with scars both mental and physical.

While medieval implements of pain are used inside this sound-proof hall, other more advanced machines designed to intimidate, harm, and even dispatch victims can also be found here.

LABORATORIES

Deep beneath the palace can be found a number of laboratories in which top secret special projects are developed away from the prying eyes of the world— and even most of Ming's closest allies.

It is within these apparatus-packed rooms that poisonous gases, toxic dust weapons, and infectious viral strains are concocted for use in future wars or against antagonistic factions or even the rebellion itself. Because of the fear of what might one day be unleashed from these nightmare factories, these labs remain primary targets for the Freemen.

Additional acquired data suggests genetic experimentation (selective breeding and hybridization), weather control, and cryogenics. One odd fragment of a recently recovered blueprint features puzzling diagrams, cryptic notes, and several mentions of a mysterious word: "tempendulum." Are Ming's Mongo-Technicians attempting to breach the fourth dimension and travel through time?

THRONE ROOM

The glistening, crimson-colored jewel of Ming's opulent palace is this impressive, 170-Mingoyard (roughly the same length as an American football field) long grand audience chamber where the emperor holds council, receives homage, and awards honors and offices from astride his elevated, gilded throne.

Sumptuous, garish, and blindingly illuminated, this massive hall, drips with billowing figural tapestries of embroidered silk. It is truly something to behold, though very few on Mongo will ever be privileged enough to pass beyond its golden doors.

This is a hall reserved for the eyes of royalty and high-level government and military officials. A few of Ming's concubines have seen it as well, which is how the Freemen learned of it.

Beneath the retractable floor of this lavish throne room lies a gore-spattered battle arena with an earthen floor. Ming uses it for private functions and a variety of sadistic amusements, events that often end in pain, carnage, and even death. Side access tunnels lead to holding cells where gladiators and vicious animals are penned until unleashed to meet one another in mortal combat.

At the very center of the arena is an additional trap door that opens to a mysterious hole of horrors. Ming is able to remotely operate the catch for this door from the comfort of his throne, though exactly to where this door opens is unknown.

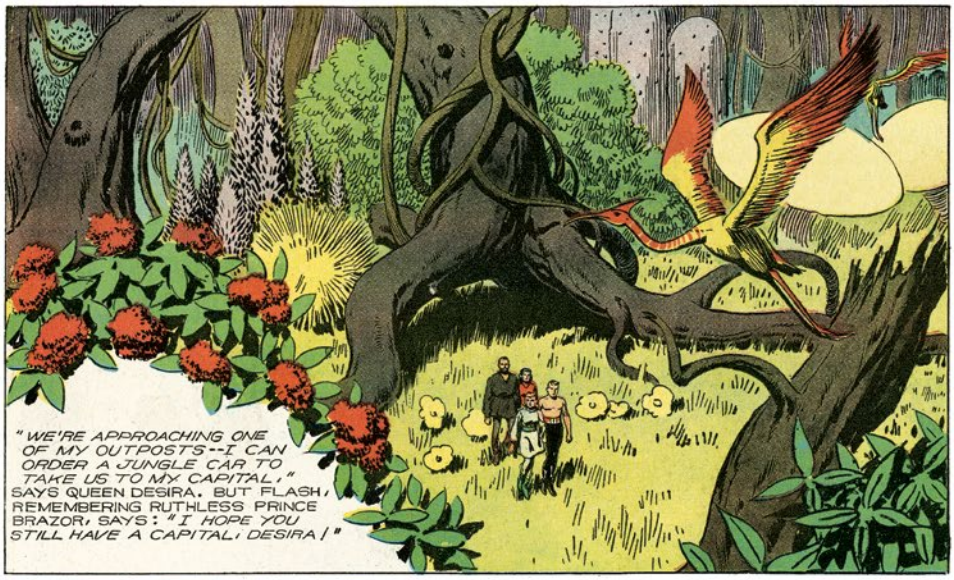
BY ORDER OF MING

SUPEREME RULER OF THE UNIVERSE

ALL MATERIAL PRESENTED PAST THIS POINT IS CONFIDENTIAL AND FOR IMPERIAL EYES ONLY!

Examining these documents without official authorization is considered a traitorous act against the empire and is punishable by total cellular obliteration!

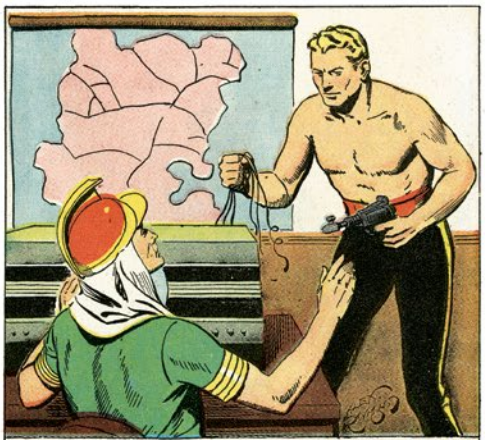
YOU HAVE BEEN WARNED!


"WE'RE APPROACHING ONE OF MY OUTPOSTS--I CAN ORDER A JUNGLE CAR TO TAKE US TO MY CAPITAL," SAYS QUEEN DESIRA. BUT FLASH, REMEMBERING RUTHLESS PRINCE BRAZOR, SAYS: "I HOPE YOU STILL HAVE A CAPITAL, DESIRA!"

"WHO ARE YOU?" ASKS AN OFFICER AT THE OUTPOST. "I'M QUEEN DESIRA," SHE ANNOUNCES. "YOU WILL SEND FOR A SWIFT JUNGLE CAR FOR MY TRANPORTATION, CAPTAIN---"

FLASH SENSES SOMETHING PECULIAR ABOUT THE CAPTAIN'S ATTITUDE, AS HE USHERS THEM INTO THE OUTPOST AND LEAVES TO CALL THE PALACE ON THE SPACEPHONE: "NONSENSE!" SCOFFS DESIRA, "HE'S MERELY NERVOUS IN THE PRESENCE OF HIS QUEEN!"
Copr. 1942, King Features Syndicate, Inc., World rights reserved.
10-11-42.

BUT FLASH HAS NOT SURVIVED A THOUSAND DANGERS BY BEING FOOLISHLY TRUSTING. HE HEARS THE CAPTAIN MUTTER INTO THE SPACEPHONE: "IT IS THE SUPPOSEDLY DEAD QUEEN, KING BRAZOR! SHALL I ARREST HER AND HER PARTY AS IMPOSTORS?"


"SORRY TO INTERRUPT YOUR CONVERSATION," SAYS FLASH, AS HE BREAKS THE SPACEPHONE CONNECTIONS, "BUT YOU'RE NOT GOING TO ARREST ANYONE! REACH FOR THE SKY, TRAITOR!"
NEXT WEEK
QUEEN WITHOUT A COUNTRY

8 PLOT POINT CAMPAIGN: THE ULTRABRAIN!

RISE OF THE ULTRABRAIN

A SERIAL IN FOUR EXCITING CHAPTERS!

This thrilling four-part *Flash Gordon* Plot Point Campaign is intended for a group of up to six rebels. While the first three chapters should be fine for Novice characters, the finale is a challenge for characters of Seasoned Rank or higher.

The Game Master can run *Rise of the Ultrabrain* straight through as a four-part serial or intersperse each chapter among her own campaign as the rebels adventure across Mongo and are drawn back to the Ultrabrain's trail.

YOUR OWN SAVAGE TALES

The heroes are called on to investigate the recent kidnapping of a child from a Tropican harbor town. The discovery of a strange Mongo-Tech device leads the rebels on a journey across the planet to a secret facility. There they find a terrifying army of psychic warriors being assembled to deliver a powerful and potentially unstoppable blow against the rebellious Freemen!

Due to travel between locations, there are natural breaks built into this campaign. These give the heroes a chance to make new allies, gather more information, visit some of the Savage Tales located elsewhere in this book, or veer off on tangents of the Game Master's own devising. Exploration within each chapter's environment (but beyond the main plot) can easily be augmented with the provided encounter tables.

OVERVIEW

CHAPTER ONE

The heroes receive a coded Freemen transmission about a nocturnal kidnapping from a Tropican harbor town known as Bestiria. There, they discover a young girl with psionic gifts, Bo, was abducted during the night.

A reluctant eyewitness informs the party that he observed cloaked figures moving through the village toward the winery district.

The heroes eventually find themselves in a clearing where there are signs of a landing/departure exhibiting the burn pattern of an Imperial fast pursuit rocket. They also discover a mysterious golden pillar atop which sits a strange, cabalistic symbol, the heart of which is a large, purple crystal that pulses whenever psionic powers are used. Analysis of this

READY FOR BLAST OFF?

The start of the adventure assumes the heroes have a rocket ship of their own. If they don't, they can be passengers aboard a Freemen ship or one belonging to a kingdom friendly to their cause. Alternatively, the GM can grant them a fast pursuit rocket (with smaller parties) or a war rocket (with larger groups). It won't be pretty or altogether reliable (likely salvaged from a recent air battle), but it will get them safely from point A to point B and even over to point C (though a few scares requiring emergency in-flight repairs might make for one or two exciting bumps in the road).

Mongo-Tech device reveals it is a "psi-column," which detects psionic emissions and transmits the location to an unknown destination.

Chapter Two

The team continues on their adventures, slowly learning about other abductions or psi-columns occurring around the various kingdoms of Mongo. Eventually they are tracked by a powerful psion, battle Ming's troops in Mingo City, and uncover the name of General Kravula and the Ultrabrain project!

Chapter Three

The Freemen report another abduction in Volcano World, a "rock man" princess! The investigators must travel to Volcano World and descend into a network of lava tubes to meet with the angry rock king!

Chapter Four

The heroes find themselves in the thick jungles of Valkr. There they discover a secret camp occupied by dozens of abducted children and teenagers undergoing intense "reprogramming," all to serve General Kravula—the Ultrabrain herself!

Chapter One: Abduction of the Innocent

A repeating tone emanates from a speaker grille on the rocket ship's control console, signaling the interception of a spaceophone transmission. At first it is scrambled, but after adjusting the frequency dials, the distorted image and audio signal are clarified. It is Jarbim of the Freemen, a mountain dwarf, broadcasting on a coded channel from somewhere deep in the jungles of Arboria.

"…to agents on or near the Tropican continent. Assistance requested to investigate the disappearance of a child of interest from the small harbor village of Bestiria, coordinates 16.085° north, 30.087° east. Initial reports suggest the involvement of Imperial forces. Any agents within the sound of my voice please respond with a repeated prime signal tone on frequency three-three-seven…"

The message repeats.

As the heroes are currently entering Tropican airspace, they should signal their acceptance of the mission and proceed immediately to the provided coordinates. The journey takes their ship along the Nundalee River that winds like a snake through the forests of northeastern Tropica and across the red waters of Lake Undella to the harbor town of Bestiria.

Bestiria

Bestiria is a small Tropican harbor town along the eastern shore of Lake Undella, a three-Mongomile-long body of red, iron-rich freshwater fed by the Nundalee River. Known primarily for its fishing (daggertail, green streak, and blink trout are common), healthy markets, and as a traders' gateway into the region governed by Placida, Bestiria has a relatively small resident population (no more than 300). Most live in second floor residences atop storefronts or in modest residential homes or grain-field farmsteads on the outskirts of town.

The docks bustle with activity. Nearby, a small, elevated landing pad allows the heroes to bring their ship in alongside a handful of shining jetcars and rotorplanes. As to be expected, there is one Imperial war rocket here, likely belonging to visiting representatives from the Bureau of Trade and Taxation.

As you exit your ship, you spy a bald-pated civilian approaching from the top of the spiral car ramp. He greets you with a slight bow "Welcome to Bestiria. My name is Yabu. I am the voice of the Freemen here in town. It was I who first reported the disappearance of the young girl. If you'll follow me, I will take you to where the unfortunate incident took place." He turns and starts toward the ramp, stopping

and looking back over his shoulder. "Do watch your step here in town. There are Imperial eyes always watching."

Yabu drives the party down the spiral car ramp and leads them through the town.

THE TOWN

The heroes must traverse the busy docks and the chaotic market quarter in order to reach the quieter winery district. On the way, the team is welcome to break off and explore, though Yabu reminds them of the abduction and stresses that time is very likely of the essence. Should the heroes ask for details about the abductee, Yabu tells them that all will be revealed soon enough.

Successful Notice rolls (+2 to those actively looking) spot a few of Ming's soldiers moving through the crowd or watching over the people with suspicious eyes, though it isn't clear if they are keeping watch or searching for something or someone in particular. Only overt acts of aggression draw their attention.

At first, the guards approach to investigate and ask questions or demand papers, but they draw weapons and make threats if the group is uncooperative or outwardly hostile.

- **Imperial Guard (1 per hero)**: Use Soldier from page 165. They're armed with ray gun rifles (Range 24/48/96, Damage 2d8).

AN EYEWITNESS

Those speaking about the child with any of the townsfolk are met with silence, fingers to lips, and nervous attempts to quickly withdraw. The people of Bestiria know better than to get involved in these sorts of affairs, but a successful Streetwise roll allows the searchers to meet up with one paranoid farmhand from the winery district. "Corpa" claims to have observed two shadowy, robed figures moving silently through town during the night.

He freely admits that though he had a lot to drink, he was still able to shadow the figures long enough to watch them approach Victoro Winery, at which point he lost sight of them and quickly and quietly (and cowardly) withdrew. Not long after that, he heard the unmistakable roar of rocket engines from the forests but saw nothing in the skies above. This description of strange, nocturnal visitors to the town is news to Yabu. He gives Corpa a mingol or two and thanks him for the information.

Corpa pleads with the group to refrain from mentioning his name in the investigation and then quickly vanishes into the crowd, likely beelining for the nearest bar.

THE SEARCH

At the very edge of town, standing before sprawling vineyards covering hundreds of Mongoacres, is the modest, privately held winery of Victoro and his wife, Prita. For generations (reaching back well before the Great War), Victoro's family worked this land, growing fine grapes in the rich Tropican soil and producing wines enjoyed in several royal houses across Mongo. Rumor has it that Ming himself holds a significant collection of Victoro's family wines in his cellars.

A few years ago, Victoro and Prita had a girl named Bo. From the moment she was born, it was clear there was something special about her. Her eyes already exhibited hints of violet coloration indicating the potential for psionic ability. Friends and family downplayed this, mainly out of fear, instead playing up the idea that the child had wine in her blood and was destined to become an expert vintner.

That didn't stop Bo from playfully using her low-level telekinetic abilities to manipulate items ranging from plush baby toys to farm implements when she grew old enough to work out among the vines.

Recently, however, Ming's minions planted a psi-column nearby (see the sidebar). Bo began experiencing severe headaches soon after.

Investigation of her bedroom and the surrounding property provides some clues to the abduction. Notice rolls reveal things like a dropped toy ice bear in the hall, muddy footprints leading to and from a rear entrance, etc. Tracking rolls may be used outside to follow prints across the fields and into the nearby forest.

Before the heroes enter the tree line, they are warned that dangerous animals wander the dark woods.

THE PSI-COLUMNS

These exquisitely crafted metallic pillars appear at first glance to be nothing more than ostentatious stanchions bearing a strange, cabalistic symbol set atop a column of glistening gold. In truth, these are the product of applied Mongo-Tech (designed by doctors at the Ministry of Psionics) containing detection and broadcasting circuitry meant to sense psionic emanations and relay signals to additional networked towers located in other parts of the globe.

Scanning stations intercepting these signals then alert officials in Camp Ultrabrain, who can easily triangulate the transmissions and locate active psions for collection.

The columns cause similar symptoms for all psions. Should a hero activate a psionic ability while visiting the winery, she suffers pain in the frontal lobe. She also senses the source of the interference and may track it directly to the column.

ALONE IN THE FOREST

The forest closes in around you and the daylight fades, but the trail (thanks to the rain-soaked ground) is easy to follow. With each step, mysterious sounds emanate from the surrounding trees. You are visitors to this shadowy realm and prowling eyes are likely regarding you as either intruders or their next meal.

Under normal circumstances, the wet ground would grant a bonus to Tracking rolls, but the dense forest and thick, leafy branches above create dim lighting conditions. That said, it isn't difficult to stay on the trail, but the journey requires two rolls on the **Forest Encounters** table.

FOREST ENCOUNTERS

d20	Encounter
1–5	No Encounter
6–9	Imperial Patrol (1d6+1 Guardsmen)
10–12	Giant Rats (2d6)
13–16	Bloodwolves (1d4+1)
17	Hazard: Quicksand
18–20	Whiphawks (2d4+2)

DISCOVERY

Eventually, the rebels exit the dense forest and find themselves in a large clearing. At the center of this clearing are obvious

burn patches. Common Knowledge rolls determine the marks were left by a landing and departing rocket. A raise recognizes patterns unique to Imperial ships.

At the opposite edge of the clearing, the heroes discover a psi-column. Those familiar with Mongo-Tech determine the ornate, winged symbol at the top houses electronic components. Examination reveals a sapphire-powered sensor array and long-distance transmitter. Psions attempting to use their powers within sight of the column activate the array, illuminating the central purple crystal and causing intense headaches.

The psi-column transmits broadly, but a Electronics roll can record the unique frequency and pass it on to the Freemen. The rebels can then begin searching for other devices around Mongo—or tales of missing children with psionic powers!

WHAT'S NEXT?

The return journey to Bestiria is uneventful unless the GM wants to take advantage of the dark forest once more. Use the table or create an encounter of your own if so. If informed of the discoveries, Bo's parents, Victoro and Prita, are optimistic. Their daughter may be a captive, but at least that means she's likely alive.

The adventurers should then contact the Freemen with the information about the psi-columns and their unique transmission frequency. Their contacts promise to reach out the moment they detect something.

CHAPTER TWO: ON THE TRAIL OF THE ULTRABRAIN

The next part of the tale, and how long it lasts, is entirely up to the Game Master.

You can move straight on to Chapter Three if you like, sending the team into the infernal caverns of Volcano World and the next step to defeating Ming's minions.

For a longer campaign, the party should continue on to other adventures on Mongo. As they do, the Freemen occasionally tell them of additional psi-columns, missing children suspected of having special abilities, or both. See **Chapter VII: A Traveler's Guide to Mongo** to place encounters and clues. The companion volume to this book, *The Kingdoms of Mongo*, is particularly helpful.

You can work these episodes in as side-encounters of your own adventures or use the ideas below to slowly feed the group the information they need to eventually find General Kravula—the Ultrabrain!

CLUES & ENCOUNTERS

The following encounters are organized in a way that slowly reveals each step of the mystery. Use them as-is, or as a model for your own path to the finale.

CORALIA

The parents of a young boy named Meran saw mysterious figures whisk their boy away into the depths. They disappeared into a cavern shunned by the locals for the fierce beasts found within. The rescuers do indeed discover fierce creatures within—such as an octosak! They also discover a tunnel leading up to the surface and evidence of a recent rocket burn.

KIRA

A teenage girl and her boyfriend, Ara and Rurin, were thought to have been eaten by a gocko while hiking the nearby mountains some weeks earlier. The crime scene was inconclusive, however, with some blood and tracks but no bodies. Flash Gordon himself greets the adventurers in his palace to discuss the unfortunate event.

If the visitors are candid about their quest, the Earthman asks his troops to look into it. Soon after, they return with news that Ara was indeed suspected to have psychic abilities.

Locals claim to have seen a rocket blast off around the time the pair went missing. Further investigation uncovers a hunter who claims to have seen an Imperial officer with a golden mask and three soldiers near the gocko cave. The beast itself, the hunter says, has not been seen in ages.

SKY CITY

The Freemen report emanations of an identical frequency to the psi-columns in a Sky City arboretum. The gardeners know nothing of the device, but do recall a group of Ming's soldiers frequenting the space recently. On one occasion they were accompanied by a high-ranking officer in a gold mask.

MINGO CITY

The son of a prominent merchant, Dash, was "invited" to attend an Imperial lecture on joining Ming's army—and never returned! The officials say the young man joined the armed forces on the spot and is currently training in a classified location. If pressed, their superiors arrive with papers signed by his parents (forged of course). The officer in charge of the recruitment is a "General Kravula."

Streetwise, Connections, or similar research reveals General Kravula rose through the ranks quickly despite few battles or recorded events. Her current whereabouts are unknown, or listed as "Classified."

Soon after, a mysterious figure begins trailing the heroes—always just out of sight. This is one of Kravula's agents, a psion named Malik. He attempts to read the interlopers' minds or generally discover what they're up to and how much they know.

If he's successful, he sends Ming's soldiers after them, in force if they are a clear threat. The troops either attempt to rough up the adventurers and scare them away from General Kravula's business or outright arrest them if they're clearly rebels. This should escalate into a brawl, firefight, or full-fledged skirmish in the streets of Mingo City! The latter is a great time for a Cliffhanger!

- **Malik**: Malik is a Psi-Soldier Wild Card. See page 126.
- **Imperial Guard (1 per hero)**: Use Soldier, page 165, armed with ray gun rifles (Range 24/48/96, Damage 2d8).

RADIUMA

General Kravula makes a dreadful mistake in the polluted kingdom of Radiuma. Her troops attempted to capture a powerful psion—and Freeman—named Enas. The young woman blasted her captors with pyrokinesis, then she and her companions chased the troops away.

While briefly in their captivity, one of the soldiers told her that she was to be a new agent of the Emperor in the "Ultrabrain" program! The rebels know little else, but at least now the party has a name to put to Ming's secret project!

VOLCANO WORLD

When you're ready to move on to the finale, the heroes hear of yet another incident in Volcano World. A girl has been abducted from the strange rock men, who claim they have a lead to General Kravula and the Ultrabrain!

CHAPTER THREE: LAND OF FIRE & FLAME

The interior of the rocket ship, in defiance of layers of asbestone, grows warmer as you jet across the burning wasteland of Volcano World. The monotonous blasted landscape scrolls past with occasional glimpses of strange beasts moving among the geysers and rivers of lava. Volcano World is aptly named!

The heroes land at the mouth of a long, smoke-filled valley. The heat here is intense and while fire proximity suits are certainly helpful, prolonged exposure is not recommended (see the rules for extreme heat in *Savage Worlds*).

As the rebels advance into the valley, roll on the **Volcanic Encounters** table as many times as you wish before they reach a dark tunnel in a red cliff wall—the location specified by the Freemen's contacts.

DEEPER INTO PERIL

This is an extinct lava tube that leads down to the subterranean home of the rock men. The only naturally occurring light comes from thin veins of glittering sapphires (dark lighting conditions throughout). As the heroes progress down the tube, they are closely watched by six amalgamated rock men guards (Notice rolls at −4 to spot). The stony sentinels watch (or rather listen) from just below the surface, using their burrowing ability to tunnel and track the strangers.

The rock guards are primarily there to scout. They fight only if somehow caught and forced to defend themselves. They merely want to observe and ensure the interlopers aren't dangerous to their people.

- **Rock Man Guards (6):** Use Rock Man from page 127.

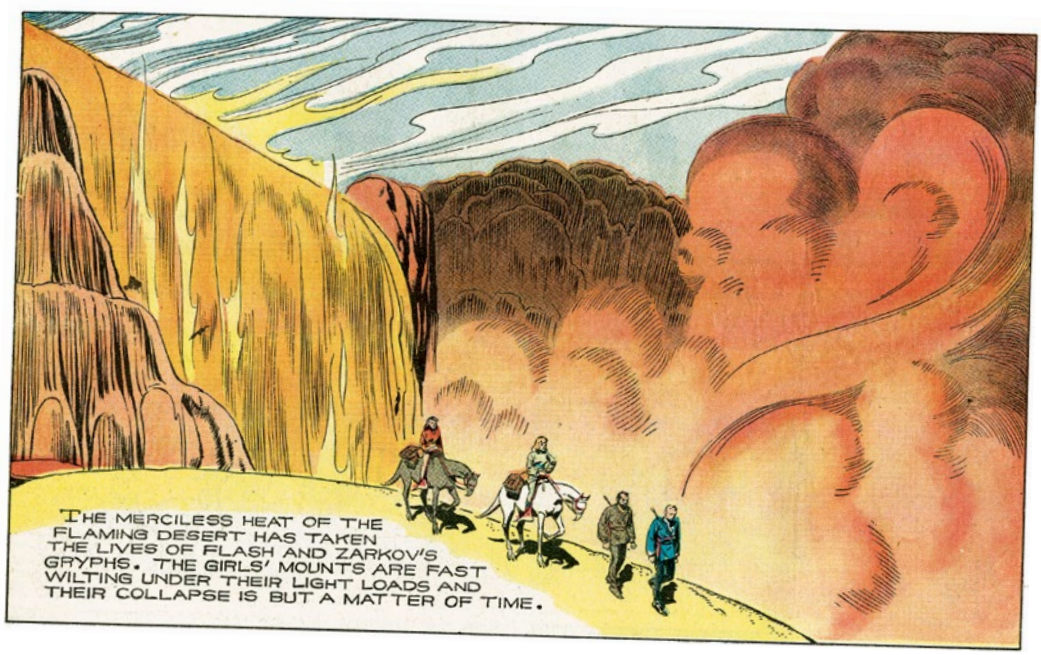
VOLCANIC ENCOUNTERS

d20	Encounter
1–4	Party of Rock Men (1d6+1)
5–9	Party of Dragon Men (1d6+1)
10–12	Droks (1d4+1)
13–16	Hazard: Mongoquake
17	Hazard: Poisonous Fumes
18–19	Hazard: Crevasse
20	Hazard: Lava Flow

DEADLY ENCOUNTER

The tunnel opens into a large dormant magma chamber illuminated from high above through the volcano's central vent. Several side vents lead up and down into darkness. From one of the larger passages ahead come shrill, bestial roars!

Notice rolls spy animal and humanoid skeletons strewn across the lava rock floor. Closer examination reveals large teeth marks where the bones have been savagely gnawed to free the marrow.



Two droks come lumbering out of the tunnel and immediately attack the heroes. If dispatched quickly, two more join the fray. This is a perfect time for an "Out of the Frying Pan" or "Captured" Cliffhanger, for soon after the new droks appear they are chased off by a number of rock men who appear suddenly from the cavern walls! There are enough that the party should think twice before starting a fight.

The group is led by rock prince Adam, who speaks in a crude but comprehensible manner. He requests the rebels surrender to his "escort." If the group says they are there to inquire of the recently abducted rock lass, they nod slowly and head deeper into the underground.

- **Droks (2/4):** Use Droks, page 147.
- **Rock Man Guards (20):** Use Rock Man from page 127. They are escorted by a Wild Card prince.

The Inner Lair

A well-adorned rock man sits upon a throne of carved obsidian. Other rock man luminaries and guards surround the king. The other thing that stands out is a familiar looking psi-column, its central crystal pulsing in unison with the one possessed by the rebels.

The figure upon the throne introduces himself as Krog, the Rock King. The length and degree of interrogation depends on the events so far, but eventually the conversation turns to the recent kidnapping of his daughter, Princess Granita.

One of her surviving escorts says that they had just visited the bazaar, as they did most every day. Princess Granita bought flowers, fruits, and a bird, and was returning to the palace when they were ambushed by several thugs in dark robes. The men were clearly experienced soldiers and fought well, but the guard says he and his friends would have prevailed had not one of the attackers been a powerful psychic. He was knocked unconscious and when he woke, Princess Granita was gone.

The Bazaar

Should the group have a way to detect psi-columns, or simply investigate the bazaar, they eventually find a psi-column. Foreign merchants buy and sell goods at this large market, and one group selling rare Tropican fruits has a psi-column hidden within their stall. They have no idea what it does—just that they were paid by a Mingo officer with a gold mask to place it there and threatened with death if they didn't comply.

They know the soldiers were here when Princess Granita was taken, and note that one of them said something about Camp Ultrabrain in the Valkr jungle.

When the rock king hears of this he offers a reward for his daughter's return. The rock men possess extensive stores of white sapphires and other potentially valuable crystals and minerals—likely a large enough reward to upgrade the heroes' rocket and personal equipment!

Chapter Four: Extraction of the Innominate

The group can either recon likely sites in the Valkr jungle or again ask the Freeman for help using Streetwise, Connections, or similar abilities. It shouldn't take long to discover the secret Imperial camp and rocket runways in an uninhabited part of the dense wilderness.

The ship's navigatron goes dark as you enter a mysterious, uncharted corner of the forested landscape. Then the engines throttle back, shift to compressed air, and your rocket descends into the darkness before settling silently on a bed of thick, starlit grass.

AT DEAD OF NIGHT

The rescuers might encounter the denizens of the Valkr jungle if the GM feels an additional threat is needed.

JUNGLE ENCOUNTERS

d20	Encounter
1–5	No Encounter
6–8	Red Monkey Men (2d6+1)
9–11	Psi-Soldiers (1d4+1)
12–16	Wolfins (1d4+1)
17	Hazard: Quicksand
18–20	Tigrets (2d4+2)

THE ROCKET PAD

After passing through the jungle, they find themselves at the edge of a landing field and spy a jet-black, fast pursuit rocket with golden fins. Two Imperial guards patrol the area and they must be defeated in order to gain access to the rocket.

A Knowledge (Science) roll allows the heroes to match the landing gear and burn marks seen in the previous two locations with this particular ship. The rocket itself (known as *Rocket Gyrus*) is unlocked and unoccupied should the rebels wish to investigate it or even steal it at the conclusion of the adventure. *Gyrus* is a standard fast pursuit rocket with a sophisticated, radar-absorbing stealth system (−2 to be detected).

- **Imperial Guards (2):** Use Soldier from page 165. They are armed with ray gun rifles (Range 24/48/96, Damage 2d8).

THE CAMP OF HORRORS

Not far from the landing area is Camp Ultrabrain, which resembles a typical prisoner-of-war camp. It is isolated, ringed with two layers of chain fencing, and the entrance is flanked by two tall guard towers equipped with movable searchlights. The Ultrabrain brings gifted children here for reeducation into her growing army of psi-soldiers!

While the rebels observe the camp, they hear occasional announcements from loudspeakers informing residents of regulations, scheduled events for the next day, and Ming-centric propaganda.

Attention! Attention! All students must report to their counselors by twelve-hundred hours Mingo mean time tomorrow for inoculation. Cerebral calisthenics will take place in the gymnasium at the usual time. All hail Ming!

Imperial guards and a few dark-robed figures move throughout the camp. Groups of youngsters are also visible, wearing black tunics as they march from building to building. The rear of the camp backs up to a wall of jungle and is otherwise unguarded except for when the perimeter guards (often patrolling in the company of snarling wolfins) pass through the gap between fences. As to be expected (this is pulp adventure, after all), there is at least a full five-minute gap when no guards are present, allowing the heroes to cut their way through the fencing (Toughness 8).

If the rebels are spotted, the guards sic the wolfins on them and open fire. These guards shoot to kill!

Scaling the fence is difficult but not impossible (climbing rolls at −2 due to razor wire).

- **Imperial Guards (2)**: Use Soldier from page 165. They are armed with ray gun rifles (Range 24/48/96, Damage 2d8).
- **Wolfins (2 per guard):** Use Wolfin from page 175.

IN THE ENEMY'S CAMP

How things proceed from this point is up to the players. They may decide to try to sneak the captive children out or they may start a full-blown assault. The former is

problematic because many of the children are already brainwashed and loyal to the Ultrabrain. This might prove a rude surprise to heroes attempting a stealthy approach, so eventually, the encounter should break out into a massive fight in and around the camp. The heroes should try not to harm the children, but most of the indoctrinated psions have no such compunction!

Assume Princes Granita, at least, is friendly to the rescuers. The rest, such as Bo or Ara, come around with a successful Persuasion roll at −4.

Barracks

There are five similar barracks in the camp, each furnished with enough cots to accommodate 20 people. Should the rebels infiltrate in the middle of the night, they find the rear barracks occupied by the students. Princess Granita is in the far corner of the camp along with other recent captives.

Prisoners in the middle three barracks are more brainwashed than others (their names replaced with numbers) and begin as Uncooperative should attempts be made to persuade them to help.

The structure alongside the motor pool is for loyal psi-soldiers, school teachers, grease monkeys, and guards. It is never fully occupied as there are always guards in the towers, on patrol, or working in the various buildings. During the day, there are 1d6+2 slumbering staff members here.

Canteen

The canteen contains several tables and a number of chairs as well as kitchens and serving stations. Overnight, two cooks are usually here washing dishes and preparing ingredients for the next day's meals.

Guard Tower 1 and 2

These twin 25-foot guard towers are wooden structures with raised platforms protected from the elements by peaked wooden roofs. Ladders mounted to the rear of each tower allow access to and from the platforms.

Each is typically manned by one or two soldiers (armed with electro-rifles). There are also intensely bright, crystal-illuminated spotlights mounted in each tower with 180-degree, forward-facing arcs.

Motor Pool

This unguarded, though chained and padlocked corrugated metal building houses two armored cars and a rotorplane. One of the cars is currently undergoing repairs but could be made operational with a successful Repair roll. There is also a well-stocked toolkit and a fair selection of replacement parts (many still in their original boxes).

Psi-Column

While resembling the psi-columns discovered out in the field, this particular column is at least twice as large as it is the primary receptor for the signals transmitted from the others. It has a number of thick black cables running from its base down into the Ultrabrain's office.

PSI-SCHOOL/TRAINING CENTER

For a pop-up, temporary structure, this is a surprisingly large building containing an indoor gymnasium with an assortment of exercise equipment. It also has a half-dozen classrooms complete with tables, chairs, and electronic blackboards.

It also contains a nurse's station with a handful of cots and basic medical supplies.

ULTRABRAIN'S OFFICE

General Kravula's office and quarters are guarded by a single armed psi-soldier. The office contains a desk, spaceophone, and monitoring station where signals detected by the psi-columns can be isolated and tracked. There is always one psi-soldier at the equipment monitoring the transmissions from the psi-columns. This operator wears headphones that subtract 2 from his Notice rolls while worn.

Kravula's quarters are basic and contain little more than a cot and a small kitchenette used primarily for the personal preparation of herbal teas meant to help ease the pain of psionic decay. Psions or those with Healing can discern this from the leaves.

If the rebels have managed to infiltrate the camp and no alarm has been sounded, General Kravula is in her quarters. As her first action, she summons aid using telepathy.

WOLFIN KENNELS

At any one time, there are 6+1d4 wolfins housed in this kennel, with two more out for perimeter guard duty. The front of the kennel is a fenced run. At night, all the wolfins are inside the rear building, but during the daylight hours, 1d4 wolfins are outside in the run, slumbering or happily (and distractedly) gnawing on bones.

YEAH!

General Kravula fights dirty and she fights to win. She also knows when to make good an escape if things aren't going her way! She'll lie, cheat, and murder to protect her camp—or flees to try again if it's obviously a hopeless situation.

The so-called Ultrabrain has no loyalty to her students, though she is furious if she has to abandon the camp and start again. Not only is it a setback in time and resources, she also knows Ming rarely tolerates failure.

Though some of the brainwashed captives answer Kravula's call during the battle, most should come around by the climax. This is a heroic pulp adventure, after all. If the player characters don't think of using their various social skills or displays of heroism to turn the psions, Princess Granita does—even using her Defender Edge to protect her rescuers if needed.

Assuming the heroes are victorious, the captives snap out of their training and eventually give a rousing shout to their liberators. To them, these rebels are truly the saviors of the universe.

ENEMIES & ALLIES

GENERAL KRAVULA ("THE ULTRABRAIN")

Kravula is a Mongonian with a mysterious past. All signs point to her having Frigian origins, including her preference for cooler temperatures, but as she was snatched away from her parents and raised within the Ministry of Mongomancy from a very early age, her loyalties are now only to the Ministry, Ming, and no one else. Even she knows nothing of her biological heritage, preferring to fill the gaps in her past with her own twisted version of reality.

The elaborate project to construct a formidable army of psi-soldiers is completely of her own devising and something she has been working toward for the past two decades. This includes the construction of the camp (Kravula's design) in the female-dominated land of Valkr, the handpicked personnel, and the methods of indoctrination used to ensure "recruits" remain dedicated to the primary mission.

Among the children, she is often seen as a mother-figure, even going so far as to reward the most powerful and obedient among the troops with rainwater sweets from Arboria.

Publicly, Kravula is never seen without her protective gold mask, preferring to keep the debilitating effects of psionic decay (gaunt features, pale skin, and sunken, red-rimmed eyes) hidden from sight. Her name, Kravula, is also never used within the camp. There she is always referred to simply as the Ultrabrain.

Kravula (despite her sickly appearance), is easily distracted by those with handsome features.

Attributes: Agility d8, Smarts d10, Spirit d12+2, Strength d6, Vigor d8
Skills: Fighting d8, Intimidation d12, Notice d8, Persuasion d10, Psionics d12+2, Shooting d8, Stealth d6+2, Taunt d10
Cha: –4; **Pace:** 6; **Parry:** 6; **Toughness:** 8 (2)
Hindrances: Amorous, Anemic, Arrogant, Obligation (Major—Ming), Loyal (Ming the Merciless), Mean, Ugly
Edges: Arcane Background (Psionics), Arcane Resistance (Improved), Command, Command Presence, Connections (Ministry of Psionics), Expert (Psionics), Expert (Spirit), Mentalist
Psionic Powers: *Arcane protection*, *armor*, *blind*, *boost/lower Trait*, *confusion*, *drain Power Points*, *fear*, *stun*, *telepathy*. **Power Points:** 30
Gear: Dagger (Str+d4), gold mask (+2), stealth cloak (+2 Stealth).
Special Abilities:

- **Power Leech:** Similar to *drain Power Points*, Kravula can, as an action, transfer Power Points from her willing psi-soldiers into herself. By touching an obedient psi-soldier (this only works on her own obedient followers) and making a successful Psionics roll, Kravula transfers 1d6+1 Power Points from her target into herself. This is increased to 1d8+1 with a raise.

PSI-SOLDIER

The obedient psionic soldiers in General Kravula's growing army, psi-soldiers are fanatically loyal and willing to sacrifice themselves in the defense of the Ultrabrain and their emperor, Ming the Merciless. Adult psi-soldiers (typically 15 years of age and over) are issued black stealth cloaks (+2 to Stealth) to better help them operate under cover of the night. Psi-soldiers 25 and older often begin to exhibit signs of psionic decay (add Anemic to Hindrances) and may wear masks of gold to hide their withered features.

The following stats are specifically for Mongonian (human) psi-soldiers. Adjust accordingly for other races. Note that at least 75% of these psi-soldiers are female.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6
Skills: Fighting d6, Intimidation d6, Notice d8, Psionics d8, Stealth d6+2
Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5
Hindrances: Obligation (Major—the Ultrabrain), Loyal (the Ultrabrain)
Edges: Arcane Background (Psionics)
Psionic Powers: *Arcane protection*, *armor*, *mindwipe*. P**ower Points:** 10
Gear: Gold mask (Armor +2, 25% chance soldier wears one), electro-shock gun (Range 12/24/48, Damage (see page 53)), stealth cloak (+2 Stealth).

PSI-STUDENT

Kravula's captives are a mixed group of youths from every race of Mongo. The GM should feel free to add any racial abilities "on the fly" as the heroes encounter the students.

At first, most of them are hostile to their rescuers thanks to their training and indoctrination to the Ultrabrain. Persuasion rolls or feats of heroism quickly turn them around, however, and slowly turn the odds in the heroes' favor!

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6
Skills: Fighting d4, Notice d6, Psionics d4

Cha: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 5
Hindrances: Loyal (the Ultrabrain—until broken!)
Edges: Arcane Background (Psionics)
Psionic Powers: Various, but *bolt*, *confusion*, *and telekinesis are common.* **Power Points:** 10
Gear: None.

ROCK MAN

Relegated to legend, the rock men of Volcano World have not been seen nor heard from in generations, yet they survive and even thrive deep beneath the vast dusty patch of wasteland known as the Land of the Dead. There they move about in dormant lava tubes and hollowed out chambers of basalt and andesite.

While extremely primitive and not particularly bright, they do have a ruling class and a societal structure with both a king and prince at the top making laws and passing judgments. Their language is an oddity on Mongo in that it is so archaic to be almost incomprehensible to most natives. Those implanted with lingual-translators have no problem communicating with them.

Physically, rock men look like large, crudely chiseled statues with pointed heads of translucent, glowing white sapphire crystal that make them especially sensitive to the presence of psionic powers.

Attributes: Agility d6, Smarts d4, Spirit d8, Strength d10, Vigor d10
Skills: Fighting d6, Intimidation d8, Notice d6, Stealth d8
Cha: 0; **Pace:** 5; **Parry:** 5 or 6 (spear); **Toughness:** 12 (4)
Hindrances: —
Edges: Iron Jaw
Gear: Crude spear (Str+d6, Parry +1, Reach 1, 2 hands).
Special Abilities:

- **Armor +4:** Bodies of hardened stone.
- **Burrowing:** Rock men can amalgamate and burrow into loose earth and rock and move through it at normal Pace. They cannot normally be attacked while burrowed, and can attempt to surprise opponents who don't see them coming by making an opposed Stealth vs. Notice roll. If successful, the rock man adds +2 to his attack roll that round, or +4 if it succeeds with a raise.
- **Low Light Vision:** Rock man eyes are accustomed to the dark of their subterranean realm. They can see in all but pitch black conditions and ignore attack penalties for Dim and Dark lighting.
- **Psi-Sensitive:** If anyone uses psionic power within sight of the rock man, its crystalline skull pulses with internal light.
- **Size +1:** Rock men stand a bit taller than humans (up to 7' in some cases), and weigh up to 750 pounds.
- **Stone Fists:** Str+d6.

ROCK KING

The leader of the rock men is known simply as the Rock King. He is an even-tempered psion who strives to maintain order in his mysterious and dark realm of hissing, steam-filled tunnels. The king punishes those who act against the best wishes of his people by sentencing them to the pit of fire, a deep crevasse that leads to a river of magma the rock men call the "Blood of the World."

Using his psionic powers, the Rock King has control over a half-dozen iguanathons that patrol the tunnels in the Land of the Dead.

Unlike most of his people, the king is better able to communicate with outsiders.

Attributes: Agility d6, Smarts d6, Spirit d10, Strength d8, Vigor d10
Skills: Fighting d10, Intimidation d8, Notice d6, Psionics d8, Stealth d6
Cha: 0; **Pace:** 5; **Parry:** 7; **Toughness:** 12 (4)
Hindrances: —
Edges: Arcane Background (Psionics), Beast Bond, Iron Jaw, Shrug It Off
Psionic Powers: *Beast friend, confusion, empathy, fear.* **Power Points:** 20
Special Abilities:

- **Armor +4:** Bodies of hardened stone.

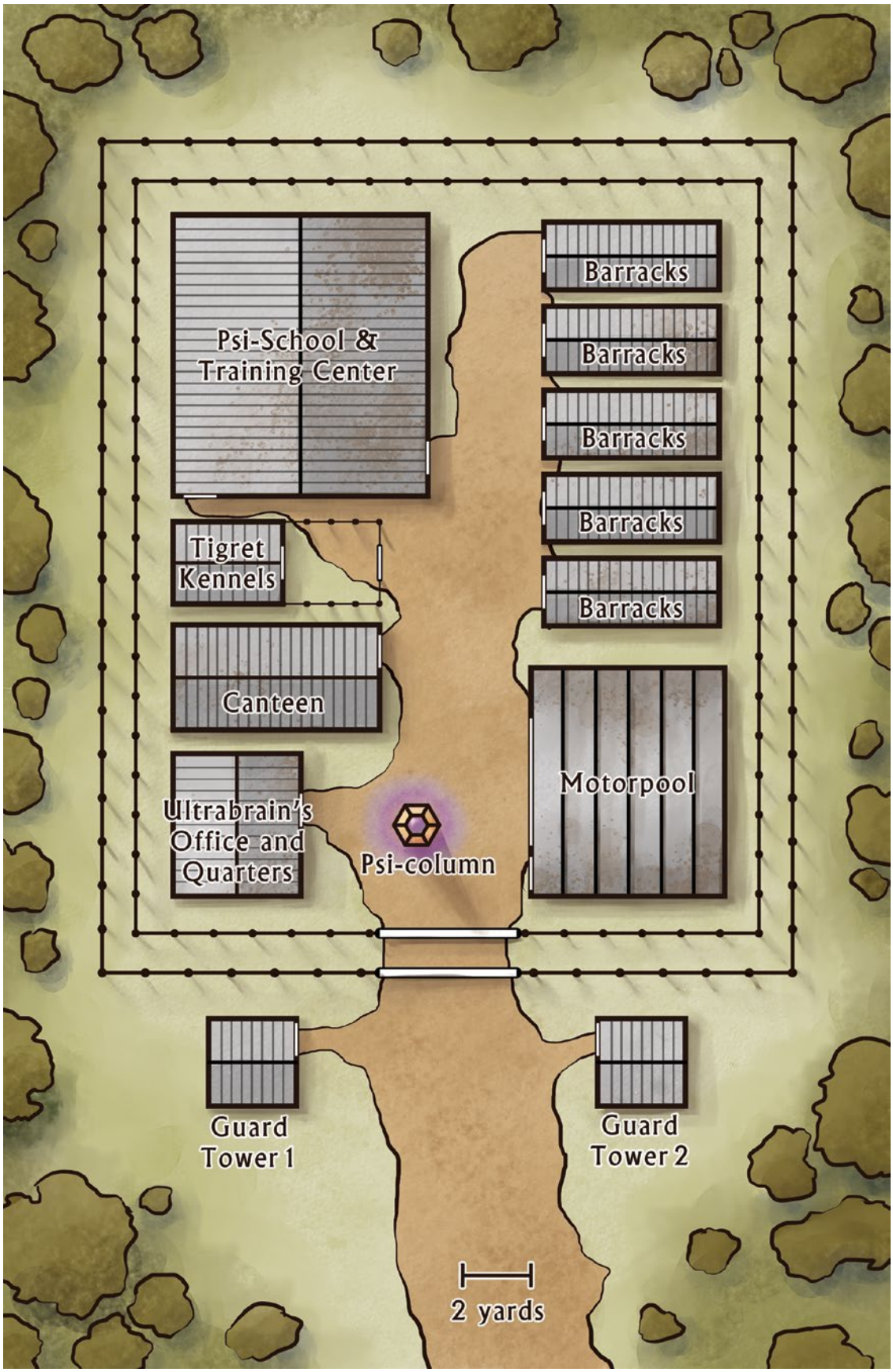
- **Burrowing:** Rock men can amalgamate and burrow into loose earth and rock and move through it at normal Pace. They cannot normally be attacked while burrowed, and can attempt to surprise opponents who don't see them coming by making an opposed Stealth vs. Notice roll. If successful, the rock man adds +2 to his attack roll that round, or +4 if it succeeds with a raise.
- **Low Light Vision:** Rock man eyes are accustomed to the dark of their subterranean realm. They can see in all but pitch black conditions and ignore attack penalties for Dim and Dark lighting.
- **Psi-Sensitive:** If anyone uses psionic power within sight of the rock man, its crystalline skull pulses with internal light.
- **Size +1:** Rock men stand a bit taller than humans (up to 7' in some cases), and weigh up to 750 pounds.
- **Stone Fists:** Str+d6.

ROCK PRINCE

The Rock Prince is the geological offspring of the rock king. He is more cautious of outsiders than his father and often aggressively tries to expel or even dispatch intruders before his father is even made aware of them. Ultimately, the rock prince is completely obedient to his father's wishes and desires nothing more than for their rocky realm to remain buried and hidden from prying eyes.

Attributes: Agility d6, Smarts d4, Spirit d8, Strength d10, Vigor d10
Skills: Fighting d8, Intimidation d10, Notice d8, Stealth d8, Tracking d6
Cha: 0; **Pace:** 5; **Parry:** 6; **Toughness:** 12 (4)
Hindrances: Cautious, Loyal
Edges: Brawler, Danger Sense, Hard to Kill, Iron Jaw
Gear: Rusty long sword (Str+d6).
Special Abilities:

- **Armor +4:** Bodies of hardened stone.
- **Burrowing:** Rock men can amalgamate and burrow into loose earth and rock and move through it at normal Pace. They cannot normally be attacked while burrowed, and can attempt to surprise opponents who don't see them coming by making an opposed Stealth vs. Notice roll. If successful, the rock man adds +2 to his attack roll that round, or +4 if it succeeds with a raise.
- **Low Light Vision:** Rock man eyes are accustomed to the dark of their subterranean realm. They can see in all but pitch black conditions and ignore attack penalties for Dim and Dark lighting.
- **Psi-Sensitive:** If anyone uses psionic power within sight of the rock man, its crystalline skull pulses with internal light.
- **Size +1:** Rock men stand a bit taller than humans (up to 7' in some cases), and weigh up to 750 pounds.
- **Stone Fists:** Str+d6+2.


Psi-School &
Training Center
Barracks
Barracks
Barracks
Barracks
Barracks
Tigret
Kennels
Canteen
Motorpool
Ultrabrain's
Office and
Quarters
Psi-column
Guard
Tower 1
Guard
Tower 2
2 yards

FLASH GORDON
Registered U. S. Patent Office.
"BRAZOR IS DEAD! LONG LIVE DESIRA AND FREEDOM!" THE CROWD SHOUTS....
HALFWAY TO THE PALACE, A MESSENGER ARRIVES WITH DIRE NEWS: "GENERAL MOGARD IS MARCHING TOWARD US!"
MOGARD MARCHES UP WITH A SURPRISING MESSAGE: "BRAZOR IS DEAD AND YOU ARE QUEEN, DESIRA. I WILL SURRENDER, IF YOU WILL SPARE MY MEN."
FLASH ORDERS A HASTY ROAD-BLOCK. "WE ONLY NEED TO HOLD MOGARD OFF UNTIL YOUR TROOPS ARRIVE, GUNDAR!"
ON THE PALACE, BALCONY BEFORE THE MADLY-CHEERING CITIZENS, FLASH AND GUNDAR RESTORE DESIRA TO HER THRONE.....
NEXT WEEK: HUNTING TROUBLE.
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8-6

This chapter contains three ready-to-run short adventures for heroes of *Flash Gordon*. They're set across Mongo and vary in tone, scope, and degree of challenge.

DIVE OF DOOM

Location: The Sea of Mystery

The heroes are tasked with finding and exploring a wrecked cargo ship in the Sea of Mystery, but what lies deep beneath the waves at the bottom of the sea will surprise and shock even the most stalwart adventurer.

BACKGROUND

There is nothing particularly special about the Imperial cargo ship, *Taraxus*, or the contents of its hold, but by a strange coincidence, the raging storm that shattered the ship and forced it down into the depths manifested over the blasted remains of Shark City.

While it is believed that Kala, former king of the shark men, was killed when the city was obliterated by the lion men, the truth is, he, along with a handful of loyalists, survived the attack and still call the shattered undersea ruins home.

Kala and his tiny band spent many weeks licking their wounds (Kala was blinded during the attack) and shoring up the broken remains of their city. They are now ready to reach out to the many shark men who fled from the destruction and threw in with Ming's forces or reluctantly allied themselves with Coralia.

The convenient shipwreck provided Kala and his shark men with some much-needed equipment, food, and weaponry and they are ready to reveal themselves to Mongo once again just as the heroes arrive.

THE MISSION

A few days ago, Freemen monitoring stations intercepted a mayday call from an Imperial cargo carrier known as the *Taraxus*. The ship, bound for Mingo City, was tossed about on the waters of the Sea of Mystery during a raging storm. The desperate message indicated the *Taraxus* was off-course and taking on water. Before the ship's radioman could transmit coordinates, the transmission ended with a burst of static. It is assumed the ship went down with all hands lost. Since the message was received by multiple stations, a potential wreck site near the mouth of the Bay of Tekin was determined through triangulation of the transmissions.

High altitude space-gyro flyovers have revealed that while a few of the emperor's boats appear to be scouring the area, they are several Mongomiles from the actual site, likely searching the ship's original sea lane.

Freemen leaders have requested that the wreck be quickly located and searched as it is likely the ship was transporting essential goods and possibly even weapons that could aid the rebellion. If the cargo could be of value but difficult to recover (armored vehicles, larger weapons, etc.), the party is asked to destroy the wreckage before Ming's forces can raise it from the seabed.

The heroes are briefed in a secret chamber on Tomb Island. Successful Common Knowledge rolls reveal that the site marked on the map corresponds to the former location of Shark City before it was blasted to atoms by the lion men.

INTO THE WATER WORLD

The sun has just dropped below the eastern horizon as the Freemen boat, operating silently thanks to an outboard compressed air motor, arrives at the location of the wreck. Any shark men heroes experience a strange sensation as if someone has just swum over their graves. Notice rolls spy distant lights from the Imperial search parties, but they are several nautical Mongomiles away.

Diving suits and helmets are required as well as flashlights to get around in the depths. The air tanks provide each diver with an hour of breathable air. The heroes are also presented with two explosive charges to be used to destroy the wreck if necessary.

Weighted boots help the divers quickly descend to the sea floor where they find themselves above the shattered remains of the *Taraxus*. Before they can enter the hull, however, a massive devourosaurus rises up from behind the wreck! (Check for Surprise).

- **Devourosaurus (1):** See page 146.

SUNKEN HOPES

Exploring the cracked steamer, *Taraxus*, is risky. The remains are unstable and prone to collapse, and certain areas are water-filled tombs for the crewmembers who went down with the ship.

The holds are filled with supplies and equipment, much of which remains in watertight wooden crates. Searching them is a race against time as the rebels ration their available air. Removing any found supplies takes an equal amount of time.

Roll on the table once every 10 minutes for each group searching together (that means splitting the party is the most effective way to find the weapon!) A critical failure on an attack in combat also causes the roof in that section to collapse, causing 2d6 damage to everyone (and everything!) within.

TARAXUS CARGOES & ENCOUNTERS

d20	Cargo
1–2	The devourosaurus returns (or its mate if the first was slain)! It bashes in through the compartment and attacks!
3–4	2 Octoclaws bolt from the debris!
5	d6 bottles of air (10 minutes each)
6–7	Sealed Food Crate
8–9	Manufacturing Supplies
10–11	Electronic Components
12	Power Crystals (White Sapphires)
13	Body (Fear test the first time encountered)
14	d6 Water Pressure Guns
15	d6 Acid Rifles
16	d6 Ray Gun Rifles
17–18	Vehicular Weapons
19	Experimental Vehicle (marked "Top Secret")
20	Experimental Weapon (marked "Top Secret")

PREDATORS OF THE DEEP

Just as the heroes are at the halfway mark with their air, they're discovered by a patrol of shark men! The warriors have been looting the ship themselves over the last few days and are furious at finding intruders in their domain.

They attack without hesitation, but flee if their captain or half their number are defeated. If the heroes wish to pursue, they can trail the shark men to the undersea lair of King Kala!

- **Shark Men (2 per hero)**: See page 162. One is a Wild Card captain, Broos, with the Command and Inspire Edge.

The heroes now have several choices.

- They can take the supplies to the appreciative Freemen. If they do, the Freemen get some useful supplies. The shark men remain loyal to Ming but remain stalled in their plans to rebuild without the useful weapons and other salvage.

- They can destroy the ship using the explosives the Freemen gave them. This keeps either side from the valuable supplies but at least keeps them from Ming's allies.
- **The group can trail the retreating shark men to see where they go.** Clearly the lion men's devastating attack left at least some survivors.

CITY OF SHARKS

If the salvagers pursue the shark men, they soon find themselves among the charred and broken ruins of Shark City. If they didn't, another patrol (including the survivors of the last) watch from the depths. They retreat if spotted, but their presence means there must be more somewhere in the ruins below. (If the heroes need more incentive to investigate, they spy small green lights in the gloom somewhere below.)

The ruins are heaped and scattered about for Mongomiles. Blasted buildings tower over cracked streets and other toppled towers. Only a few intact domes remain standing among the reefs.

HALLS OF THE DEAD

Amid the ruins, the divers spy a large open chamber with breathable air. A host of shark men—about two dozen grizzled survivors—motion the strangers in. If the previous patrol was met with violence, they snarl in quiet anger but offer a temporary truce—their king wishes to address the newcomers.

Seated on a crumbling throne is a bent and scarred shark man, his eyes wrapped in bandages. He speaks when his daughter, Princess Sela, announces the party's arrival.

"I welcome you all to New Shark City. My name is Kala. King of the shark men. This is my daughter and champion of our people, Sela."

Any shark men among the heroes immediately recognize Kala despite the bandages and other injuries.

"Please pardon this old warrior's appearance. I made the mistake of looking at the lion men's atomic blast as it destroyed our city. But do not underestimate me—or our people. We live, and still have bite left in our teeth."

Kala sighs. Beaten, but not broken. "But Shark City lies in ruins and Ming has abandoned us. We must fend for ourselves. The shipwreck you found has provided us with weapons and supplies to aid in rebuilding our home."

PARLEY WITH ROYALTY

Despite his facade, Kala wants an end to war…at least until his people have truly recovered, something he knows will take a generation. He is particularly concerned that his hot-headed daughter, Sela, will retaliate against the lion men. While the cunning princess will surely inflict terrible damage on their foes, she's ultimately doomed and Kala's bloodline will end.

Convincing King Kala to give up his quest for vengeance is a Social Conflict (see *Savage Worlds*). Princess Sela argues for the continuation of the war on the lion men and their allies—including continuing to prey on surface shipping to resupply their devastated people.

The usual **Social Conflict** results apply, but with a Margin of Victory of 4 or less, the shark men demand one of the party battle Sela in single combat to leave with what they've learned. If they don't agree, the shark men attack in force.

With a Margin of Victory of 5 or more, Kala is actually persuaded to join the Freemen and overthrow Ming—the true instigator of their dire fate. Sela remains unconvinced no matter what, but follows her father's wishes—as long as he lives.

- **King Kala:** See page 134.
- **Princess Sela:** See page 134.
- **Shark Men (24)**: See page 162.

ALLIES AND ENEMIES

KING KALA

The once mighty king of the shark men, Kala is now broken, blinded, and weak, though his followers remain loyal with the promise of revenge against the lion men.

Attributes: Agility d6, Smarts d10, Spirit d6, Strength d8, Vigor d6
Skills: Fighting d6, Intimidation d6, Notice d6, Persuasion d8
Cha: +4; **Pace:** 4; **Parry:** 5 or 6 (scepter); **Toughness:** 7
Hindrances: Blind, Lame, Vengeful (Minor)
Edges: Charismatic, Command, Noble
Gear: King's scepter (Str+d4, Parry +1, Reach 1, 2 hands).
Special Abilities:

- **Semi-Aquatic:** Move at full Pace when swimming; can hold their breath in water for up to 15 minutes.
- **Dependency (Water):** Shark men must immerse their bodies in water for one hour out of every 24 or suffer Fatigue each day until Incapacitation, then Death. Each hour spent in water restores a level of Fatigue.
- **Low Light Vision:** Shark men ignore penalties for Dim and Dark lighting.
- **Racial Enemy:** Shark men suffer a −4 Charisma when dealing with Lion Men.
- **Toughness:** Shark man skin is made of a matrix of hard, tooth-like structures called placoid scales that add +2 to their Toughness.

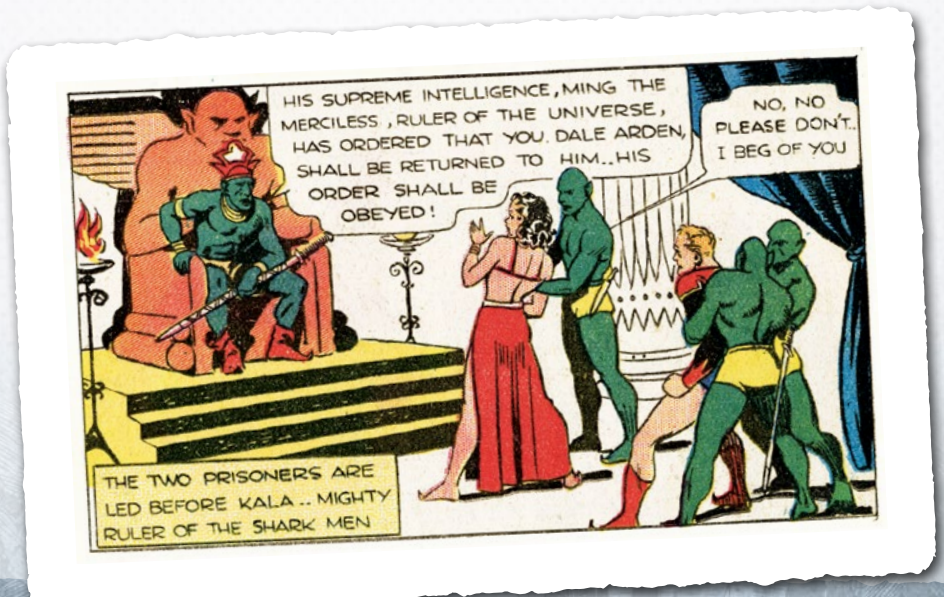
PRINCESS SELA

Kala's daughter is as deadly as she is beautiful. She's as relentless in combat as she is in her hatred of the lion men.

She is honorable, however. If she's beaten in single combat, she bows and gifts her ornate energy trident to whoever defeated her.

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d10, Vigor d10
Skills: Fighting d12, Intimidation d10, Notice d8, Persuasion d8, Shooting d6
Cha: +2; **Pace:** 6; **Parry:** 9 or 10 (trident); **Toughness:** 12 (3)
Hindrances: Dependency (Water), Racial Enemy (Lion men), Vengeful (Major)
Edges: Acrobat, Attractive, Block, Combat Sense, Determination, First Strike, Iron Jaw, Lunge.
Gear: Energy trident (Str+d6, Parry +1, Reach 1, Range 5/10/20, Damage 2d10, Shots 10, recharges 1 per hour), breastplate (+3).
Special Abilities:

- As King Kala, above.



RUNAWAY ROCKET

Location: The Rocket Railroad

Queen Fria has agreed to host a conference of rebels and agents from kingdoms that have yet to declare their allegiance to Ming or the Freemen. It is a dangerous move, she knows, but the Freemen have gained great momentum since the arrival of Flash Gordon and his fellow Earthlings. If Ming proves victorious, she reports her observations. If the Freemen gain the upper hand, the brave move to openly host them in Frigia keeps her in the leadership. Perhaps she even becomes Empress of Mongo!

Though Ming's armies cannot penetrate Frigia's defenses, the merciless and cunning ruler has another plan that might decapitate the rebellion in one swift move.

THE DELEGATION

A dozen delegates and their small entourages are on their way to Frigia via Mongo's roborail. The player characters are also on board, either as bodyguards or even representatives of one of the allied kingdoms. Friendly rocket fleets patrol the borders to protect the precious train and a smaller robocar patrols ahead to ensure the tracks are clear and safe.

But where there's a will there's a way, and Ming's will is nigh unstoppable. He has employed a saboteur not only to destroy the train and slay its traitorous inhabitants, but also to strike a deadly warning blow to Queen Fria herself!

ONE-WAY RIDE

The journey begins at a train station far south of Frigia in whatever location makes sense for the current campaign. An honor guard of six Frigian soldiers provides security.

The roborail car is reserved exclusively for the delegates and honor guard so no other passengers are present. The "conductor" is a roboengineer permanently fixed in the engine (it has no legs and is not mobile).

Given the prestige of the delegates, all weapons are voluntarily locked away in the rear cargo car. Protective gear is allowed, but weapons are strictly prohibited. Characters may, of course, attempt to conceal or disguise weapons from the Frigian guards.

- **Captain Marsa:** Use Soldier, Officer, page 165. She's armed with a rapier (Str+d4, Parry +1) and a ray gun pistol (Range 12/24/48, Damage 2d6+2).
- **Honor Guard (6):** Use Soldier, page 165. They're armed with ice guns (Range 5/10/20, see page 53).

ALL ABOARD...FOR ADVENTURE!

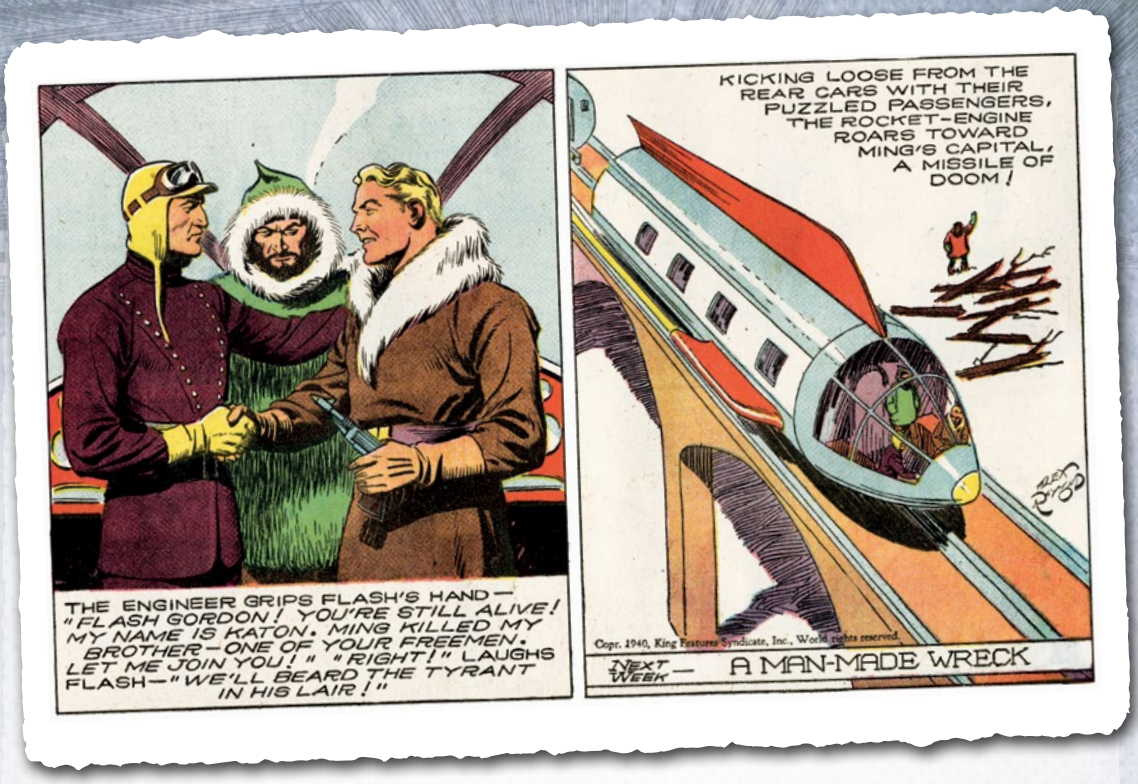
Soon after everyone boards, a series of melodic tones ring out, the engine hums to life, and the train pulls away from the station.

"Attention passengers, welcome aboard rocket railroad train number two-one-five traveling from Mingo City to Queen Fria's palace in Frigia. I am your roboengineer, F-93-213, but you may call me Ivor. Barring any delays, the journey will take three hours. The current temperature in Frigia is minus thirty-seven degrees. Please note that complimentary meals and beverages are available in the central dining car. Now sit back, relax, and enjoy your trip to Frigia."

THE ROBORAIL

The elevated rocket railroad is a pre-war marvel of Mongonian technology. It's also the fastest and safest way to travel north to the frozen kingdom of Frigia.

From front to rear, the train consists of a robot-controlled engine, two passenger cars, a central dining car, a power car containing an atomic turbine, and a cargo car at the rear holding luggage and the delegates' weapons.



RIDING WITH PERIL

Most of the delegates and their guards are middle to upper-class Mongonians from all races and areas. Among them is a mountain dwarf, an ice giant from Naquk (who constantly struggles to make himself comfortable in the compact, average-size seats), a hawkman, and even a parrot representative from Birdland.

All of the delegates wear a bronze brooch with the star of Mongo on it signifying their protected status in Frigia while on their diplomatic mission.

Soon after departure, most of the delegates avail themselves of the top-quality drinks and hors d'oeuvres. After an hour of congenial conversation, some of them begin Mongo's time-honored tradition of arguing among themselves about territory, honor, and whose kingdom is greatest.

A MAN-MADE WRECK

About ten minutes before the train reaches Frigia, a successful Knowledge (Science) roll notes a subtle increase in pitch from the engines indicates sudden acceleration. At first, this may seem perfectly normal, but the speed seems to be increasing at an alarming rate.

Attempts to contact the driver via intercom go unanswered. Also, due to the electromagnetic interference generated by the atomic turbines, it is impossible to contact anyone beyond the train via radiophone.

When the party moves to the engine they find the door locked. Loud, clanging sounds reverberate beyond it, along with the occasional sound of sparking electronics. The lock on the other side has been destroyed, so the heroes must find some way through it (Toughness 12).

Any commotion brings Captain Marsa to the scene. She won't volunteer the information, but one of her men has gone missing.

When the group eventually gets through, they see the roboengineer is smashed beyond repair. The missing Frigian soldier stands over it with a heavy wrench in one hand and his ice gun in the other! The traitor, Jabino, takes cover behind the sparking robot (Medium Cover) and fires his ice gun until he's defeated. If given a chance, he taunts the rebels:

"Emperor Ming is the conqueror of the universe! You cannot hope to defeat him! Everyone on this train is going to die!"

- **Jabino:** Use Soldier, page 165. He's armed with an ice gun (Range 5/10/20, see page 53 for details) and a heavy wrench (Str+d4).

BULLET TRAIN!

Once the heroes defeat the saboteur, they find the disturbing truth of Jabino's sabotage. The roboengineer has been destroyed and the throttle permanently jammed. The train is gaining speed and will almost certainly crash into the train station at Frigia with great force. The impact will kill everyone aboard and tear through the train station and into the city like a missile!

Stopping the train is a Dramatic Task. The group must use Knowledge (Science), Weird Science, or Repair at −2 to unjam the throttle and rewire the controls. They have five rounds before the accelerating train smashes into the station.

Of course, that's not all! As one of the brainiacs begins the Dramatic Task, the delegates let out a simultaneous cry of agonizing pain!

Electrical sparks suddenly fly from the sunburst brooches they wear! The brooches are actually Mongo-Tech devices that generate a localized and debilitating electrical field should they fail to receive an override signal from a device carried on Jabino's person at regular intervals. As it is presumed that Jabino is unconscious or apprehended, he is unable to depress the button on the silver remote he carries in a coat pocket and the brooches activate!

The first round the delegates are Shaken. They can do nothing but cry and convulse in alarm! They suffer Fatigue each round thereafter until Incapacitated (the brooches don't cause death).

The attendant bodyguards, unsure what's happening, begin attacking each other, starting a massive brawl with each other that only makes it more difficult for the heroes to race in and remove the brooches!

The devices can be yanked off with ease, but anyone doing so must make a Vigor roll or it's now locked in their grip and they suffer the same staged effects described above!

Depressing the button on the device in Jabino's coat stops all the brooches at once.

- **Delegates (12):** Use Citizen (see page 144), modified accordingly depending on race.
- **Bodyguards (12):** Use Soldier, page 165, but they are currently unarmed. They are a mix of the Naquk giant, mountain dwarf, hawkmen, and other Mongonians.

PEACE IN OUR TIME

Assuming the heroes are successful in stopping the train, the survivors are even more united in their hatred of Ming the Merciless.

If the rescuers are *not* successful in slowing the train, it plows into the Frigian train station with explosive force. The player characters awake in the care of Queen Fria. She reports that several of the delegates and their bodyguards were killed. Ming gloated of the victory shortly after the devastating attack and the gathering was canceled. Fria will not openly join the Freemen now—the Emperor has proven himself too resourceful—but she now has a thirst for revenge for the attack.

"NONE OF YOUR TRICKERY, MING—ALL MONGO, INCLUDING YOUR OWN ARMY, STANDS BEHIND US—PROCLAIM THEM BOTH KINGS OR BY TAO, WE PUT FLASH GORDON ON YOUR THRONE AS EMPEROR OF MONGO!"

-KING VULTAN (2/17/'35)

WAR ROCKET AJAX

A powerful warship patrols the skies around Sky City, punishing King Vultan's people for siding with the Freemen. The heroes are asked to lead a small group of audacious warriors to not only stop the rocket—but board it, steal it, and add it to the hawkmen's own fleet!

ARE YOUR MEN ON THE RIGHT PILLS?

King Vultan summons the heroes to his war room and asks for their aid.

"Greetings, my brave friends! I have a mission most perilous for you this day! Are you up for a challenge worthy of Flash Gordon himself?

"Good! I knew you were the saviors we've been looking for! One of Ming's new and terrible dreadnoughts circles the outskirts of my beautiful city, blockading us from supplies! My people need food, medicine, and more, and that rocket must fall! We have not the fleet to take it down, but a small group of warriors might board it in the night and capture it! What a fine bird it would make in MY armada, eh? What do you say, champions?"

Assuming the group agrees, an Earthling steps forward from Vultan's assemblage.

"Hello, I am Dr. Hans Zarkov."

Vultan interrupts. "Nonsense! He is PRINCE ZARKOV OF THE HAWKMEN! Supreme Lord of All Scientists and savior of our city on more than one occasion!"

Zarkov, somewhat embarrassed, continues. "I have invented a weather machine. We can shroud the dreadnought with a furious hailstorm for a few minutes. This will allow Captain Nero and his hawkmen to dive down to the ship and deposit you on the hull. The hail will cover the sound of the landing and the breaching of the hull. Our window of opportunity is small so your timing must be precise."

King Vultan offers his gratitude and a future favor in return for this deadly mission. His royal guards under Captain Nero will fly the heroes up into the clouds above the war rocket, then down onto it once Zarkov's hailstorm begins. Vultan can also give the group sky-sleds if they prefer.

Vultan answers any questions, provides any other reasonable requests, then sends them on their way with his blessing.

DIVE!

There are a number of hawkmen equal to the player characters, including Captain Nero. As planned, they fly the heroes up into the gathering clouds above the war rocket and wait for Zarkov's storm. Just as the clouds gather and quickly become thick enough to hide the attackers, King Vultan appears out of nowhere, laughs heartily, and points at the racing target below. "DIVE!" he shouts with reckless abandon, and joins in the fight!

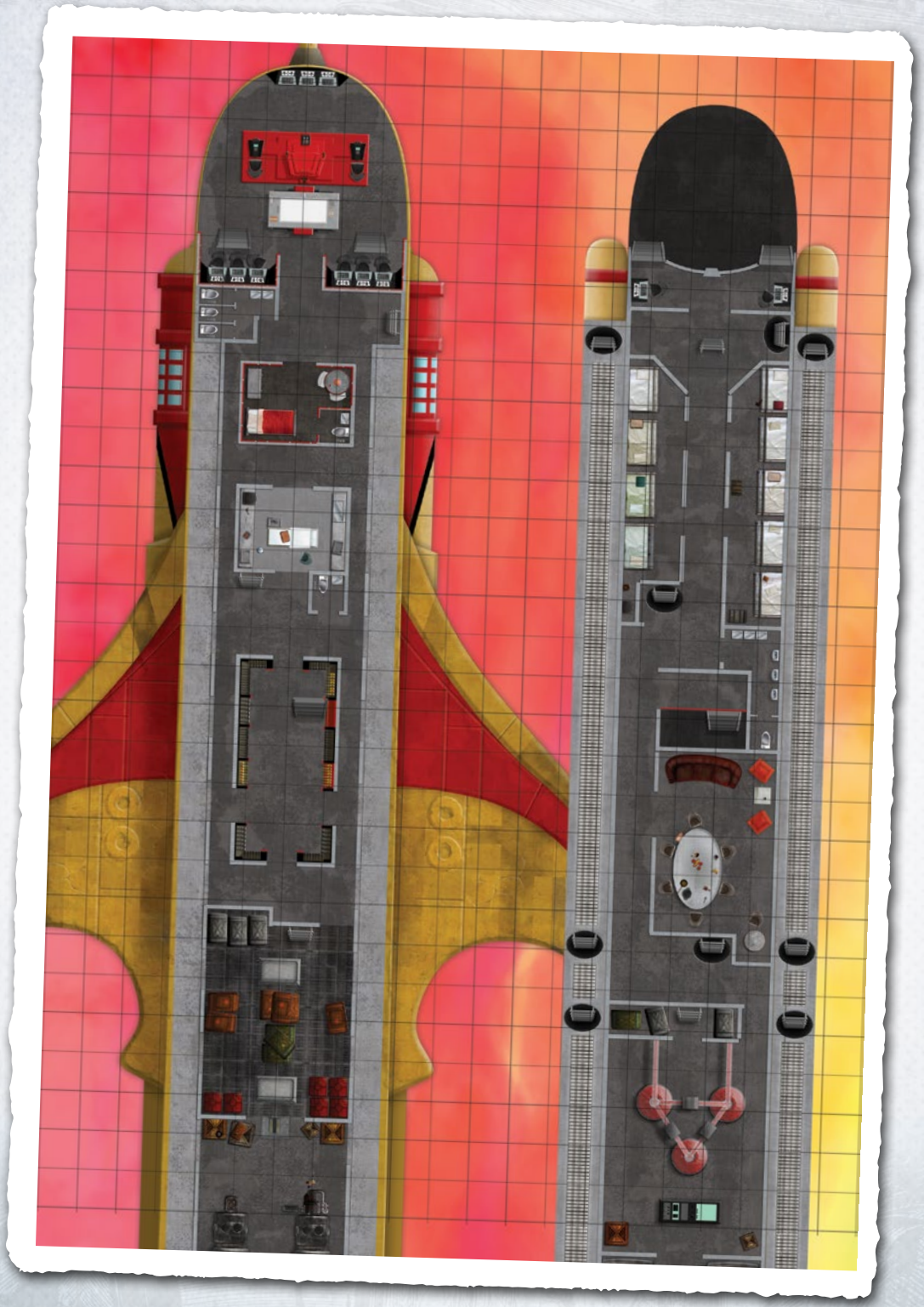
The hawkmen cut a human-sized hole with an acetylene torch at the area marked on the map at right and join in the fight. Nero offers his brave friends the honor of entering the rocket ship first, but if they hesitate he jumps in to avoid losing the element of surprise. King Vultan remains on top of the hull, ready to guide in reinforcements or pull out the wounded if needed. He is also reluctant to enter the tight confines where his girth renders him ineffective! If he needs to enter the close quarters of the war rocket, his stocky body and huge wings inflict a –2 penalty to Agility-based skills.

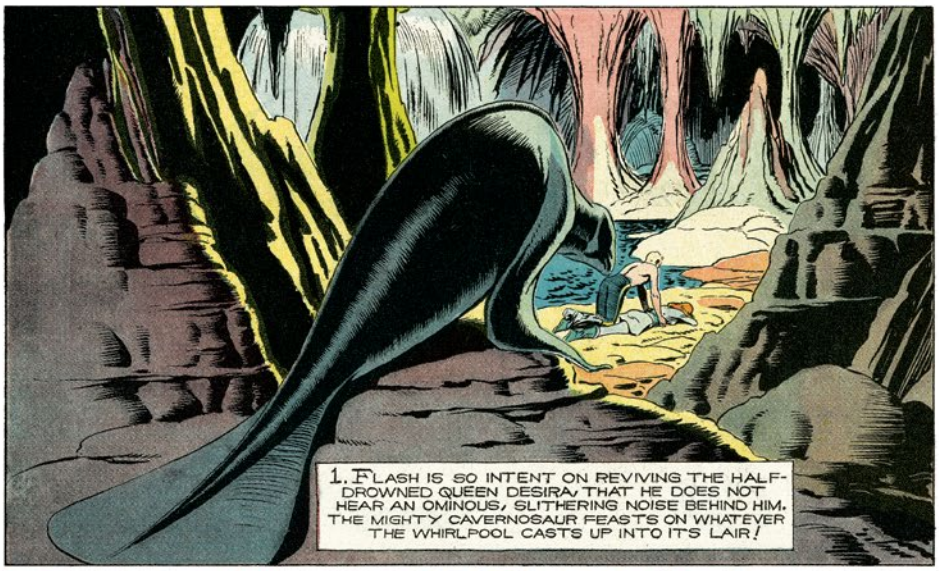
The goal is to defeat the crew without destroying the rocket so that it can be salvaged and turned over to Sky City's protective fleet.

The map on the following page shows the general layout of the ship. A poster-size version of this, perfect for use with official *Flash Gordon* miniatures, is also available from the Pinnacle website!

- **King Vultan**: See page 181.
- **Hawkmen:** There are as many hawkmen as there are player characters, including Captain Nero (a Wild Card). See page 152.

- **War Rocket Ajax Crew (18):** A crew of eight is needed to properly operate the war rocket, but another ten are aboard for security or to act as a quick attack squad should some opportunity to harass Vultan's people present itself. Use the Soldier archetype on page 165.




1. FLASH IS SO INTENT ON REVIVING THE HALF-DROWNED QUEEN DESIRA, THAT HE DOES NOT HEAR AN OMINOUS, SLITHERING NOISE BEHIND HIM. THE MIGHTY CAVERNOSAUR FEASTS ON WHATEVER THE WHIRLPOOL CASTS UP INTO IT'S LAIR!

2. HUNGRY AS IT IS, THE GREAT BEAST CAUTIOUSLY WATCHES THESE TWO CREATURES, WHO, SOMEHOW, SURVIVED THE PERILOUS JOURNEY---

3. FINALLY, WITH A GRISLY ROAR OF HUNGER, THE CAVERNOSAUR RUSHES AT THE TWO WEARY HUMANS: "LOOK OUT!" DESIRA SCREAMS---

4. FLASH RUNS FROM DESIRA, DRAWING THE MONSTER AWAY FROM HER. WITH A SLAP OF ITS HUGE TAIL, THE GREAT BEAST LEAPS AT FLASH, WHO SKILFULLY SIDESTEPS ITS SLAVERING JAWS---

5. BUT THE CREATURE'S HURTLING BODY SWEEPS FLASH INTO THE BOILING FLOOD, WHERE HE IS AT THE MONSTER'S MERCY!
NEXT WEEK
A NEW VICTIM
7-26-42.
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10 MONSTERS OF MONGO

In this chapter are a number of beasts, monsters, and inhabitants of Mongo.

↘ This symbol denotes a character or creature who is usually a Wild Card.

Note: Charisma is abbreviated as Cha for formatting.

ATHLETICS

Creatures with animal intelligence (an A after their Smarts) don't have the Athletics skill, but when it might be called for to climb, swim, jump, etc, they use the most appropriate attribute instead (usually Agility or Strength, GM's call).

CONE ATTACKS

Some creatures expel a cone of fumes, fire, poison, or other hazardous substance. These work much like flamethrowers, but since those rules are found only with that particular piece of gear in *Savage Worlds*, we've added the following Situational Combat Rule.

To make a cone attack, place the thin end of the Cone Template at the creature and extend it toward its chosen targets. The creature then makes a Shooting roll at +2.

Characters touched by the template must make an Agility roll equal to or greater than the Shooting total or they suffer whatever ill effect it causes.

If the Shooting roll scores a raise over a defender's Agility, it causes bonus damage or any other effects described in the ability.

Unless otherwise specified, cone attacks are actions, and cannot be used the same round a creature makes a Fighting attack.

MONSTROUS ABILITIES

Below are three new or revised Monstrous Abilities you can add to all your *Savage Worlds* games.

Creatures with Bite/Claws can do either a claw attack or a bite as one action, and have *both* special abilities listed below.

BITE

Creatures with the Bite Special Ability make attacks normally, but may also bite foes they've Entangled or Bound (essentially getting their full Bite damage rather than just Strength).

CLAWS

Creatures with claws add +2 to Agility rolls when climbing.

TENTACLES

Creatures with tentacles (or vines or appendages that function like tentacles) may make a number of attacks each round at no penalty. The specific number is listed in the beast's description.

Tentacles cause the creature's Strength in damage, and add +2 to rolls to grappling tests, including those made to hold onto entangled prey. (Make sure to check out the revised Grappling rules on page 70).

Severing a tentacle is a Called Shot at −2. If damage exceeds the creature's Toughness, it's severed and the monster is Shaken. If it was already Shaken, it takes a wound.

Attacking a tentacle that has Bound or Entangled a friend is just like attacking characters in melee and uses the Innocent Bystander rules from *Savage Worlds*.

ALARDACTYL

They were alardactyls, mostly, similar to Earth's flying mammals—strange beasts with brilliant silver eyes that turned gold when they sighted prey.

Arborian alardactyls may not be big, but their talons and beaks can rip through flesh. While they may at first resemble mad squirlons (they have four legs plus a pair of wings) at least in silhouette, alardactyls are true birds with long, brightly hued tail feathers, feathers highly valued by the tree men of Arboria.

Those who witness the diving attack of an alardactyl (preferably when not the target of the attack) will note the shimmering silver eyes that flash gold whenever they go in for the kill.

Attributes: Agility d10, Smarts d4(A), Spirit d6, Strength d4, Vigor d6
Skills: Fighting d6, Notice d10, Stealth d8
Pace: 2; **Parry:** 5; **Toughness:** 3
Special Abilities:

- **Bite/Claws:** Str.
- **Blind:** With a raise on its Fighting roll, the foe is hit in the eye, inflicting a −2 penalty to tasks that require sight for the next ten minutes.
- **Flight:** Flying Pace 8", Climb 2.

- **Size −2:** Alardactyls measure up to 2' in height.
- **Small:** Attackers suffer a −2 penalty to attack rolls because of the beast's size.

ARMOSAUR

The armosaur leaps away, zigzagging through the forest with fierce snarls.

Man-sized, forest-dwelling predators, armosaurs look like misshapen red-skinned dinosaurs with articulated tails that leap about like kangaroos. Their powerful back legs can propel them at extremely high velocity. Armosaurs on the prowl typically remain still until prey draws near at which point they spring into action, surprising their victims and sinking their claws and teeth into them before they have a chance to escape.

Attributes: Agility d8, Smarts d6(A), Spirit d6, Strength d10, Vigor d8
Skills: Fighting d8, Notice d8, Stealth d10, Tracking d8
Pace: 8; **Parry:** 6; **Toughness:** 8 (2)
Special Abilities:

- **Armor +2:** Armosaurs are known for their thick, warty hide. Some people have been known to fabricate leather armor from armosaur hide.
- **Bite/Claws:** Str+d8.
- **Fleet-Footed:** Armosaurs roll a d10 when running instead of a d6.
- **Tail Slap:** Str+d4. The creature may make a free attack against a second foe to its side or rear at no penalty.

BLOODWOLF

But the slavering bloodwolves cannot be diverted from the trail—they lead the hunters to the same tree!

Native to Tropica, bloodwolves are large, gray, feral wolves with a heightened sense of smell, especially for blood. Because of this, they are often employed by the Tropicans for hunting and tracking and when domesticated, make for loyal companions.

Attributes: Agility d8, Smarts d6(A), Spirit d6, Strength d8, Vigor d8
Skills: Fighting d8, Notice d10, Stealth d8, Tracking d8
Pace: 10; **Parry:** 6; **Toughness:** 6
Special Abilities:

- **Bite/Claws:** Str+d6.
- **Blood-Seeker:** If a scent article is presented to a bloodwolf (bloodstained clothing, personal item, or even a footprint), it adds +2 to its Notice and Tracking rolls to detect that quarry for the next week.
- **Fleet-Footed:** Bloodwolves roll a d10 when running instead of a d6.
- **Go for the Throat:** With a raise on the attack roll, the wolf hits the target's most weakly armored location.

BORE WORM [SWARM]

"Bring me the bore worms."—General Klytus

Bore worms are tiny but potentially deadly creatures found in the deepest jungles of Arboria. They are nocturnal, and are attracted to body heat. When they make contact with flesh, they burrow through the skin after introducing a local anesthetic so that the initial penetration feels like little more than the mild sting of an insect.

Once through the epidermis, bore worms begin to feed on the fatty tissues beneath the skin and emit waste that has a psychotropic effect on the victim giving them a sense of euphoria. Exposure to a heal-o-ray (on a low frequency setting) neutralizes living bore worms.

Fortunately for victims of these parasites, bore worms only lay eggs in dead flesh.

Attributes: Agility d8, Smarts d4(A), Spirit d6, Strength d4, Vigor d6
Skills: Notice d6
Pace: 4; **Parry:** 4; **Toughness:** 5
Special Abilities:

- **Infravision:** Halve penalties for bad lighting against heat-generating targets. (Swarms don't actually make attack rolls, but their ability to sense heat means they can follow prey even in absolute darkness.)
- **Internal Feeding:** A wound means some of the creatures have burrowed into the victim's skin. This causes an automatic wound each day. Removing the bore worms requires at least an hour of exposure to a heal-o-ray or complex surgery (Healing roll at −4).
- **Euphoric Toxins:** While feeding on their victims, bore worms expel a psychotropic toxin that creates a sense of euphoria. Penalties due to wounds or Fatigue are temporarily reduced by 2 until the worms are removed.
- **Swarm:** Parry +2; automatically causes 2d4 damage in a Medium Burst Template; cutting and piercing weapons have no effect; may split into two smaller swarms (Small Burst Template). Bore worm swarms are foiled by jumping in water, however this has no effect on them once they have penetrated flesh.

CAVE DRAGON ["KOMOK"]

Flash Gordon, perched on a ledge outside Zug's cave, fires again and again at the charging head of Komok, eater of men!

The primitive cliff men of Kira believe that only one of these gargantuan creatures prowls the caves and valleys of their home and refer to them in the singular as "Komok." In truth, a few of these shockingly long-necked, flightless cave dragons have been observed from the air, though they tend to be solitary beasts, thus the rarity of their appearances.

Attributes: Agility d8, Smarts d6(A), Spirit d10, Strength d12+6, Vigor d12
Skills: Fighting d10, Intimidation d12, Notice d10
Pace: 6; **Parry:** 7; **Toughness:** 25 (4)
Special Abilities:

- **Armor +4:** Scaly hide.
- **Bite/Claws:** Str+d8, Reach 3.
- **Gargantuan:** Heavy Armor; attacks count as Heavy Weapons; +4 to be hit

by human-sized creatures; add Size to damage rolls when stomping but subtract the Size of the foe.

- **Hardy:** Cave dragons do not suffer a wound from being Shaken twice.
- **Size +13:** Cave dragons are well over 100' long from snout to tail.
- **Weakness (Bright Light):** Cave dragons exposed to bright light (rays, explosions, deflected sunlight, etc.) must make a Vigor roll or be Shaken.

CAVEMAN

The cave man's claws, iron hard from digging through ice and rocks, are crushing out Flash's life—

Whether the red-haired cliff men of Kira or the brutal fur-men of the ice caverns of Valkr, primitive, club-wielding humanoids can be found in remote recesses all across Mongo. Most have sloping foreheads, hunched backs, and wild eyes. Some are tribal and remain in the same place (and this includes caves) for generations, while others roam about the land in small nomadic bands of 10–20 individuals.

Cavemen generally wear animal skins or crudely woven cloth. They speak a broken version of the common tongue and can communicate with most intelligent creatures, though their comprehension of the outside world is limited.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d10, Vigor d8
Skills: Athletics d6, Fighting d8, Intimidation d8, Notice d6, Stealth d6, Tracking d6
Cha: −2; **Pace:** 6; **Parry:** 6 or 7 (spear); **Toughness:** 7
Hindrances: All Thumbs, Mean
Edges: Brawny, Combat Reflexes
Gear: Club (Str+d4) or spear (Str+d6, Parry +1, Reach 1).

CHIEFTAIN

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d10, Vigor d10
Skills: Athletics d6, Fighting d10, Intimidation d10, Notice d6, Stealth d6, Tracking d8
Cha: −2; **Pace:** 6; **Parry:** 7 or 8 (spear); **Toughness:** 8
Hindrances: All Thumbs, Mean
Edges: Brawny, Combat Reflexes, Sweep
Gear: Large club (Str+d6) or spear (Str+d6, Parry +1, Reach 1).

CAVERNOSAUR

Finally, with a grisly roar of hunger, the cavernosaur rushes at the two weary humans: "Look out!" Desira screams—

Aggressive creatures of Tropica, cavernosaurs are territorial cave dwellers that resemble large Earth leopard seals.

Attributes: Agility d6, Smarts d4(A), Spirit d6, Strength d12+7, Vigor d8
Skills: Fighting d8, Notice d6, Stealth d8, Stealth d6,
Pace: 4; **Parry:** 6; **Toughness:** 13
Special Abilities:

- **Aquatic:** Pace 8.
- **Bite/Claws:** Str+d6.
- **Bull Rush:** If a cavernosaur gets a raise on its Fighting roll, add bonus damage as usual. The foe is also knocked back 2d6"—add an additional +d6 damage to the total if the victim hits a solid object.
- **Large:** Attackers add +2 to their attack rolls when attacking a cavernosaurs due to their large size.
- **Size +7:** Cavernosaurs can grow up to 25' in length.
- **Tail Slap:** Str+d4. The creature may make a free attack against a second foe to its side or rear at no penalty.

CITIZEN

On the palace balcony, before the madly-cheering citizens, Flash and Gundar restore Desira to her throne…

From city-dwellers living and working in Mingo (merchants, engineers, technicians, etc.) to villagers toiling the

fields in rural corners of the globe, these are the average folks who make up the general population of Mongo.

Note that the following stats are for average Mongonians. For citizens of other races, simply add the appropriate special abilities.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Fighting d4, Notice d6, Profession (Various) d6, Shooting d4
Cha: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 5
Hindrances & Edges: —
Gear: While arms are regulated in many of the big cities, it is not uncommon to meet people in the wild wielding some sort of gun or at least a knife.

CONSTRICTOSAURUS

Flash Gordon, captured by Emperor Ming, the Merciless, is placed in an underground dungeon, there to meet a horrible constrictosaurus—

Constrictosauruses are large (10′ long), four-legged lizards with snake-like bodies that they use to crush prey. Constrictosauruses are known to change skin color from dull green to vibrant red when angered or attacking thus the Arborian rhyme, "If green, serene. If red, you're dead."

When hunting, they attempt to grapple their foe first, then bite.

Attributes: Agility d4, Smarts d4(A), Spirit d6, Strength d10, Vigor d6
Skills: Fighting d6, Notice d10, Stealth d6
Pace: 4; **Parry:** 5; **Toughness:** 6
Special Abilities:
- **Bite:** Str+d4.
- **Grappler:** +2 when attempting to grapple or hold entangled foes.
- **Size +1:** The beasts are 10′ long.

DACTYL BAT

As the rocket roars into the vast cave, it is attacked by a swarm of ferocious dactyl bats.

The most feared enemy of the death dwarfs of Kira, these large, flying reptiles are known to hunt in packs, snatching unsuspecting prey from the ground and occasionally attacking air vehicles. With wingspans of up to 15′, dactyl bats can easily grab and lift human-sized prey in their claws and carry it back to their lairs.

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d12+3, Vigor d10
Skills: Fighting d10, Intimidation d10, Notice d8, Stealth d8
Pace: 4; **Parry:** 7; **Toughness:** 14 (4)
Special Abilities:
- **Armor +4:** Scaly hide.
- **Bite/Claws:** Str+d6.
- **Death From Above:** A flying dactyl bat that hits with a raise causes bonus damage as usual. It also grasps its prey in its claws and moves the remainder of its Flight Pace. The next round, the dactyl bat drops its prey from about 30′ up (3d6+3 damage, see **Falling** in *Savage Worlds*). Characters on Hold or who have not yet taken their action may attempt to hold on by making an opposed Strength roll. If successful, the prey continues to struggle. With a raise, the victim forces the dactyl bat close enough to a landing spot to jump free without taking damage.
- **Flight:** Flying Pace 14", Climb 1.
- **Size +3:** 15′ wingspan.

DEATH BIRD

Ala's whistle brings a swarm of death birds, but Flash's rapid fire downs them before they can emit their fatal poison.

These large, agile birds of prey hail from the land of the Queen Ala, also known as Birdland. While they resemble normal raptors with lengthened beaks and shimmering green feathers, they possess a dangerous secret within their wings in the form of glands that generate a toxic and potentially lethal poison. While death birds always attack with their talons first, if threatened, they vigorously shake their wings in the faces of their opponents releasing clouds of poisonous vapors.

Like many raptors, death birds mate for life and return to the same nesting area year after year.

Attributes: Agility d10, Smarts d4(A), Spirit d6, Strength d6, Vigor d8
Skills: Fighting d6, Notice d12, Shooting d8, Stealth d8
Pace: 8; **Parry:** 5; **Toughness:** 5
Special Abilities:

- **Blind:** With a raise on its Fighting roll, the foe is hit in the eye, inflicting a –2 penalty to tasks that require sight for the next ten minutes.
- **Fatal Wings:** The wings of death birds contain glands that emit a lethal poison they fire into the faces of their opponents. This is a Shooting attack against a single target per bird. Anyone hit must make a Vigor roll or become Incapacitated. Death follows in 2d6 rounds unless an ally makes a successful Healing roll at –2. Victims wearing gas masks or completely sealed suits are immune. Each bird may only spray poison once as it takes an entire solar day for the glands to fully recharge.
- **Flight:** Flying Pace 10", Climb 2.
- **Size –1:** Death birds stand about 3' tall.
- **Talons:** Str+d6.

DEVOUROSAURUS

With one swipe of its mighty claw, the devourosaurus disarms Flash and forces him to flee to the rocket ship…

Devourosauruses prowl the depths of the Sea of Mystery not far from the underwater city of Coralia. Often found among reefs, sunken ruins, or wrecks, these creatures are territorial, but will normally not attack human-sized opponents or larger unless provoked.

Attributes: Agility d8, Smarts d4(A), Spirit d6, Strength d12+7, Vigor d10
Skills: Fighting d8, Notice d6, Stealth d8
Pace: —; **Parry:** 6; **Toughness:** 14
Special Abilities:

- **Aquatic:** Pace 8.
- **Bite/Claws:** Str+d8.
- **Large:** Attackers add +2 to their attack rolls when combating a devourosaurus due to their size.
- **Size +7:** Devourosauruses can grow up to 25′ in length.

DRAGON-BAT

Suddenly, he finds himself being attacked by great, dragon-bats, their sword-like beaks thirsting for his blood!

Roughly twice the size of a large raptor, dragon-bats are gray leather-winged fliers that look a bit like a pterodactyl with long, sword-like beaks they use to stab their prey and drain them of blood.

Attributes: Agility d10, Smarts d4(A), Spirit d6, Strength d6, Vigor d6
Skills: Fighting d6, Notice d10, Stealth d10
Pace: 3; **Parry:** 5; **Toughness:** 4
Special Abilities:

- **Blood Madness:** Once a dragon-bat tastes blood (causes a Shaken result or higher), it goes mad and gains the Improved Frenzy and Berserk Edges for the rest of the combat.
- **Flight:** Flying Pace 8″, Climb 2.
- **Size –1:** The bodies of dragon-bats are about the size of medium dogs with 6′–8′ wide wingspans.
- **Sword Beak:** Str+d4.

DRAGON MAN

Princess Aura, beautiful daughter of Ming, the Merciless, enters the arena on a golden throne carried by six blue dragon men.

The blue-skinned, horned dragon men of Mongo are a hybrid, humanoid species sporting lizard-like features including powerful reptilian legs. Hailing from Volcano World, the dragon men have thick, heat-resistant hides that keep them safe and cool while wandering the blasted plains.

Ming has enslaved a number of these creatures for use in the tournament of death where they perform a wide variety of tasks beyond just fighting in the pits.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d10, Vigor d8
Skills: Athletics d8, Fighting d10, Notice d8, Stealth d6
Cha: 0; Pace: 7; **Parry:** 7; **Toughness:** 8 (2)
Hindrances: —
Edges: Combat Reflexes, Frenzy
Gear: Scimitar (Str+d8).
Special Abilities:

- **Armor +2:** Scaly hide.
- **Bite/Claws:** Str+d4.
- **Environmental Resistance (Heat):** +4 to Vigor rolls to resist heat, subtract four from heat-based damage.

DROK

As the giant red droks rush toward their terrified victim, Flash hears the mocking laughter of the emperor!

Droks (also known as iguanathons) are ochre-colored, fin-backed dinosaurs resembling medium-sized Earth stegosauri, but ill-tempered and carnivorous. The humped backs of these plated lizards feature a double row of leaf-shaped plates that run from the back of the skull down the tail and help with defense and body temperature regulation.

At the very tip of their tails is a collection of bony spikes that droks can use to strike at targets to the rear.

Droks are native to the fiery wastes of Volcano World, though Ming has dumped several into the Tunnel of Terror to act as guard dogs.

Attributes: Agility d8, Smarts d4(A), Spirit d6, Strength d12+6, Vigor d12
Skills: Fighting d8, Intimidation d8, Notice d8

Pace: 8; **Parry:** 6; **Toughness:** 16 (2)
Special Abilities:

- **Armor +2:** Droks have tough hide.
- **Bite/Claws:** Str+d8.
- **Large:** Attackers add +2 to their attack rolls when attacking a drok due to its large size.
- **Size +6:** Droks are over 20′ long from nose to tail.
- **Tail Slap:** Str+d6. The creature may make a free attack against a second foe to its side or rear at no penalty.

DWARF

Waiting until Flash, Dale and Prince Barin are almost upon them, the three howling dwarfs leap to the attack!

A number of dwarfen races exist across Mongo of varying stature, skin color, and temperament. Despite the term "dwarf," these diminutive Mongonians are more akin to what might be described as "half-folk" in some settings.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d6
Skills: Athletics d6, Fighting d6, Intimidation d6, Notice d8, Shooting d6, Stealth d8
Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 4
Hindrances: Small
Edges: Various
Gear: Short sword (Str+d6).
Special Abilities:

- **Low Light Vision:** Dwarf eyes are accustomed to the dark of their subterranean cities. They can see in all but pitch black conditions and ignore attack penalties for Dim and Dark lighting.

FIRE-DRAGON

As the four fugitives try to circle the Niagara of flaming lava, a hideous fire-dragon bellows its challenge—

Fire-dragons are enormous, six-legged fire-breathers of the Tropican Fiery Desert. Also known as desert dragons, these formidable creatures are able to survive and even thrive in super-heated rivers of magma which makes them difficult to defeat as their thick, rock-like hides are resistant to the burning effects of most ray guns. In fact, the only areas truly vulnerable to attack are their eyes that can be securely hidden behind hard, dense lids.

Fire-dragons that wander too far from their molten lairs can actually find their super-heated hides cooling and even solidifying. There are rumors of fire-dragon "statues" found near the borders of the Fiery Desert.

Attributes: Agility d8, Smarts d6(A), Spirit d10, Strength d12+9, Vigor d12
Skills: Fighting d10, Intimidation d10, Notice d8, Shooting d10
Pace: 4; **Parry:** 7; **Toughness:** 25 (8)
Special Abilities:

- **Armor +8:** Fire-dragons have incredibly thick, rock-like hides.
- **Bite/Claws:** Str+d8.
- **Fear (–2):** Anyone who sees a fire-dragon must make a Fear check at –2.
- **Fiery Breath:** Fire-dragons breathe a cone of fire (see **Cone Attacks**, page 141) that cause 2d10 damage.
- **Huge:** Attackers add +4 to their attack rolls when attacking fire-dragons due to their size.
- **Immunity (Heat):** They are immune to all fire and heat based attacks and effects.
- **Lava Swimmer:** Pace 8 in lava pools and rivers.
- **Environmental Resistance (Heat):** +4 to Vigor rolls to resist heat, subtract four from heat-based damage.
- **Size +9:** Fire-dragons measure 40′ from nose to tail.
- **Tail Lash:** Str+d4. The creature may make a free attack against up to two foes to its side or rear at no penalty.

Fume Dragon ("Sulpha")

Failing in their excitement, to notice the warning on the door, they slide toward the pit where dwells Sulpha, sacred dragon of the hawkmen whose very breath is deadly poison!

Fume dragons are rare creatures that wander the desolate plains of Flame World in search of prey. According to ancient writ, one of these creatures, who called himself Sulpha, was able to speak and dictated prophecy to a hawkman hermit who had voluntarily clipped his own wings and escaped to live out the rest of his days high in the Magnetic Mountains. Ever since then, hawkmen communities have kept a fume dragon in captivity, naming it Sulpha in honor of that legendary beast.

Attributes: Agility d8, Smarts d6(A), Spirit d10, Strength d12+4, Vigor d12
Skills: Fighting d10, Intimidation d12, Notice d8, Shooting d8
Pace: 6; **Parry:** 7; **Toughness:** 14 (4)
Special Abilities:

- **Armor +4:** Scaly hide.
- **Bite/Claws:** Str+d8.
- **Fear:** Anyone who sees Sulpha must make a Fear check.
- **Poison Fumes:** Sulpha breathes poisonous gas from its nostrils (see **Cone Attacks**, page 141). Every target hit by the cone must then make a Vigor roll at −2 (−4 with a raise) or is paralyzed for 2d6 minutes.
- **Hardy:** The creature does not suffer a wound from being Shaken twice.
- **Size +2:** Sulpha stands 10' tall.

Gas-Spider

Glitra cries, "A gas-spider! And I left my gun home! Run!"

Gas-spiders, found throughout the more arid regions of Lostland, are roughly the size of large dogs with similarly structured mandibles. Capable of spinning sticky, thick webs strong enough to stop an automobile in its tracks, these ferocious arachnids live in nests of 1d6+2 spiders, often found just inside the sunless mouths of natural caves. Victims of a gas-spider's web are rendered unconscious with sleeping gas expressed from the spider's mouth.

Attributes: Agility d10, Smarts d4(A), Spirit d6, Strength d6, Vigor d6
Skills: Fighting d8, Intimidation d10, Notice d8, Shooting d10, Stealth d8
Pace: 8; **Parry:** 6; **Toughness:** 5
Special Abilities:

- **Bite:** Str+d4.
- **Knockout Gas:** A gas-spider can spray knockout gas in front of it as an action. Use the Cone Template, Targets hit by it are engulfed in a cloud of foul-smelling gas. Unless wearing a gas mask or sealed suit, they must make a Vigor roll at −2 or be Incapacitated for 1d4 hours.
- **Wall Walker:** Gas-spiders can walk on vertical surfaces at their Pace.
- **Webbing:** Gas-spiders cast webs from their thorax the size of Small Burst Templates. This is a Shooting roll with a range of 3/6/12. Success Entangles a target, and a raise Binds them (page 70). The webs are Toughness 7.

Giant

There are two distinct giant races found in the northern and southern polar regions of Mongo. In Frigia, to the north, they are unsophisticated, cave-dwelling brutes, while those of Naquk to the south are an advanced race on par with many of the other intelligent humanoid races of Mongo.

Frigian Giant

Having seized Dale and Ronal as slaves, the hairy giants march them toward their home in the icy wastes of the Mongo Northland.

The barbaric giants of the Frigian icy wastes tend to remain in their frozen lands and subterranean cave lairs, rarely venturing beyond their ice-encrusted borders. They are extremely aggressive to

visitors and have been known to capture, enslave, and occasionally consume those who may have strayed into their territory.

Unlike their southern cousins, Frigian giants live wherever they can find shelter, rarely building anything beyond crude lean-tos and primitive weapons.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12+2, Vigor d10
Skills: Athletics d6, Fighting d8, Intimidation d8, Notice d6
Cha: −2; **Pace:** 8; **Parry:** 6; **Toughness:** 11 (1)
Hindrances: All Thumbs, Clueless, Outsider (Major)
Edges: Combat Reflexes, Frenzy
Gear: Thick furs (+1), large club (Str+d10).
Special Abilities:

- **Big:** Frigian giants are −2 to use equipment and weapons designed for smaller beings (if a Trait roll is required). Equipment and resources for their size (including food) cost double the listed price. Lastly, Frigian giants cannot wear gear sized for smaller races including armor.
- **Environmental Weakness (Heat):** −4 to Vigor rolls to resist heat, add +4 to heat-based damage.
- **Environmental Resistance (Cold):** +4 to Vigor rolls to resist cold, subtract four from cold-based damage.
- **Size +3:** Giants average between 12′–15′ tall.

NAQUK GIANT

The army of the giant, Naquk, the Ice King, sets out on hundreds of huge tractor sleds to go to the aid of their supreme emperor, Ming the Merciless—

Unlike the Frigian giants, the giants that hail from Naquk are sophisticated enough for day-to-day integration among the other advanced races of Mongo. While most giants are raised as warriors and trained in the fighting arts, technology, medicine, and other sciences are not unknown to those who dwell in the South Polar Cap.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d12, Vigor d10
Skills: Athletics d6, Fighting d8, Intimidation d6, Notice d6, Shooting d8
Cha: −2; **Pace:** 8; **Parry:** 6; **Toughness:** 12 (2)
Hindrances: Outsider (Major)
Edges: —
Gear: Chain shirt (+2), huge long sword (Str+d10), ray gun pistol (Range 12/24/48, Damage 2d6+2, RoF 1).
Special Abilities:

- **Big:** Naquk giants are −2 to use equipment and weapons designed for smaller beings (if a Trait roll is required). Equipment and resources for their size (including food) cost double the listed price. Lastly, Naquk giants cannot wear gear sized for smaller races including armor.
- **Environmental Weakness (Heat):** −4 to Vigor rolls to resist heat, add +4 to heat-based damage.
- **Environmental Resistance (Cold):** +4 to Vigor rolls to resist cold, subtract four from cold-based damage.
- **Size +3:** Giants average between 12′–15′ tall.

GLACIER MONSTER

Horror shocks the explorers, as the glacier monster blasts two of them into nothingness with a touch.

Glacier monsters are extraordinarily rare, gargantuan, land-dwelling krakens that call the frozen wastes of Frigia home. Tenacious and armed with powerful bioelectrical organs capable of shocking and even disintegrating targets, these electrophorus beasts are truly the terror of the icy kingdom.

At the tips of each of the creature's eight tentacles are found tongue-like electrical organs along with highly sensitive eyes. Glacier monsters can insert these tentacles into hard to reach spaces and seek out prey.

Attributes: Agility d6, Smarts d10(A), Spirit d8, Strength d12+12, Vigor d12

Skills: Fighting d12, Intimidation d10, Notice d8
Pace: 12; **Parry:** 8; **Toughness:** 20
Special Abilities:

- **Bite:** Str+d12.
- **Electric Attack:** When dealt a face card in combat, a glacier monster foregos its usual tentacle melee attacks to fire a single electric blast the size of a Medium Burst Template at any point within 24". No Shooting roll is required, but since the attack requires a visible buildup, victims may make an Agility roll at −2 to leap out of the way. Those who fail take 3d6 damage.
- **Fear (−4):** Anyone who sees a glacier monster must make a Fear check at −4.
- **Gargantuan:** Heavy Armor; attacks count as Heavy Weapons; +4 to be hit by human-sized creatures; add Size to damage rolls when stomping but subtract the Size of the foe.
- **Hardy:** The creature does not suffer a wound from being Shaken twice.
- **Low Light Vision:** Glacier monsters ignore penalties for Dim and Dark lighting.
- **Immunity (Energy):** The creature is completely immune to all atom, electric, and "ray"-based energy weapons.
- **Size +12:** Glacier monsters are absolutely massive beasts averaging 80' across with tentacles over 30' long.
- **Tentacles:** Reach 4. A glacier monster may make up to four attacks each round, adds +2 to grappling rolls, and causes its Strength in damage.

GOCKO

"A gocko! We are lost! We broke through the tunnel of one of the fearful underground dragons." – Prince Barin

Gockos are enormous, six-legged underground dragons with saw-toothed beaks and two powerful arms that end in massive, crushing claws. They are voracious hunters who attack anything or anyone they can crack or rend with their mighty claws.

Attributes: Agility d6, Smarts d6(A), Spirit d8, Strength d12+7, Vigor d12
Skills: Fighting d10, Intimidation d10, Notice d8, Stealth d6
Pace: 6; **Parry:** 7; **Toughness:** 19 (4)
Special Abilities:

- **Armor +4:** Heavy Armor. Gockos have thick, interlocking, natural armor.
- **Bite/Claws:** Str+d8, AP 2.
- **Large:** Attackers add +2 to their attack rolls when attacking a gocko due to its large size.
- **Size +7:** Gockos are over 25' long from snout to tail.

GRYPH

The gryphs of Tropica are noted for two qualities—their viciousness and their speed.

While horn-horses are used as steeds in many of the kingdoms of Mongo, Tropicans prefer the sure-footed gryphs with their odd feline facial features and large golden beaks. Lithe and even-tempered, the majestic gryphs offer a smooth ride and a pleasant, loyal demeanor. They are known to purr

like big cats when groomed and can emit a piercing and intimidating shriek when threatened.

Attributes: Agility d10, Smarts d4(A), Spirit d6, Strength d10, Vigor d8
Skills: Fighting d6, Intimidation d6, Notice d8
Pace: 10; **Parry:** 5; **Toughness:** 8
Special Abilities:
- **Bite/Kick:** Str+d6.
- **Fleet-Footed:** Gryphs roll a d8 when running instead of a d6.
- **Size +2:** Gryphs weigh between 800 and 1000 pounds.
- **Won't Swim:** Gryphs hate water and won't enter water. If forced to somehow, they suffer a –4 penalty.

HARPY BAT

"Watch out! Harpy bats!"—Captain Truno

Flying, green, bat winged reptiles of Arboria, harpy bats are man-sized creatures that resemble Earth pterodactyls, albeit with odd fluke tails similar to those found on whales.

Attributes: Agility d6, Smarts d4(A), Spirit d6, Strength d8, Vigor d8
Skills: Fighting d8, Notice d8, Stealth d6
Pace: 2; **Parry:** 6; **Toughness:** 6
Special Abilities:
- **Bite/Claws:** Str+d6.
- **Flight:** Flying Pace 12", Climb 2.

HAWKMAN

Pennants flying, lances held in readiness, a squadron of savage hawkmen hurtles from the skies!

At first glance, hawkmen bear a striking resemblance to most human species, however this is soon betrayed by the appearance of their expansive, bird-like wings. These wings are attached at the shoulder blades and reach a span of eight to ten feet when fully extended. As flight comes naturally to hawkmen, they do not require any special skills to do it.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Athletics d6, Fighting d8, Notice d6, Shooting d6, Stealth d8
Cha: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 5
Hindrances: —
Edges: —
Gear: Light pistol (Range 12/24/48, Damage 2d6).
Special Abilities:
- **Flight:** Flying Pace 6", Climb 0.

HORN-HORSE

The hawkman comes thundering at the weaponless Flash Gordon, who drops over on the right side of his horn-horse to make a smaller target.

Common riding animals found in most of the temperate kingdoms of Mongo, horn-horses resemble typical Earth horses (and come in a variety of breeds, sizes, and colors), but stand apart from them thanks to a single curved horn growing from their foreheads that they can use as a weapon when charging.

Attributes: Agility d8, Smarts d4(A), Spirit d6, Strength d12+1, Vigor d8
Skills: Fighting d4, Notice d6
Pace: 10; **Parry:** 4; **Toughness:** 8
Special Abilities:

- **Fleet-Footed:** Horn-horses roll a d8 when running instead of a d6.
- **Horn/Kick:** Str.
- **Gore:** If the creature moves at least 6" before attacking, it adds +4 to damage inflicted with its horn.
- **Size +2:** Horn-horses weight between 800 and 1000 pounds.

HORN SNAKE

As they walk through a dark tunnel, a deadly horn snake loosens its hold on a stalactite and weaves toward them…

Horn snakes are large (25'–30' long), green serpents found in the caves of Kira. While they resemble snakes, they actually have six small forelimbs that they use to help maneuver themselves upwards onto the cave ceilings where they wait for unsuspecting prey at which point they slither downwards, quickly spiraling around stalactites from which they hang and striking by biting and goring with their single horn.

Attributes: Agility d8, Smarts d4(A), Spirit d8, Strength d12+5, Vigor d8
Skills: Fighting d8, Notice d10, Stealth d8, Tracking d6
Pace: 8; **Parry:** 6; **Toughness:** 11
Special Abilities:

- **Bite/Horn:** Str+d6.
- **Gore:** If the creature moves at least 6" before attacking, it adds +4 to damage inflicted with its horn.
- **Large:** Attackers add +2 to their attack rolls when attacking horn snakes due to their size.
- **Size +5:** Horn snakes average between 25' and 30' in length.
- **Strike:** If a horned snake gets a raise with a bite attack, it rolls bonus damage and entangles its victim (see **Grappling** on page 70).

HORNED APES

Grombo is unaware that his movements are being watched by the terror of the forests—the horned ape-men of Mongo!

The primitive horned ape-men, also known as orangapoids, are orange-furred tree-dwellers of Arboria with long tails and twin horns protruding from their heads. Tribal in nature, ape-men are usually ruled by the smartest or the strongest member of their tribe that they refer to as the "prime ape."

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d8, Vigor d8
Skills: Athletics d8, Fighting d8, Intimidation d8, Notice d6
Cha: 0; **Pace:** 6; **Parry:** 7 or 8 (spear); **Toughness:** 6
Gear: Large club (Str+d6) or spear (Str+d6, Parry +1, Reach 1, 2 hands).
Hindrances: All Thumbs, Loyal (to prime)
Edges: Acrobat, Combat Reflexes
Special Abilities:
- **Claws/Horn:** Str+d6.
- **Gore:** If the creature moves at least 6" before attacking it adds +4 to damage inflicted with its horn.
- **Racial Enemy:** −4 Charisma when dealing with Arborians.

PRIME

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d10, Vigor d8
Skills: Athletics d8, Fighting d10, Intimidation d10, Notice d8
Cha: 0; **Pace:** 6; **Parry:** 8 or 9 (spear); **Toughness:** 6
Gear: Large club (Str+d6) or spear (Str+d6, Parry +1, Reach 1, 2 hands).
Hindrances: All Thumbs
Edges: Acrobat, Combat Reflexes, Command
Special Abilities:
- **Claws/Horn:** Str+d6.
- **Gore:** If the creature moves at least 6" before attacking, it adds +4 to damage inflicted with its horn.
- **Racial Enemy:** −4 Charisma when dealing with Arborians.

HORSE-BIRD

Avion lands a blow on the wing of Flash's mount. The crippled horse-bird fights to keep on flying.

These enormous gray raptors of Birdland are used by the kingdom's elite flying raiders under the command of Captain Avion. In the wild, horse-birds prefer nesting in tall, rocky crags.

Attributes: Agility d8, Smarts d6(A), Spirit d6, Strength d10, Vigor d8
Skills: Fighting d8, Notice d6
Pace: 4; **Parry:** 6; **Toughness:** 8
Special Abilities:
- **Bite/Claws:** Str+d6.
- **Flight:** Flying Pace 8", Climb 2.
- **Size +2:** Horse-birds are the size of large horses with massive wings.

ICE BEAR

Hours later, while Flash is busily trailing an ice bear—another hungry creature stalks Flash as food!

Ice bears are the Frigian equivalent to Earth polar bears, but not nearly as large. Like standard polar bears, they have wide feet for traversing snow and ice and they can dive into the polar waters for food. They are hunted throughout the frozen kingdom for their meat and their thick pelts.

Attributes: Agility d6, Smarts d6(A), Spirit d8, Strength d12+2, Vigor d12
Skills: Fighting d8, Intimidation d8, Notice d6, Stealth d8, Tracking d8
Pace: 6; **Parry:** 6; **Toughness:** 12 (1)
Special Abilities:
- **Armor +1:** Dense fur and thick fat layers.
- **Bite/Claws:** Str+d6.
- **Environmental Resistance (Cold):** +4 to Vigor rolls to resist cold, subtract four from cold-based damage.

- **Size +3:** Ice bears stand up to 9′ tall and weight over 1000 pounds each.

ICE WORM, GIANT

The smell of blood brings a giant ice-worm out of a crack in the glacier!

Terrifying Frigian glacier dwellers, giant ice worms are long (75′ to 100′ in length), thin, furred serpents with surprisingly nimble tentacle-like appendages they use to grasp and lift prey to their beaks. Often lying in a torpid state to conserve energy and heat, ice worms have an especially keen sense of smell, especially when the odor of freshly spilled blood is on the wind, and will snap awake and slither out to pursue their next meal.

Ice worms carve tunnels through the ice and deep snow, leaving dangerous hollows that can become death traps for those on the surface. When they do burrow, the rhythmic vibrations can be sensed by those above, and skilled ice worm hunters are able to track the creatures through these vibrations.

Attributes: Agility d6, Smarts d4(A), Spirit d8, Strength d12+8, Vigor d12
Skills: Fighting d8, Intimidation d6, Notice d10, Stealth d8
Pace: 6; **Parry:** 6; **Toughness:** 18 (2)
Special Abilities:

- **Armor +2:** Layers of thick, draping hair.
- **Bite:** Str+d8.
- **Burrow (20″):** Ice worms can disappear into snow and ice and reappear on the following action anywhere within 20″.
- **Grappler:** +2 when attempting to grapple or hold entangled foes.
- **Huge:** Attackers add +4 to their attack rolls when attacking water worms due to their size.
- **Immunity:** Cold and cold-based attacks.
- **Size +8:** Giant ice worms measure 75′–100′ long and 5′ or more in diameter.

KORVIA

A half-mile down the river, they are startled as a great fish breaks water—"A korvia," says Fria, excitedly, "It's good to eat, but it's dangerous!"

Korvias are large, predatory swordfish native to the icy waters and caves of Frigia, sought after by the fishermen of the frozen kingdom for their meat and oil. Contrary to popular belief, korvias do not stab with their sword-like bills; however, they will slash at attackers, often before quickly turning and escaping at great velocity.

Attributes: Agility d8, Smarts d4(A), Spirit d8, Strength d12+2, Vigor d12+3
Skills: Fighting d8, Notice d6
Pace: —; **Parry:** 7; **Toughness:** 12
Edges: Improved Frenzy
Special Abilities:

- **Aquatic:** Pace 10.
- **Sword Bill:** Str+d4, Parry +1.
- **Size +3:** Korvias average over 10′ in length and weight up to 1500 pounds.

LION MAN

The ship crashes!—The cabin is torn open and Flash is flung clear!—A weird, giant figure emerges from the nearby wreckage of a space-gyro—a lion man of Mongo!

Lion folk look a bit like bipedal versions of their Earthly namesakes, even down to their thick, tufted tails. Similarly, the males of the species display luxurious manes. They have sharp teeth and claws (both of which can be used to great effect in combat), though they are capable of wielding a variety of weapons in their dexterous paws.

While lion men are a savage, predatory, and occasionally cruel race, they are also proud and fiercely loyal creatures. The nomadic lion men hail from a grassy region northwest of Mingo where they are led by King Jugrid, considered one of the three mightiest rulers of Mongo (alongside Vultan and Ming).

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d6
Skills: Athletics d6, Fighting d6, Intimidation d6, Notice d6, Shooting d6, Stealth d6, Survival d6, Tracking d6
Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 7 (1)
Hindrances: —
Edges: —
Gear: Atom pistol (Range 5/10/20, Damage 2d10, Cooldown), claws (Str+d6), leather armor (+1).
Special Abilities:

- **Claws:** Str+d6.
- **Low Light Vision:** The eyes of lion men amplify light. They can see in all but pitch black conditions and ignore attack penalties for Dim and Dark lighting.
- **Racial Enemy:** Lion men and shark men are hereditary enemies which means they suffer a −4 Charisma when dealing with each other.
- **Size +1:** Lion men are slightly larger than average-sized Mongonians.

LIZARD MAN

Like a thunderbolt, the lizard men strike! They drop from the top and sides of the tunnel—Flash is knocked out—Dale's signal gun shrieks its siren as she fires bolt after bolt at the charging man-beasts!

The fanged, savage, and carnivorous lizard men dwell in the subterranean cave world of Kira where they are ruled by a monarch known as the Grand Dragon. Fairly primitive, the saurian lizard men shun most technology and prefer to wield crudely forged spears, knives, and two-pronged fighting forks.

Lizard men have thick, warty green carapaces and a row of spines running from the tops of their horned heads, down their backs to the tips of their long tails.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6
Skills: Athletics d8, Fighting d8, Intimidation d6, Notice d8, Stealth d6
Cha: −2; **Pace:** 6; **Parry:** 6 or 7 (Fork); **Toughness:** 7 (2)
Hindrances: Outsider (Minor)
Edges: Alertness
Gear: Fork (Str+d6, Parry +1, Reach 1).
Special Abilities:

- **Armor +2:** Thick warty skin.
- **Bite/Claws: Str+d4.**
- **Environmental Resistance (Heat):** +4 to Vigor rolls to resist heat, subtract four from heat-based damage.
- **Environmental Weakness (Cold):** −4 to Vigor rolls to resist cold, add +4 to cold-based damage.
- **Wall Walkers:** Lizard men can move up any rough vertical surface at their normal Pace. When hunting they often cling to stalactites and drop down on their prey from above.
- **Tail:** Lizard men can make an additional Fighting attack with their tail but suffer the normal multiple action penalty.

MAGNOPED

A heavy crashing noise reaches their ears… Suddenly, a giant magnoped lumbers into view!

Native to the jungles of Arboria, these massive, two-trunked, herbivorous elephants are powerful and intimidating foes. Based on historical records, Arborian war parties once tamed these beasts to use in war, but that practice has long since ceased and magnopeds are now found only in the wild.

Magnopeds are known to travel in herds, subdivided in family groups. While most magnopeds are gentle creatures, usually retreating from danger, bulls, especially those protecting the herd, may become extremely aggressive when threatened, loudly bellowing (in a kind of stereo) through their twin trunks.

Attributes: Agility d6, Smarts d4(A), Spirit d6, Strength d12+6, Vigor d12
Skills: Fighting d8, Intimidation d8, Notice d4
Cha: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 17 (2)
Special Abilities:

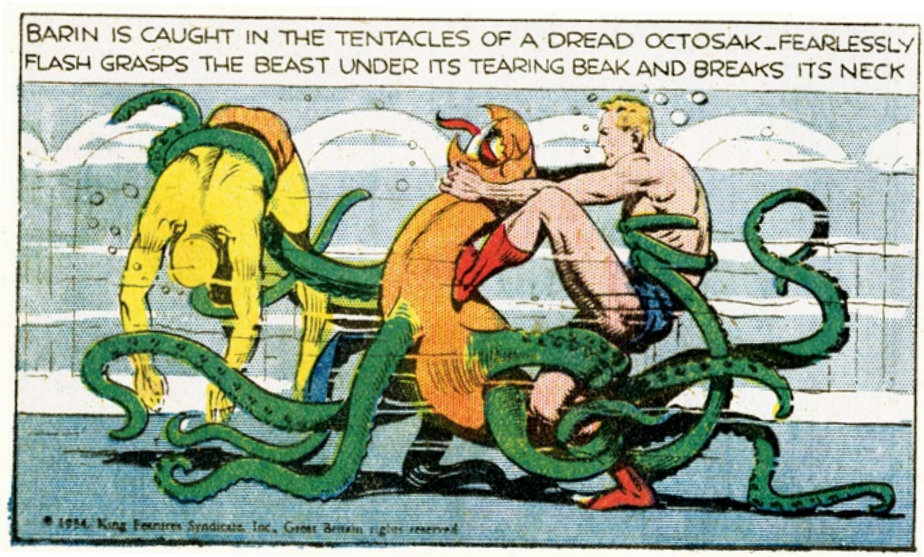
- **Armor +2:** Thick hide.
- **Hardy:** Magnopeds do not suffer a wound from being Shaken twice.
- **Large:** Attackers have +2 to attack rolls against magnopeds due to their size.
- **Size +7:** Magnopeds weigh over 8 tons.
- **Tentacles:** Reach 3. Magnopeds may make up to two attacks each round, add +2 to grappling rolls, and cause Strength in damage.
- **Trample:** A magnoped may trample by moving in a straight line of at least 6". Anything in its path must make an opposed Agility roll or suffer its Strength+d4 in damage.

MERMAN

The merman was pale green in color, his muscular body covered with fine glistening scales. His head was more reptilian than human with a row of fluttering gills beneath each ear hole.

Forget all you know of mermaids (little or otherwise) from the tales of Hans Christian Andersen. The mermen of Mongo are an aggressive, monstrous, amphibious race with reptilian features, blood red eyes, and rows of jagged teeth. Mermen prowl the swamps and seas of Mongo preying on unsuspecting sailors and attacking without prejudice until crews are dead and boats and ships lie wrecked beneath the waves.

They are intelligent creatures that fashion clothing, weapons, and armor from coral and seashells, though they are often armed with weapons plundered from shipwrecks.



Attributes: Agility d8, Smarts d6, Spirit d8, Strength d10, Vigor d8
Skills: Athletics d8, Fighting d8, Notice d6, Stealth d8
Pace: 4; **Parry:** 6 or 7 (Trident); **Toughness:** 8 (2)
Hindrances & Edges: —
Gear: Knife (Str+d4), trident (Str+d6, Parry +1, Reach 1).
Special Abilities:

- **Aquatic:** Pace 8.
- **Armor +2:** Mermen have thick, scaly skin that deflects blows.
- **Bite:** Str+d6.
- **Fear:** A merman's frightening appearance inspires a Fear check.

NAUTILOID

These colossal marine mollusks are sometimes referred to as the "terror of the tides" by sailors. While most nautiloids spend their lives scavenging for food in the sunless depths of the oceans, their long and sturdy collection of twenty tentacles can be used to grasp and constrict things as large as octosharks, finback whales, and even passing ships!

The enormous and beautiful shells of the nautiloids are frequently used as architectural and design elements throughout Coralia and the king and queen have been known to pay handsomely for recovered shells.

Attributes: Agility d6, Smarts d4(A), Spirit d12, Strength d12+11, Vigor d12+2
Skills: Fighting d12, Notice d8, Stealth d8
Pace: —; **Parry:** 8; **Toughness:** 24 (4)
Special Abilities:

- **Aquatic:** Pace 10.
- **Armor +4:** Thick, tough shell.
- **Gargantuan:** Heavy Armor; attacks count as Heavy Weapons; +4 to be hit by human-sized creatures; add Size to damage rolls when stomping but subtract the Size of the foe.
- **Size +11:** These colossal creatures average 60′ in diameter with a mass of tentacles that extend 20′ forward.
- **Tentacles:** Reach 6. Nautiloids may make up to four attacks each round, add +2 to grappling rolls, and cause Strength in damage. The tentacles do not gain the creature's Armor and so are Toughness 19 and are *not* Heavy Armor.

OCTOCLAW

Weaponless, Flash battles the man-eating octoclaw… He slowly weakens under the crushing tentacles and slashing claws…

Denizens of the Sea of Mystery, these large-beaked, eight-legged octopoids go to extraordinary lengths to acquire food including breaking the surface of the water and moving on land to drag unsuspecting victims into the sea. Unlike octopuses of Earth, octoclaws have savage hooks at the tip of each tentacle that they use to rend the flesh of their victims as well as enormous, crushing beaks and toothed tongues.

Attributes: Agility d8, Smarts d4(A), Spirit d6, Strength d12, Vigor d8
Skills: Fighting d8, Notice d8, Stealth d6
Pace: 2; **Parry:** 6; **Toughness:** 7
Special Abilities:

- **Aquatic:** Pace 8.
- **Bite/Claws:** Str+d6.
- **Ink Cloud:** Octoclaws can spurt a cloud of black ink once per day. The cloud fills a sphere equal to a Large Burst Template. Attacks within the cloud suffer a –6 penalty.
- **Size +1:** The body of an octoclaw is roughly twice the size of an adult human, while each tentacle is over 12' long.
- **Tentacles:** Reach 2. Octoclaws may make up to four attacks each round, add +2 to grappling rolls, and cause Strength +d4 in damage.

OCTOSAK

Barin is caught in the tentacles of a dread octosak!

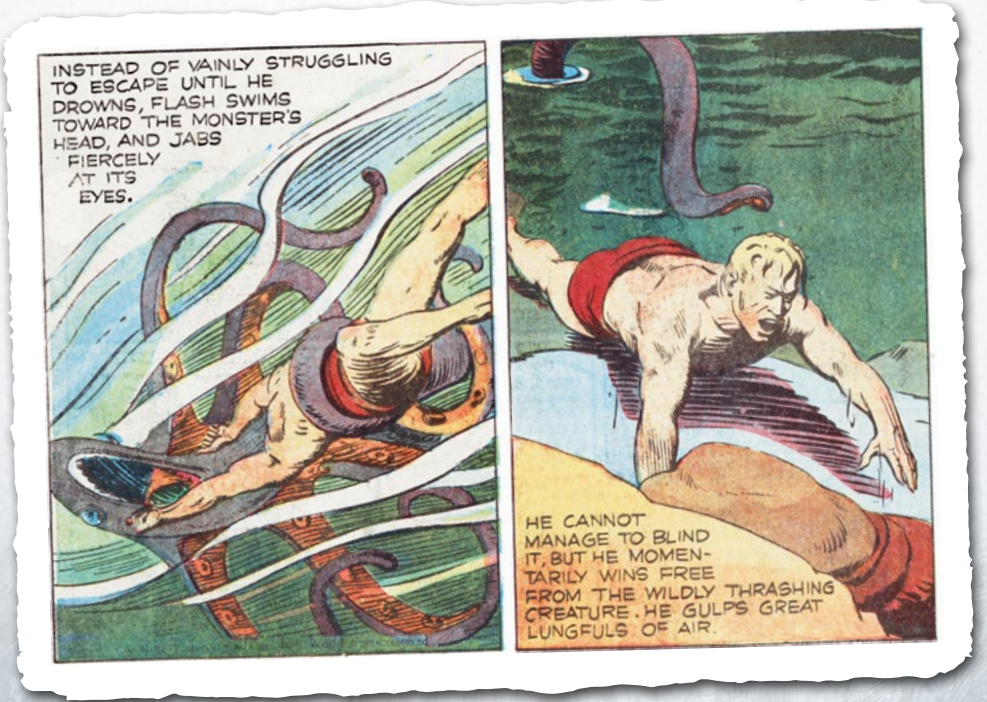
Found among reefs in the great Mongo Ocean, octosaks are vicious, tentacled, and sightless sea creatures resembling squids, but possessing of an internal skeleton. The name "octosak" is actually a misnomer as these creatures have twelve independent tentacles, thus "dodecasak" would be more accurate.

Ming, fascinated by the creatures and impressed by their savagery often uses them in his torture tanks located under the floor of his palace's central hall.

If combat is going against an octosak, it turns and flees, jetting away and trailing a cloud of ink.

Attributes: Agility d6, Smarts d4(A), Spirit d6, Strength d10, Vigor d8
Skills: Fighting d6, Intimidation d6, Notice d8, Stealth d6
Pace: —; **Parry:** 5; **Toughness:** 6
Special Abilities:

- **Aquatic:** Pace 6.



- **Bite:** Str+d6.
- **Ink Cloud:** Octoclaws can spurt a cloud of black ink once per day. The cloud fills a sphere equal to a Medium Burst Template. Attacks within the cloud suffer a −6 penalty.
- **Tentacles:** Reach 1. Octosaks may make up to four attacks each round, add +2 to grappling rolls, and cause their Strength in damage.

OCTOSHARK

But the octoshark will not be cheated of its dinner. Viciously it tugs Flash from the rocks at the pool's edge.

Half octopus! Half shark! All dangerous! These bizarre hybridized sea monsters appear to be the product of a deranged mind rather than natural selection, and yet occasionally they are found in the wild attacking boats or accidentally caught in deep sea fishing nets. Although they are not especially bright, they are certainly cunning. They have extremely acute senses and can smell blood from up to a quarter mile away.

Queen Valkir is known to keep a few octosharks in captivity within her palace.

Attributes: Agility d8, Smarts d4(A), Spirit d8, Strength d12+2, Vigor d10
Skills: Athletics d6, Fighting d10, Notice d10, Stealth d8
Pace: —; **Parry:** 7; **Toughness:** 8
Special Abilities:
- **Aquatic:** Pace 10.
- **Bite:** Str+d8.
- **Feeding Frenzy:** Once there is blood in the water (a shark or their prey is Shaken or Wounded), all octosharks gain the Improved Frenzy and Berserk Edges for the rest of the battle.
- **Hardy:** Octosharks do not suffer a wound from being Shaken twice.
- **Size +1:** The body of an octoshark is roughly twice the size of an adult human, while each tentacle is over 12' long.
- **Tentacles:** Reach 2. Octosharks may make up to four attacks each round.

RAT, GIANT

Flash outraces Ardo, as they press hot on the trail of a giant rat in its jungle warren…

Relatively common in the deeper, darker jungles of Tropica, giant rats are simply dog-sized versions of their Earthly namesakes with the same temperament and similar omnivorous feeding habits. They can be gray, black, brown, or even white in color. Giant rats only attack when threatened and tend to avoid contact with creatures larger than themselves.

In certain parts of Tropica, the meat of the giant rat is considered a delicacy.

Like a lot of vermin, the rodents have found their way across the water and are frequently encountered in the elaborate sewer networks below Mingo City. They are often encountered in small groups of no more than a dozen, but they are occasionally known to swarm in packs of up to 100, usually in response to sudden environmental changes.

Attributes: Agility d8, Smarts d6(A), Spirit d8, Strength d6, Vigor d8
Skills: Fighting d6, Notice d8
Pace: 4; **Parry:** 5; **Toughness:** 5
Special Abilities:
- **Bite/Claws:** Str+d6.
- **Low Light Vision:** Giant rats ignore penalties for Dim and Dark lighting.
- **Size −1:** Giant rats are roughly the size of dogs.

RED MONKEY MAN

Flash Gordon sets his jaw and slowly walks into the arena to meet in mortal combat the four red monkey men of Mongo!

While often referred to as "monkey men," these creatures from the jungles of Valkr are actually large, red-skinned, tailless apes. If the monkey men have a language, it is unknown as they only communicate with one another through seemingly random grunts and shrieks. They obey Emperor Ming and serve him

in a special branch of his army known as the Savage Legion.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d10, Vigor d8
Skills: Athletics d8, Fighting d10, Notice d6
Pace: 6; **Parry:** 7 or 8 (spear); **Toughness:** 7
Edges: Berserk
Gear: Spear (Str+d6, Parry +1, Reach 1).
Special Abilities:
- **Size +1:** Red monkey men are slightly larger than humans.

ROBOT

While there are a wide variety of highly sophisticated machines that qualify as "robots" or "automatons," certain mechanical men exhibit sentience and can act independently. Internally they possess no organic components instead using gears, servos, and fluid pumps for mobility all governed by elaborate positronic brains.

Robots are constructed to serve and while they do have limited free will (at least in regards to protecting themselves from harm); at the end of the day, their actions are always in service to others. Depending on the sophistication of the central processing unit, some robots are capable of emulating emotional responses or at least expressing satisfaction of a job well done.

Attributes: Agility d4, Smarts d8, Spirit d6, Strength d8, Vigor d6
Skills: Fighting d6, Notice d6, Repair d8, Shooting d6
Cha: –2; **Pace:** 5; **Parry:** 5; **Toughness:** 9 (4)
Hindrances: Outsider, Vow (Major—fulfill its programming)
Edges: —
Gear: As befits its task.
Special Abilities:
- **Armor +4:** Tough metal body.
- **Construct:** +2 to recover from being Shaken; ignores Wound modifiers; immune to poison and disease. Robots are healed with the Repair skill and ignore the "Golden Hour."
- **Dependency:** The robot must recharge via strong electricity via charging stations or power crystals at least one hour each solar day. Failure to do so results in Fatigue each day that can lead to Incapacitation. Each level is recovered with an hour of recharging.
- **Environmental Weakness (Electricity):** –4 to Vigor rolls to resist electrical effects, add +4 to electricity-based damage.
- **Self-Destruct!:** An Incapacitated robot has the option to destroy itself. The resulting explosion destroys the robot utterly and causes 4d6 damage to anyone (friend or foe) within a Medium Burst Template.

ROCK TERMITE (SWARM)

"Rock termites!" Screams Desira, "Run, Flash—You can't stop them!"

Rock termites are voracious eaters—anything in their path is fair game for their diamond-hard mandibles, including solid rock which they can grind into powder! Found in cave systems throughout the Fiery Desert, rock termites travel in large colonies, sometimes numbering in the thousands!

Attributes: Agility d10, Smarts d4(A), Spirit d10, Strength d6, Vigor d10
Skills: Notice d6
Pace: 8; **Parry:** 4; **Toughness:** 8 (1)
Special Abilities:
- **Armor +1:** Rock termites have tough chitinous hides.
- **Swarm: (Medium):** Parry +2; 2d4 damage per round to those within; cutting and piercing weapons do no real damage. Area-effect weapons work normally, and a character can stomp to inflict his damage in Strength each round. Rock termite swarms are foiled by jumping in water.
- **Wall Walker:** Can walk on vertical surfaces at Pace 8.

SCORPION, GIANT

"Look, there's the wreck…but what's that awful scorpion-like monster?" Dale cries.

Giant scorpions are typically found in the steamy Tropican jungles hunting for prey in the shadows of the great mushrooms. Unlike their normal-sized cousins, these emerald-green beasts are fierce predators.

Giant scorpions live in underground burrows and those that stray too close to their lairs are immediately attacked, stung, and dragged underground to be eaten.

Attributes: Agility d8, Smarts d4(A), Spirit d8, Strength d12+5, Vigor d10
Skills: Fighting d8, Intimidation d8, Notice d6
Pace: 6; **Parry:** 6; **Toughness:** 15 (3)
Special Abilities:

- **Armor +3:** Chitinous exoskeleton.
- **Large:** Attackers add +2 to attack rolls due to Size.
- **Pincers/Stinger:** Str+d6. Can be used to attack grappled prey.
- **Size +5:** Giant scorpions grow up to between 15'–20' in length from jaws to stinger.
- **Venom:** Anyone Shaken or wounded by a stinger attack must make a Vigor roll or immediately become Incapacitated. Death follows in 2d6 minutes unless Healed.

SEA-HORSE

Tying his sea-horse to a coral rock, Flash scrambles ashore…

Aquatic, two-legged steeds used by the sea folk of Coralia. Thanks to their streamlined bodies and dexterous prehensile tails, sea-horses are swift moving animals that, like horn-horses, manage a good compromise between speed and carrying capacity. Non-aggressive creatures, they will bite with their large beaks or scratch with their claws if threatened.

Attributes: Agility d8, Smarts d4(A), Spirit d6, Strength d12+3, Vigor d8
Skills: Fighting d4, Notice d6
Pace: —; **Parry:** 4; **Toughness:** 9
Special Abilities:

- **Aquatic:** Pace 10.
- **Bite/Claws:** Str+d4.
- **Size +3:** Sea-horses average between 10'–12' from beak to tail.
- **Turbo-Tailed:** Sea-horses can "run" in water.

SHARK MAN

Flash dives!—He is seized by two powerful shark men,—-a third places a helmet of transparent metal over his head.

Native to the highly salinated Sea of Mystery, the green-skinned, semi-aquatic shark men of Mongo were recently displaced following the destruction of their great underwater city. While many survivors have sought the protection of Ming the Merciless, others have become rogue bands resorting to piracy for food and supplies.

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

Skills: Athletics d6, Fighting d6, Intimidation d6, Notice d8, Shooting d6, Stealth d6
Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 7
Hindrances: —
Edges: —
Gear: Dagger (Str+d4), diving helmet (+3), long sword (Str+d8).
Special Abilities:

- **Semi-Aquatic:** Shark men, while air breathers, move at their full Pace when swimming skill and can remain underwater for up to 15 minutes. They typically wear specialized diving helmets of transparent metal when traveling long distances underwater. These helmets are effectively identical to those paired with standard diving suits and provide one hour of fresh,

breathable air before they must be recharged.

- **Dependency (Water):** Shark men must immerse their bodies in water for one hour out of every 24 or suffer Fatigue each day until Incapacitation, then Death. Each hour spent in water restores a level of Fatigue. Shark men who must work on land for prolonged periods of time usually employ hydration suits that neutralize the effects of dehydration.
- **Low Light Vision:** Shark men ignore penalties for Dim and Dark lighting.
- **Racial Enemy:** Shark men suffer a −4 Charisma when dealing with Lion Men.
- **Tough:** Shark man skin is made of a matrix of hard, tooth-like structures called placoid scales that add +2 to their Toughness.

SHARKON

In the hall of the undersea prison, Flash is attacked by man-eating sharkons…

With dual whiptails, spear-like snouts, and a pair of wild, psychedelic eyes, sharkons are often used as guard dogfish around the undersea city of Coralia.

Attributes: Agility d8, Smarts d6(A), Spirit d6, Strength d10, Vigor d8
Skills: Fighting d8, Notice d12
Pace: —; **Parry:** 6; **Toughness:** 6
Hindrances: —
Edges: —
Special Abilities:

- **Aquatic:** Pace 10.
- **Bite:** Str+d6.
- **Charm:** The eyes of sharkons possess biofluorescent elements that can be activated to mesmerize targets. This is an opposed Spirit roll. If the victim fails, he is enthralled by the sharkon's swirling eyes and prone to attack (−2 Parry) for the rest of the encounter. If the victim is wounded, however, he gets a Vigor roll at −2 to snap out of it and is immune for the rest of this fight.

- **Whiptails:** Str+d4. The creature may make a free attack against a second foe to its side or rear at no penalty.

SNOWBIRD

Flash has saved the life of Queen Fria of the ice world. She honors him by asking him to drive her snowbird-drawn chariot on the long dash to the palace of Frigia.

A variety of different animals are used as conveyances across Mongo including horn-horses, Tropican gryphs, horse-birds of Birdland, and Frigian snowbirds. Resembling large ostriches with rending beaks and sharp talons, snowbirds are naturally resistant to the effects of extreme cold and can move across ice and snow with great ease and velocity thanks to their wide, tufted feet.

Normally docile, wild snowbirds only attack when threatened.

Attributes: Agility d8, Smarts d4(A), Spirit d6, Strength d12, Vigor d10

Skills: Fighting d6, Notice d6
Pace: 10; **Parry:** 5; **Toughness:** 9
Special Abilities:

- **Bite:** Str+d4.
- **Fleet-Footed:** Snowbirds roll a d8 when racing across all terrain including ice and snow instead of a d6.
- **Environmental Resistance (Cold):** +4 to Vigor rolls to resist cold, subtract four from cold-based damage.
- **Size +2:** Snowbirds are larger than ostriches and weigh slightly less than an average horn-horse.

SNOW-DRAGON

In sight of his prey, Flash aims carefully and fires—unaware that the great snow-dragon, sitting on its broad, toboggan-like tail is hurtling down on him!

Towering, fur-covered beasts of the Icy North that can quickly race down steep snow-covered mountainsides by riding upon their large, flat, beaver-like tails, using them as sleds.

Attributes: Agility d8, Smarts d6(A), Spirit d8, Strength d12+6, Vigor d10
Skills: Fighting d8, Intimidation d8, Notice d6, Stealth d6
Pace: 8; **Parry:** 6; **Toughness:** 15 (2)
Special Abilities:

- **Armor +2:** Layers of thick, woolly fur.
- **Bite/Claws:** Str+d6.
- **Large:** Creatures add +2 when attacking snow-dragons due to their great size.
- **Environmental Resistance (Cold):** +4 to Vigor rolls to resist cold, subtract four from cold-based damage.
- **Size +6:** Snow-dragons are over 20′ tall.
- **Tail Sled:** As an action, a snow-dragon can leap upon its flat, beaver-like tail and propel itself down snow and ice-covered hillsides at Pace 16!

SNOW-FOX

Flash seizes a fox-sled and races desperately down another slope of the mountain.

While adult snow-foxes are roughly the same size as large dogs or medium-sized wolves, they still retain fox-like features and behaviors. Native to the icy wilderness of Valkr, snow-foxes sport thick gray or white coats depending on the season. Snow-foxes can be domesticated and are often used in teams of two to pull sleds across the ice and snow.

Attributes: Agility d8, Smarts d6(A), Spirit d6, Strength d8, Vigor d6
Skills: Fighting d6, Notice d6, Stealth d6
Pace: 8; **Parry:** 5; **Toughness:** 4
Special Abilities:

- **Bite:** Str+d4.
- **Fleet-Footed:** Roll a d10 when running instead of a d6.
- **Go for the Throat:** Snow-foxes instinctively go for an opponent's soft spots. With a raise on its attack roll, it hits the target's most weakly armored location.
- **Environmental Resistance (Cold):** +4 to Vigor rolls to resist cold, subtract four from cold-based damage.
- **Size −1:** Snow-foxes are relatively small.

SNOW-SERPENT

Flash shouts a warning, and before Fria's surprised men can unsling their guns, whips a ray pistol from inside his ice-suit—he fires once, and the snow-serpent seems to burst in mid-air!

Colossal, six-legged and winged lizards of the Frigian wastes, snow-serpents hunt by leaping from great heights and spreading their leathery wings to surprise their victims by attacking silently from above. Their wide, diamond-shaped heads feature maws full of razor sharp teeth. Once snow-serpents have successfully pounced upon their prey (they frequently target ice bears and snow oxen) and

secured it in their mouths, they shake their heads from side to side, sawing through flesh and bone.

Attributes: Agility d8, Smarts d4(A), Spirit d8, Strength d12+6, Vigor d10
Skills: Fighting d10, Intimidation d12, Notice d8, Stealth d8
Pace: 8; **Parry:** 7; **Toughness:** 15 (2)
Special Abilities:

- **Armor +2:** Tough scaly skin.
- **Bite/Claws:** Str+d10.
- **Glide:** Snow-serpents can glide downwards on their leather wings with a Flying Pace of 12" and Climb 0.
- **Large:** Creatures add +2 when attacking snow-serpents due to their great size.
- **Environmental Resistance (Cold):** +4 to Vigor rolls to resist cold, subtract four from cold-based damage.
- **Size +6:** Snow-serpents average 20' in length and weigh up to four tons.
- **Shake: If a snow-serpent gets a raise on its attack roll, a**dd a d10 bonus die to damage instead of the usual d6. If a wound or more is caused, the prey is grappled in the thing's mouth (see **Grappling** on page 70).

SOLDIER

"With a coil of rope in one hand, Flash dashes to the roof of the administration building. As he runs to the rear of the building, the tower guards open fire on him—"

Whether Imperial sentries defending the walls of Mingo City, members of Barin's honor guard patrolling the Great Tree Highway of Arboria, or soldiers of the sea queen watching the undersea perimeter surrounding Coralia, these are the trained and armed forces (whether conscripted or hired) charged with protecting people, property, and other interests.

For soldiers of exotic races, simply add the appropriate special abilities.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Athletics d6, Fighting d6, Intimidation d6, Notice d6, Piloting d6, Shooting d6, Stealth d6
Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5
Hindrances: Obligations (Major—to their kingdom)
Edges: —
Gear: Ray gun pistol (Range 12/24/48, Damage 2d6+2, RoF 1), sword (Str+d6). Ming occasionally outfits his guards with plate corselets as well (add Armor +3).

OFFICER

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d8
Skills: Athletics d8, Fighting d8, Intimidation d8, Notice d8, Persuasion d6, Piloting d6, Shooting d6, Stealth d6
Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 6
Hindrances: Obligations (Major—to their kingdom)
Edges: Command
Gear: Ray gun pistol (Range 12/24/48, Damage 2d6+2, RoF 1), sword (Str+d6). Some may wear plate corselets as well (add Armor+3).

SPIDROT

A giant spidrot swings down to see what strange prey its half-invisible web has trapped.

Spidrots are giant, tree-dwelling arachnids of Tropica. Resembling massive Earth widows with shiny black abdomens, spidrots are webspinners and their bite is poisonous. Spidrot nests are often populated by 1d6 arachnids unless prey is scarce at which point they exit their lair and hunt in packs.

Attributes: Agility d10, Smarts d4(A), Spirit d6, Strength d10, Vigor d8
Skills: Fighting d10, Intimidation d8, Notice d6, Shooting d8, Stealth d10
Pace: 8; **Parry:** 7; **Toughness:** 6
Special Abilities:

- **Bite:** Str+d4.
- **Poison (–4):** Victims Shaken or wounded by a spidrot's bite must make a Vigor roll or be paralyzed for 2d6 rounds.
- **Wall Walker:** Pace 8.
- **Webbing:** Spidrots cast webs from their thorax the size of Small Burst Templates. This is a Shooting roll with a range of 3/6/12. Success Entangles a target, and a raise Binds them (page 70). The webs are Toughness 7.

SQUIRLON [SWARM]

The three Earthlings fight off a flood of mad squirlons—A single bite means madness!

Averaging 12"–18" long, mad squirlons are poisonous Arborian mammals resembling gray flying squirrels of Earth, though squirrels that are able to fly of their own volition versus simply gliding from tree to tree. The bite from a squirlon is known to cause madness and even agonizing death.

While they tend to stay close to their natural habitat high on Mount Karakas, extreme weather conditions or forest fires are known to occasionally shake them from their lairs and down to lower, more populated elevations.

Attributes: Agility d10, Smarts d4(A), Spirit d6, Strength d6, Vigor d8
Skills: Notice d8
Pace: 4; **Parry:** 4; **Toughness:** 6
Special Abilities:

- **Fly:** Pace 8.
- **Poison:** Anyone Shaken or wounded by squirlon bites must make a Vigor roll or suffer extreme paranoia. He suffers −2 to all actions, panics, and attacks anything that gets in the way of his escape for 1d4 days. The madness does *not* stop the squirlon's attack!
- **Swarm:** Parry +2; automatically causes 2d4 damage in a Medium Burst Template; cutting and piercing weapons have no effect; may split into two smaller swarms (Small Burst Template).

STRANGLER VINE [PLANT]

Flash and Dale are lost in the dismal jungles of Barin—during their search for the crazed Dr. Zarkov, Flash is caught in a strangler vine!

Strangler vines (also known as choker vines) are carnivorous plants look like normal, olive green creepers dangling from the branches of trees (up to 20′ long). While the most dangerous variety is found in the jungles of Arboria, other versions have been encountered in tropical and temperate forests elsewhere.

The vines respond to body heat and movement and lash out at anything that wanders too close, ensnaring and lifting the target from the ground where it will be paralyzed and slowly digested.

Attributes: Agility d6, Smarts d4(A), Spirit d8, Strength d12, Vigor d8
Skills: Fighting d8, Notice d8
Pace: —; **Parry:** 6; **Toughness:** 6
Special Abilities:

- **Entangling Vines:** Reach 1. May make up to four attacks each round, add +2 to grappling rolls, and cause their Strength in damage.
- **Plant:** Called shots do no extra damage. Bullets, arrows, and other piercing weapons inflict half-damage (round down).

SUBMOSAUR

Flash fires his ray-gun and shouts an agonized warning as the hungry submosaur speeds toward Dale.

Submosaurs (also known as sea demons) are monstrous, ridged back beasts of the great Mongo Ocean capable of crushing sailing ships into kindling. They can bite or grapple and crush with their immense Strength.

Attributes: Agility d8, Smarts d4(A), Spirit d8, Strength d12+14, Vigor d10
Skills: Fighting d8, Intimidation d10, Notice d6
Pace: —; **Parry:** 6; **Toughness:** 21
Special Abilities:

- **Aquatic:** Pace 12.
- **Bite/Claws:** Str+d8.
- **Fear (–2):** Anyone encountering a submosaur must make a Fear check.
- **Gargantuan:** Heavy Armor; attacks count as Heavy Weapons; +4 to be hit by human-sized creatures; add Size to damage rolls when stomping but subtract the Size of the foe.
- **Hardy:** Submosaurs do not suffer a wound from being Shaken twice.
- **Long Neck:** The submosaur's long neck gives it a Reach of 2 when biting.
- **Size +14:** Submosaurs are well over 150′ long from snout to tail.

TERROCRAB [SWARM]

The terrocrab's clacking claws bring its cannibal comrades out of their many burrows!

These red and turquoise colored crustaceans are found in the deserts of Valkr. Roughly the size of housecats and resembling lobsters, terrocrabs swarm over their prey, stinging it with slow, paralyzing poison produced in glands located within their razor-sharp pincers. They also use these large claws to signal to others with a loud "clack" sound when in danger or whenever prey is near.

Attributes: Agility d8, Smarts d4(A), Spirit d8, Strength d8, Vigor d8
Skills: Notice d6
Pace: 6; **Parry:** 4; **Toughness:** 6
Special Abilities:

- **Paralysis:** A target who is Shaken or wounded by terrocrabs must make a Vigor roll or be paralyzed and unable to act for 1d4 rounds.
- **Swarm:** Parry +2; automatically causes 2d6 damage in a Medium Burst Template; cutting and piercing weapons have no effect; may split into two smaller swarms (Small Burst Template).
- **Wall Walker:** Can walk on vertical surfaces at Pace 6.

TERROT

Meanwhile, Flash and the unconscious Barin are attacked by a Terrot.

Lithe, black and orange striped Arborian cats referred to by the natives as "the terror of the trees." Terrots spend most of their time perched on high branches waiting for unsuspecting prey to walk beneath them at which point they pounce, often forcing their opponent to the ground.

While terrots only kill for food or in defense, sometimes they will taste the blood of an intelligent species and become man-killers, preferring to hunt Mongonians over any other prey. Like most large cats, terrots always give chase if an opponent attempts to run away.

Attributes: Agility d10, Smarts d6(A), Spirit d10, Strength d12, Vigor d8
Skills: Fighting d8, Notice d8, Stealth d8
Pace: 8; **Parry:** 6; **Toughness:** 7
Special Abilities:

- **Bite/Claws:** Str+d6.
- **Hide:** Thanks to their patience, coloration, and climbing ability, terrots are practically invisible when perched in the treetops and get a +2 to Stealth while remaining perfectly still.
- **Frenzy (Improved):** Terrots may make two Fighting attacks each action at no penalty.
- **Low Light Vision:** Terrots ignore penalties for Dim and Dark lighting.
- **Pounce:** Terrots often pounce on their prey, leaping from the trees above, to best bring their mass and claws to bear. They can leap 1d8" to gain +4 to their attack and damage. Their Parry is reduced by −2 until their next action.
- **Size +1:** Terrots are slightly larger than humans.

TIGRET

Before Valkir can answer, her pet tigret, maddened by seeing its mistress threatened, breaks away from Marko and leaps at Flash's throat.

Tigrets are large felines with thick orange coats that are often domesticated as housecats or used in the kingdom of Valkr for the hunting of small prey. They can leap, climb, and even swim quite well. They are territorial and quite ferocious when encountered in the wild, often attacking and successfully taking down creatures many times their size. Tigrets

are solitary creatures and groups are only ever encountered when mothers are rearing their young.

Attributes: Agility d10, Smarts d6(A), Spirit d6, Strength d4, Vigor d6
Skills: Fighting d8, Intimidation d6, Notice d8, Stealth d10, Tracking d6
Pace: 8; **Parry:** 7; **Toughness:** 4
Special Abilities:

- **Acrobat:** +2 to Agility rolls to perform acrobatic maneuvers (like ensuring they land on their feet if falling from a great height).
- **Bite/Claws:** Str+d4.
- **Low Light Vision:** Tigrets ignore penalties for Dim and Dark lighting.
- **Pounce:** Tigrets often pounce on their prey, leaping from the trees above, to best bring their mass and claws to bear. They can leap 1d8" to gain +4 to their attack and damage. Their Parry is reduced by −2 until their next action
- **Size −1:** Tigrets are roughly the size of large dogs.

TIGRON

But a roar echoes through the caves and a hungry tigron leaps at One-Tusk!

Medium-sized Arborian tigers with single horns in their foreheads. These beautiful creatures are frequently used in Ming's fighting pits. In the wild, tigrons are territorial, but do not have permanent lairs. Tigrons are the largest of the great cats of Mongo and aggressive hunters.

Attributes: Agility d10, Smarts d6(A), Spirit d8, Strength d10, Vigor d10
Skills: Fighting d8, Intimidation d8, Notice d8, Stealth d8, Tracking d6
Pace: 8; **Parry:** 6; **Toughness:** 9
Edges: Improved Frenzy
Special Abilities:

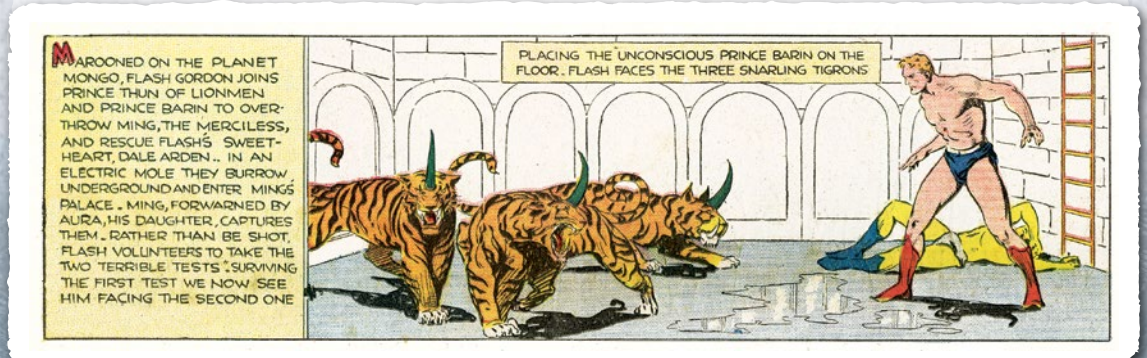
- **Bite/Claws/Horn:** Str+d6.
- **Low Light Vision:** Tigrons ignore penalties for Dim and Dark lighting.
- **Pounce:** Tigrons often pounce on their prey to best bring their mass, claws, or horn to bear. They can leap 1d6" to gain +4 to their attack and damage. Their Parry is reduced by −2 until next action when performing the maneuver, however.
- **Size +2:** Tigrons weigh over 500 pounds.

TINY-MAN

As the tiny-men seize Dale, Flash goes berserk—

Tiny-men are diminutive, cannibalistic primitives who live in the dense forests of Birdland. In great numbers, these twisted little savages can overwhelm even the most formidable opponents. While hateful, especially to other humanoids, tiny-men rarely provoke conflict and prefer to prey upon the helpless whether they be sleeping or injured.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d4, Vigor d6
Skills: Athletics d8, Fighting d6, Notice d6, Taunt d6, Shooting d8, Stealth d8



Cha: −2; **Pace:** 5; **Parry:** 5; **Toughness:** 4
Hindrances: Mean
Edges: —
Gear: Club (Str+d4), gum gun (Range 3/6/12, with a successful hit the foe is Entangled, or Bound with a raise (see page 70).
Special Abilities:
- **Size −1:** Tiny-men stand between 3′ and 4′ tall.

TOROK

"These toroks aren't as fast as rocket ships," Flash comments, as they plow toward Mongo through an icy waste.

Toroks are large, long-horned bovines of Valkr. While they are fierce fighters when threatened, they can also be tamed as beasts of burden and even ridden. Similar creatures (same stats) known as snow-oxen are found throughout the ice world of Frigia, though these animals are hunted and raised for their meat and hides and rarely domesticated.

Attributes: Agility d8, Smarts d4(A), Spirit d8, Strength d12+2, Vigor d12
Skills: Fighting d6, Notice d6
Pace: 8; **Parry:** 5; **Toughness:** 10
Special Abilities:
- **Fleet-Footed:** Toroks roll d8s instead of d6s when running.
- **Gore:** If the creature moves at least 6" before attacking, it adds +4 to damage inflicted with its horn.
- **Horns:** Str+d6.
- **Size +2:** Toroks are large creatures.

TREE DRAGON

"As the result of Captain Brazor's treachery, only Flash stands between Queen Desira and a ferocious tree dragon whose very touch is deadly poison!"

Standing roughly twice the height of an average-size Mongonian, these beaked lizards with knobby pink hides are known to race through the Tropican jungles in search of prey, using their poison-tipped claws to stun and even kill their quarry.

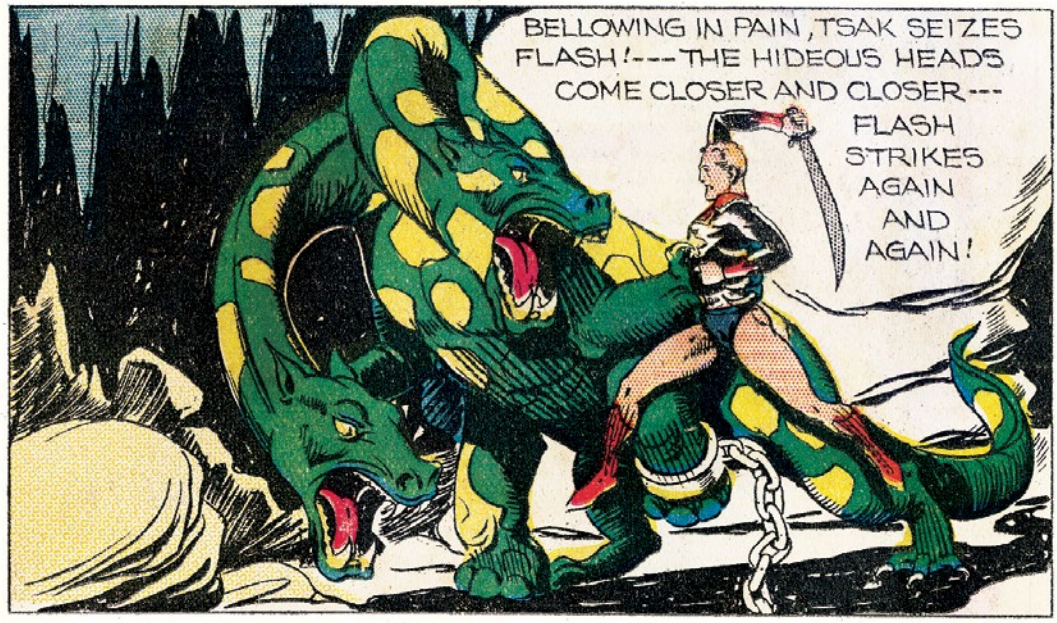
Attributes: Agility d8, Smarts d4(A), Spirit d8, Strength d12+3, Vigor d10
Skills: Fighting d10, Intimidation d10, Notice d8, Stealth d8
Pace: 8; **Parry:** 7; **Toughness:** 13 (3)
Special Abilities:
- **Armor +3:** Tree dragons have tough, scaly hide.
- **Bite/Claws:** Str+d6.
- **Fleet-Footed:** Tree dragons roll d10s instead of d6s when running.
- **Size +3:** Tree dragons average 10′ from nose to tail.
- **Poison Claws (−2):** Anyone Shaken or wounded by a tree dragon claw must make a Vigor roll at −2 or suffer convulsions and die in 2d6 minutes. A Healing roll at −4 or a heal-o-ray calibrated to the anti-venom setting prevents death.

TREE LIZARD

A venomous tree lizard, in search of prey, drops from its lofty perch onto Ronal's back.

Man-sized, tree-dwelling chameleons of Arboria that have a nasty, venomous bite. These green-skinned reptiles rarely hunt on land, preferring to snatch prey from above as it passes below completely unaware of the threat in the trees.

Attributes: Agility d8, Smarts d4(A), Spirit d8, Strength d10, Vigor d8
Skills: Fighting d8, Notice d8, Stealth d8
Pace: 6; **Parry:** 6; **Toughness:** 8 (1)
Special Abilities:
- **Accurate Focusing:** Tree lizards have independent eyes that grant +2 to all Notice rolls involving sight.
- **Armor +1:** Tree lizards have thick, warty hide.
- **Bite/Horn:** Str+d4.
- **Camouflage:** As an action, a motionless tree lizard can alter its skin color, granting it +4 Stealth.
- **Size +1:** Tree lizards average about 7′ from nose to tail.



- **Venom (−2):** Anyone Shaken or wounded by a tree lizard bite must make a Vigor roll at −2 or immediately become paralyzed for 1d6 rounds.
- **Tongue:** Reach 3. The lizard's tongue is coated in sticky saliva. It may grapple with it, then pull its foe close for a bite (see **Grappling** on page 70).

TRIDENTAURUS

Flash finds a well-worn trail of the huge tridentaurus…

Hunted and feared by the primitive tusk-men of Arboria and standing twice the height of most men, these dinosaurs sport thick, almost impenetrable hides and odd equine features. Their name comes from the three prominent canines in their mouths (two upper, one centralized lower).

The tusk-men refer to these creatures by the simple name, "gwak," which is an onomatopoetic interpretation of the tridentaurus's shrill cry.

Attributes: Agility d8, Smarts d4(A), Spirit d8, Strength d12, Vigor d8
Skills: Fighting d8, Intimidation d6, Notice d8, Stealth d6
Pace: 8; **Parry:** 6; **Toughness:** 13 (3)

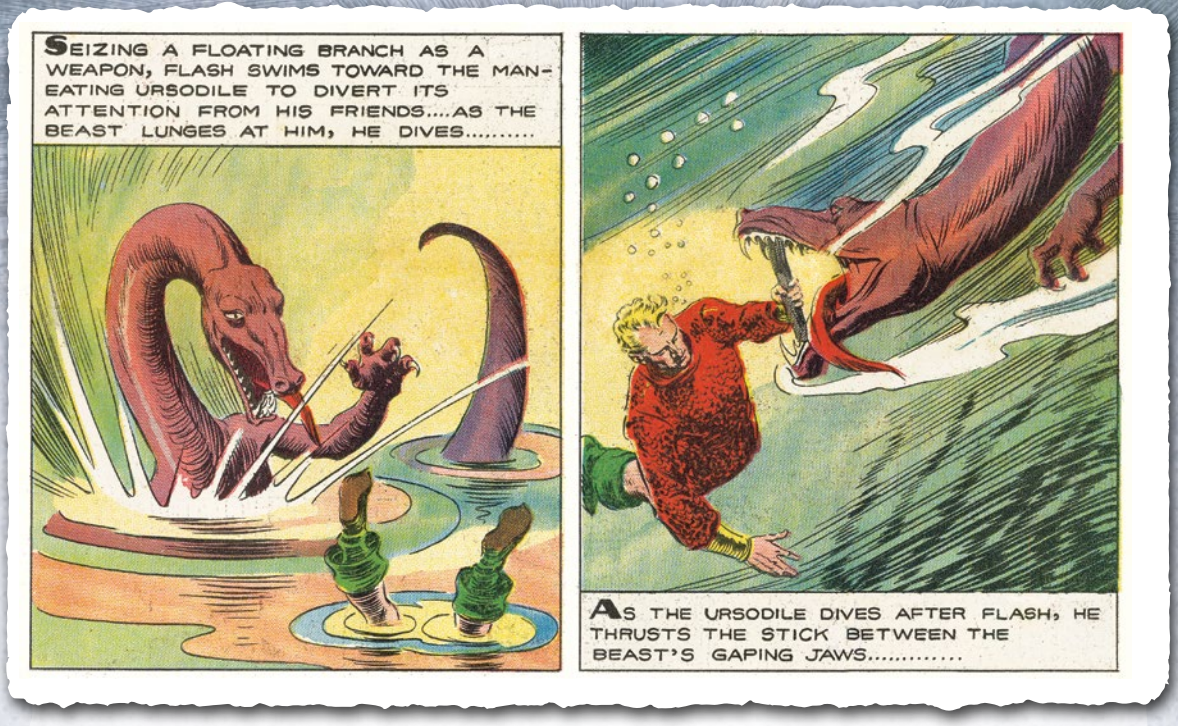
Special Abilities:

- **Armor +3:** Tridentauruses have extremely tough hide.
- **Bite/Claws:** Str+d8.
- **Large:** Creatures add +2 when attacking tridentauruses due to their great size.
- **Size +4:** Tridentauruses stand about 12' tall and weigh 3,500 pounds.
- **Weakness (Soft Spot):** There is an unarmored, vulnerable soft spot between the eyes of a tridentaurus. It is considered a Small Target (−4).

TSAK

Bellowing in pain, Tsak seizes Flash!—The hideous heads come closer and closer—-

Tsaks are a mutated, six-legged, two-headed species of giant reptile that are only found in one place: the natural caves deep beneath Mingo City known by most as the Tunnel of Terror. Some theorize that tsaks are the product of genetic manipulation carried out in Ming's secret laboratories. At least one specimen was chained and set up as a guardian by Ming's forces (a challenging maneuver that cost one guard his life), but this particular creature was dispatched by Flash Gordon and



Thun the lion man shortly after Flash's arrival on Mongo.

Attributes: Agility d8, Smarts d6(A), Spirit d10, Strength d12+5, Vigor d10
Skills: Fighting d10, Intimidation d12, Notice d8
Pace: 6; **Parry:** 7; **Toughness:** 16 (4)
Special Abilities:

- **Armor +4:** Tsaks have tough, scaly hide.
- **Bite/Claws:** Str+d8.
- **Fear:** Tsaks are frightening creatures to behold.
- **Large:** Creatures add +2 when attacking tsaks due to their great size.
- **Size +5:** Tsaks are roughly 18' long from snouts to tail, and weigh in at over two tons.
- **Two Heads:** Each of the two heads may make a Fighting roll in a round without incurring a multi-action penalty.

TURTODON

They recoil in horror as a giant turtodon rises from the slime at the water's edge.

Turtodons are massive, omnivorous, freshwater snapping turtles that dwell in the deep, slow-moving cave rivers of Arboria where they feed on fish and only occasionally come ashore to breed. Turtodons are hunted for their rich meat and their thick shells which is excellent material for armor and shields.

Attributes: Agility d4, Smarts d4(A), Spirit d8, Strength d12+5, Vigor d10
Skills: Fighting d8, Intimidation d8, Notice d6
Pace: 6; **Parry:** 6; **Toughness:** 16 (4)
Special Abilities:

- **Armor +4:** Thick turtle shell.
- **Bite:** Str+d8.
- **Large:** Creatures add +2 when attacking turtodons due to their great size.
- **Semi-Aquatic:** Pace 4.
- **Size +5:** Turtodons are roughly the same size as small Earth elephants.

URSODILE

Seizing a floating branch as a weapon, Flash swims toward the man-eating ursodile to divert its attention from his friends…

Long-necked ursodiles are large, predatory reptiles native to the fresh water forest lakes and swamps of Arboria. They breathe air, but are aquatic and usually remain partially submerged in shallow waters. Ursodiles are formidable creatures

that have little competition for food from others, even while slumbering in the sun on dry riverbanks and lakeshores often in groups of up to a few dozen at a time.

Ursodiles have a remarkably good sense of smell and can scent blood from up to a half Mongomile away. While no one is exactly certain how the creatures found their way there, a small population of ursodiles lives and thrives within the sewers of Mingo.

Attributes: Agility d8, Smarts d4(A), Spirit d6, Strength d10, Vigor d10
Skills: Fighting d8, Notice d10
Pace: 3; **Parry:** 6; **Toughness:** 9 (2)
Special Abilities:

- **Armor +2:** Ursodiles have rubbery, dense hides.
- **Aquatic:** Pace 6.
- **Bite/Claws:** Str+d6.
- **Rollover:** Ursodiles are notorious for grasping their prey in their vice-like jaws and rolling over and over with their flailing victims locked in their mouths. If one of these creatures hits with a raise, it adds a d10 bonus die to the damage instead of a d6.

WATER DRAGON

With a mighty effort Flash pulls himself to a standing position on the pipe—beads of cold perspiration glisten on his body, as he beholds—the hideous water dragons of Mongo!

Water dragons are Tropica's answer to Earth crocodiles. Large, predatory reptiles with sharp claws, thrashing tails, and heads and facial features resembling dragons of myth. Water dragons spend most of their time submerged in bogs, slow-running rivers, and still tropical lakes waiting for unsuspecting prey.

Most water dragons range in size from eight to 12 feet long and they have mouths full of razor sharp teeth and forked snake-like tongues.

Ming keeps a number of these creatures at the bottom of the hole of horrors found at the heart of his palace arena, occasionally tossing a victim down to their waiting jaws.

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d8, Vigor d10
Skills: Fighting d10, Notice d8
Pace: 3; **Parry:** 7; **Toughness:** 11 (4)
Special Abilities:

- **Armor +4:** Water dragons have scaly hide with interlocking plates.
- **Aquatic:** Pace 5.
- **Bite/Claws:** Str+d6.
- **Rollover: Like u**rsodiles, water dragons grasp their prey in their vice-like jaws and roll over and over with their flailing victims locked in their mouths. If one of these creatures hits with a raise, it adds a d10 bonus die to the damage instead of a d6.

WATER WORM

Before Kolan can maneuver to meet the attack, the mighty worm lashes itself about the car and turns it over, threatening to drown its occupants!

Water Worms are enormous, flesh-eating eunicids of the Tropican coasts. Measuring up to 50′ in length, these red and yellow predatory polychaete worms bury their long bodies in the sand, gravel, or mud along the shore where they wait for a stimulus to one of their two sensitive antennae, attacking whenever they sense prey. Armed with mouths lined with rows of sharp teeth, water worms are known to attack with such speed that their prey is sometimes sliced in two!

Attributes: Agility d10, Smarts d4(A), Spirit d8, Strength d12, Vigor d10
Skills: Fighting d8, Notice d8, Stealth d8
Pace: 4; **Parry:** 6; **Toughness:** 17 (2)
Edges: Quick

Special Abilities:

- **Armor +2:** Water worms have thick, rubbery skin.
- **Aquatic:** Pace 8.
- **Bite:** Str+d8.
- **Grappler:** +2 when attempting to grapple or hold entangled foes.
- **Huge:** Attackers add +4 to their attack rolls when attacking water worms due to their size.
- **Poison (−2):** Anyone Shaken or wounded by a water worm bite must make a Vigor (−2) roll or suffer an additional wound.
- **Size +8:** The snake-like bodies of water worms measure 50′ from nose to tail.

WHIPHAWK

Limping along in a half-disabled amphicar, the ruthless tyrant of Tropica is fleeing, trailed by a swarm of whiphawks.

Predominantly yellow with red and black bull's-eye spots, whiphawks look more like airborne stingrays than birds, and yet they are true avians with long, pointed bills and fine feathers. Most of the time, whiphawks use their dangerous barbed tails to attack and stun smaller prey (rodents, snakes, and smaller birds), but they can also slash and injure larger prey this way.

Attributes: Agility d10, Smarts d4(A), Spirit d6, Strength d4, Vigor d6
Skills: Fighting d6, Notice d10
Pace: —; **Parry:** 5; **Toughness:** 3
Special Abilities:

- **Beak:** Str+d4.
- **Flight:** Flying Pace 8", Climb 2.
- **Size −2:** Whiphawks measure up to 2′ in height.
- **Small:** Attackers suffer a −2 penalty to attack rolls because of the whiphawk's size.
- **Tail Whip:** Str+d4. The creature may make a free attack against a second foe to its side or rear at no penalty.

WOLFIN

Valkir hardly realizes how she is showing off for Flash as she races her wolfin into reckless jumps.

Wolfin are very large, intelligent gray wolves that can be saddled and bridled and used as mounts by the nobles of Valkr. While there are plenty of wolfin packs still living and thriving in the wild, they are seldom seen and tend to avoid close encounters with humans, showing aggression only when defending themselves.

Captive wolfin obey orders and lash out to protect their masters/trainers.

Attributes: Agility d8, Smarts d6(A), Spirit d6, Strength d12, Vigor d8
Skills: Fighting d8, Notice d8
Pace: 10; **Parry:** 6; **Toughness:** 7
Special Abilities:

- **Bite:** Str+d6.
- **Fleet-Footed:** Wolfins roll a d10 when running instead of a d6.
- **Go for the Throat:** Wolfins instinctively go for an opponent's soft spots. With a raise on their attack roll, they hit the target's most weakly armored location.
- **Size +1:** Wolfins are almost as large as horses.

WOLFMAN

Flash's boat grounds on the shore of Lostland…Silently, a pack of wolfmen steals toward the unconscious victims.

Covered from head to toe in thick brown fur with lupine features, the primitive wolfmen of Lostland are savage, bipedal brutes. They often prowl the beaches in search of shipwrecked sailors who have fallen victim to the swirling, varicolored volcanic sleep-fog that surrounds the island and hides it from prying eyes.

Wolfmen are often employed by the people of Lostland to act as guard dogs around the palace-city walls.

Attributes: Agility d8, Smarts d6(A), Spirit d6, Strength d10, Vigor d8
Skills: Fighting d8, Intimidation d8, Notice d10, Stealth d8, Tracking d8
Pace: 6; **Parry:** 6; **Toughness:** 6
Special Abilities:

- **Bite/Claws:** Str+d6.
- **Fleet-Footed:** Wolfmen roll a d10 when running instead of a d6.
- **Go for the Throat:** Wolfmen instinctively go for an opponent's soft spots. With a raise on their attack roll, they hit the target's most weakly armored location.

WOLVRON

Far out on the plain, Bulwa, leader of the armor-plated wolvrons, howls his challenge.

Wolvrons are surprisingly bright, naturally armored canines found in the plains around the base of the Magnetic Mountains of Flame World. They communicate with a crude, though comprehensible language, have a clearly defined social hierarchy, and even refer to one another by unique names and ranks.

Attributes: Agility d8, Smarts d6(A), Spirit d6, Strength d6, Vigor d8
Skills: Fighting d8, Intimidation d6, Notice d10
Pace: 8; **Parry:** 6; **Toughness:** 7 (2)
Special Abilities:

- **Armor +2:** Wolvrons sport interlocking armored plates over most of their bodies.
- **Bite/Claws:** Str+d6.
- **Fleet-Footed:** Wolvrons roll a d10 when running instead of a d6.
- **Go for the Throat:** Wolvrons instinctively go for an opponent's soft spots. With a raise on their attack roll, they hit the target's most weakly armored location.
- **Size –1:** Wolvrons are the size of large dogs.

SOON AFTER FLASH'S ROCKET TAKES OFF ON THE HAZARDOUS FLIGHT TO THE RADIUM MINES OF MONGO, DALE REVEALS HERSELF AS A STOWAWAY. FLASH HOLDS HER CLOSE TO HIM: "YOU SHOULDN'T HAVE DONE THIS, DARLING--BUT, THANK HEAVEN, YOU DID!" "THANK HEAVEN--AND DR. ZARKOV!" DALE WHISPERS.
FOR ONE WEEK, THE ROCKET SPANS THE VAST REACHES OF SPACE, DRAWING EVER NEARER TO THE REMOTE PLANET OF MONGO. DR. ZARKOV'S SCIENTIFIC GENIUS HAS BUILT WELL---
BUT JUST AS THEY REACH THE OUTER ATMOSPHERE OF THE PLANET, POWER TROUBLE SUDDENLY DEVELOPS, AS FUEL RUNS OUT: "WE'LL NEVER MAKE THE CIVILIZED PART OF MONGO!" SAYS FLASH, AS HE BATTLES WITH THE CONTROLS---
THE ROCKET PLUNGES INTO MONGO'S LARGEST UNEXPLORED WILDERNESS--THE CONTINENT OF TROPICA!
1-18-42.
ONLY FLASH'S GREAT SKILL AND COURAGE SAVES THE LIVES OF HIMSELF AND HIS FRIENDS--BUT ZARKOV IS GRAVELY INJURED---
THE NOISE OF THE CRASH DRAWS A STRANGELY-GARBED HUMAN TO THE SCENE OF THE DISASTER!
ALEX RAYMOND
NEXT WEEK:
DESIRA, QUEEN OF TROPICA
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THE CAST OF CHARACTERS

The following major players are not necessarily contemporaneous with one another in the timeline. Depending on when your campaign is set, some characters may yet to be introduced, some may already be defeated (or deceased), and some may not even exist in your timeline!

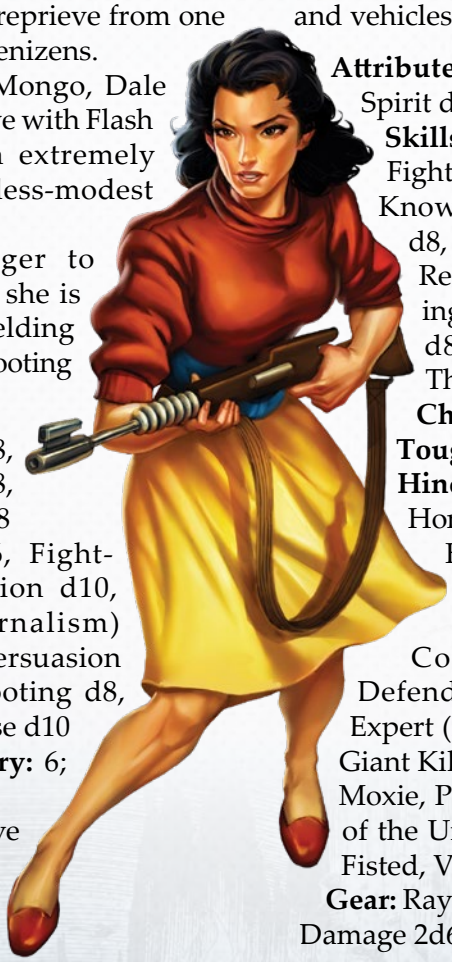
HEROES & ALLIES

DALE ARDEN

A freelance reporter from the big city, Dale Arden is an award-winning, rising star in American journalism. She's also extremely attractive, and knows the value of comeliness in a dog-eat-dog world. Dale isn't afraid to use her wits and natural beauty to get what she wants, whether it be a great byline or a reprieve from one of Mongo's colorful denizens.

Since arriving on Mongo, Dale has fallen madly in love with Flash Gordon. She's often extremely jealous of Mongo's less-modest competition.

Dale is no stranger to physical activity and she is quite comfortable wielding melee weapons and shooting a variety of guns.



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

Skills: Athletics d6, Fighting d8, Investigation d10, Knowledge (Journalism) d10, Notice d10, Persuasion d8, Riding d8, Shooting d8, Stealth d8, Streetwise d10

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

Hindrances: Great Love (Flash), Jealous (Minor), Loyal

Edges: Connections, Investigator, Very Attractive

Gear: Ray gun rifle (Range 24/48/96, Damage 2d8, RoF 1).

FLASH GORDON

Ruggedly handsome, bright, and extremely athletic, the blonde-haired Earthman known as Flash Gordon is now the face of resistance for the free people of Mongo.

A *summa cum laude* graduate of Yale University and a multiple trophy-winning player of both polo and American football, Flash is a charismatic leader who many believe will eventually defeat Ming the Merciless and give rise to a new, unified and free planet.

Flash is an extremely fast learner. His experiences in the United States' Army taught him how to operate a number of sophisticated weapons as well as drive and pilot a variety of war machines and vehicles.

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

Skills: Athletics d10, Driving d8, Fighting d12+2, Intimidation d8, Knowledge (Battle) d6, Notice d8, Persuasion d6, Piloting d10, Repair d8, Riding d10, Shooting d10, Stealth d8, Streetwise d8, Survival d8, Taunt d8, Thievery d6

Cha: +6; **Pace:** 6; **Parry:** 10; **Toughness:** 6

Hindrances: Amorous, Code of Honor, Enemy (Major—Ming!), Heroic, Loyal

Edges: Ace, Acrobat, Brave, Charismatic, Command, Connections, Daredevil, Defender, Determination, Elan, Expert (Fighting), Fame, Followers, Giant Killer, Inspire, Iron Jaw, Luck, Moxie, Pugilist, Rocket Jock, Savior of the Universe, Shrug it Off, Two-Fisted, Very Attractive

Gear: Ray gun pistol (Range 12/24/48, Damage 2d6+2, RoF 1).

Doctor Hans Zarkov

Dr. Hans Zarkov is a brilliant Earth scientist, inventor, and winner of the Nobel Prize in Physics.

Some months back, Zarkov, believing Earth was doomed to be destroyed by an approaching rogue planetoid (in reality, the planet Mongo), constructed a heavily armed rocket ship with the intent of striking and deflecting the planet from its lethal trajectory or destroying it utterly through the use of a powerful gravity disruptor beam weapon. While the intense focus on this original mission almost drove Zarkov mad, angrily forcing Flash Gordon and Dale Arden into his rocket at gunpoint, he has since stabilized and become a highly-respected and trusted ally in the war against Ming the Merciless.

Not long ago, Hans was granted the title "Prince Zarkov of the Hawkmen and Supreme Lord of All Scientists" after he quickly engineered an atomic light solidifier (an elaborate Mongo-Tech device), which stabilized Sky City's gyroscopic array and prevented it from plummeting 5,000 feet to the ground below.

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

Skills: Athletics d6, Driving d8, Fighting d6, Healing d6, Investigation d8, Knowledge (Science) d12+2, Notice d8, Piloting d10, Repair d12, Riding d8, Shooting d6, Weird Science d12

Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 6

Hindrances: Curious, Loyal, Overconfident

Edges: Arcane Background (Weird Science), Connections, Expert (Science), Expert (Smarts), Improved Level Headed, Luck, McGyver, Mongo-Tech, Scavenger, Scholar (Electronics, Science)

Powers: *Armor, barrier, blast, blind, bolt, boost/lower Trait, burst, confusion, damage field, darksight, deflection, entangle, fly, invisibility, slumber, stun.* **Power Points:** 40.

Gear: Various tools.

Prince Barin

Son of the deposed and executed former president of Mongo, Barin rules the forest kingdom of Arboria along with his wife, Aura, estranged daughter of Emperor Ming himself!

Barin is also a staunch supporter of the Freemen and one of Flash Gordon's greatest friends. It is believed that once Ming is ripped from his throne, Barin will hold the highest office in the new unified global government.

Apart from his leadership skills, Barin is also something of an inventor. His greatest technological creation is his mighty electric mole, a tunneling machine capable of swiftly transporting passengers from point to point beneath the ground.

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d8, Vigor d8
Skills: Athletics d8, Fighting d10, Intimidation d10, Notice d8, Persuasion d8, Repair d8, Riding d8, Shooting d10, Stealth d8, Survival d8, Tracking d10
Cha: +4; **Pace:** 6; **Parry:** 7; **Toughness:** 6
Hindrances: Arrogant, Curious, Great Love (Aura), Loyal, Overconfident
Edges: Charismatic, Command, Command Presence, Connections, Defender, Fame, Filthy Rich, Iron Jaw, Lunge, Marksman, Noble, Shrug it Off, Royal Forester, Woodsman
Gear: Dagger (Str+d4), long sword (Str+d8).

COUNT BULOK

A well-respected rebel leader, Count Bulok works behind-the-scenes from within the ancient sewers beneath Mingo City. Husky, balding, and sporting a ginger beard, Bulok is easy to spot in a crowd. He wears a patch over his left eye having lost it a decade ago in Ming's torture chambers.

Bulok has a loving and loyal sister named Sonja.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d10, Vigor d8
Skills: Fighting d8, Notice d8, Shooting d8, Streetwise d10, Survival d8
Cha: −1; **Pace:** 6; **Parry:** 6; **Toughness:** 7
Hindrances: Cautious, Loyal (Freemen), One Eye
Edges: Alertness, Brave, Brawny, Command, Common Bond, Inspire, Nerves of Steel
Gear: Dagger (Str+d4).

QUEEN DESIRA

The red-haired, beautiful, and imperious queen of Tropica, Desira rules from the capital city in the Tropican lowlands, battling constantly with her antagonistic cousin, Prince Brazor.

Desira has little interest in the affairs of Ming and spends most of her time ruling her kingdom. She tends to stay out of matters relating to the rebellion, helping the Freemen only when it benefits her or the kingdom and it's unlikely Ming will discover her involvement!

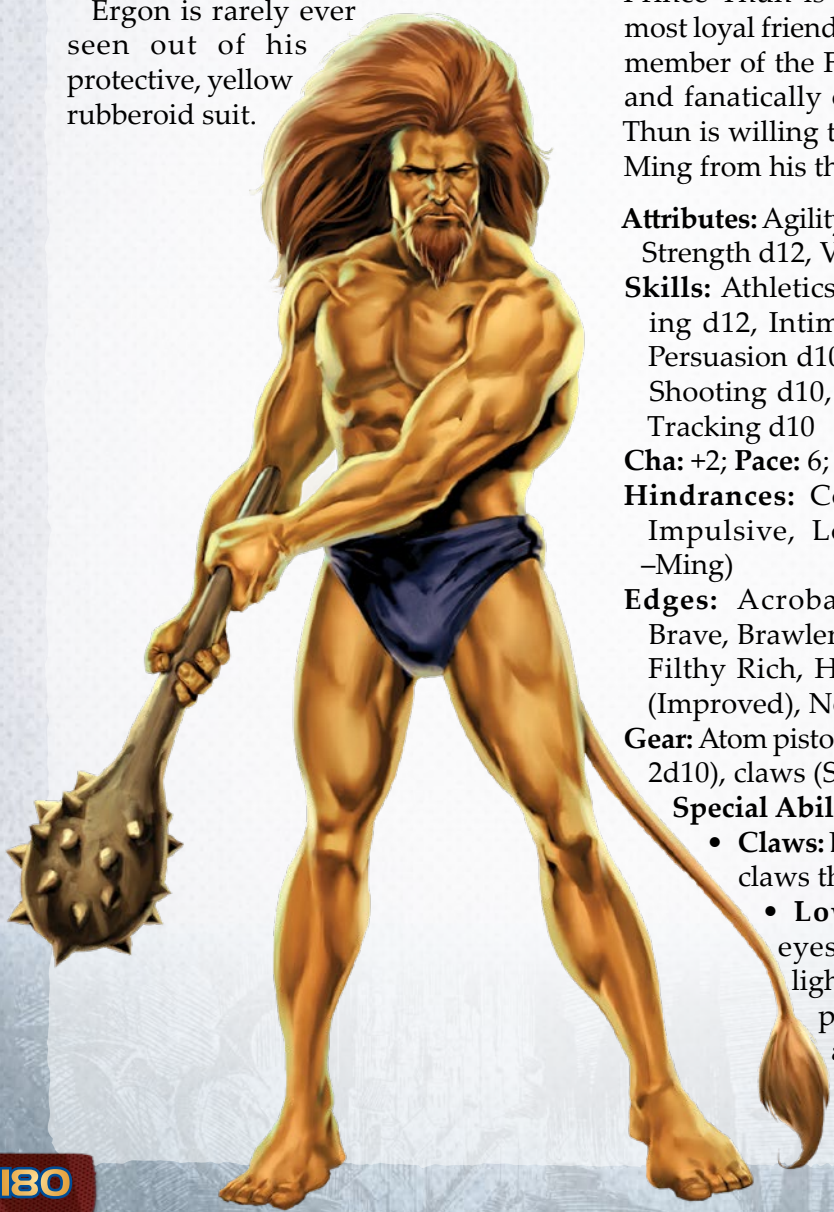
Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d8
Skills: Fighting d6, Notice d8, Persuasion d8, Shooting d8
Cha: +6; **Pace:** 6; **Parry:** 5; **Toughness:** 6
Hindrances: Amorous, Enemy (Major—Prince Brazor), Stubborn
Edges: Brave, Connections, Defender, Filthy Rich, Luck, Noble, Very Attractive

ERGON

Ergon is the leader of the Power Men beneath Mingo City. He worked as the foreman for many years, rising through the ranks of the various departments before finally allying with the Freemen.

While Ming has no time for "menial" workers, his underlings deal directly with Ergon on a regular basis. The foreman has masterfully kept his involvement with the Freemen a secret despite the many times he and his men have been called on to disrupt power, deactivate security screens, or divert the flow of water to allow agents to infiltrate the city through subterranean sewer lines.

Ergon is rarely ever seen out of his protective, yellow rubberoid suit.



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

Skills: Fighting d6, Notice d8, Repair d12, Knowledge (Science) d8, Shooting d6, Thievery d8

Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Heroic

Edges: Command, Crystal Sensitivity, Improvisational Fighter, Level Headed, McGyver, Natural Leader

Gear: Environmental suit, flashlight, portable tool kit.

PRINCE THUN

Son of Jugrid, the king of the lion men and one of the three mightiest rulers of Mongo, Prince Thun is one of Flash Gordon's most loyal friends and an active and loyal member of the Freemen. Bright, fearless, and fanatically opposed to Ming's rule, Thun is willing to sacrifice himself to rip Ming from his throne.

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d12, Vigor d10

Skills: Athletics d10, Driving d8, Fighting d12, Intimidation d10, Notice d8, Persuasion d10, Piloting d8, Riding d6, Shooting d10, Stealth d8, Survival d8, Tracking d10

Cha: +2; **Pace:** 6; **Parry:** 9; **Toughness:** 9

Hindrances: Code of Honor, Heroic, Impulsive, Loyal, Vengeful (Major –Ming)

Edges: Acrobat, Alertness, Berserk, Brave, Brawler, Brawny, Danger Sense, Filthy Rich, Hard to Kill, First Strike (Improved), Noble, Quick

Gear: Atom pistol (Range 5/10/20, Damage 2d10), claws (Str+d6).

Special Abilities:

- **Claws:** Lion men have retractable claws that do Str+d6 damage.
- **Low Light Vision:** The eyes of lion men amplify light. They can see in all but pitch black conditions and ignore attack penalties for Dim and Dark lighting.

- **Racial Enemy:** Lion men are hereditary enemies of shark men. They suffer –4 Charisma when dealing with them.
- **Size +1:** Lion men are slightly larger than average-sized Mongonians.

PRINCESS AURA

Daughter of Ming the Merciless, Princess Aura was raised under her father's thumb within the royal palace in Mingo City. Very little is known about her mother (some believe she yet lives, perhaps hidden away in the dungeons beneath the capital), but for most of her formative years, Aura was the jewel in Ming's eye.

She was instantly attracted to Barin of Arboria when she was introduced to him as a young girl. The two began coordinating secret meetings beyond the walls of Mingo City as she matured. Eventually, true love blossomed and her desire to be with Barin outweighed her interest in remaining the apple of her merciless father's ever-watchful eyes.

Ming doesn't trust Barin, but he understands the value of a familial bond with the Prince of Arboria. He reluctantly blessed a wedding for Aura in the hope a grandchild with his blood flowing in its veins could be shaped in his image. To his chagrin, Aura and Barin have so far refused to allow Ming into their son's life.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d4, Vigor d8
Skills: Athletics d6, Fighting d6, Notice d8, Persuasion d8, Shooting d8, Taunt d6
Cha: +6; **Pace:** 6; **Parry:** 5; **Toughness:** 6
Hindrances: Amorous, Curious, Impulsive, Jealous (Major), Overconfident
Edges: Filthy Rich, Noble, Very Attractive
Gear: Fine clothing.

KING VULTAN

Bearded and corpulent leader of the hawkmen, Vultan is boisterous, boastful, and more than a tad lecherous. He is also extremely charismatic, influential, and possesses a highly-skilled military mind..

Until Flash intervened and Dr. Hans Zarkov upgraded Sky City's gyroscopic array, Vultan was a reluctant supporter of Emperor Ming, but he has since changed his tune and become a reliable ally of the Freemen, even granting asylum to political prisoners.

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d10, Vigor d8
Skills: Athletics d8, Fighting d10, Intimidation d8, Notice d8, Persuasion d10, Shooting d8, Stealth d8, Taunt d10
Cha: +2; **Pace:** 6; **Parry:** 7 or 8 (steel gauntlets); **Toughness:** 7

Hindrances: Amorous, Arrogant, Code of Honor, Impulsive

Edges: Brawny, Command, Command Presence, Filthy Rich, Hard to Kill, Hold the Line!, Iron Jaw, Noble, Shrug it Off, Steady Hands

Gear: Light pistol (Range 12/24/48, Damage 2d6), long sword (Str+d8), steel gauntlets (Str+d4, Parry +1).

Special Abilities:

- **Flight:** Flying Pace 6", Climb 0.

PRINCE BRAZOR

Prince Brazor is the traitorous cousin of Queen Desira of Tropica. Hoping to seize the throne for himself, Brazor has been busy constructing an elaborate plan to force his cousin to abdicate, all the while continuing to act the obedient captain of her bodyguard.

Brazor is a stern-looking man with close-cropped raven hair and a goatee. While he leads the security team charged with protecting the queen, he also commands a loyal force of his own guardsmen from inside his lofty mountain fortress, a thousand feet above the ground.

While his palace and uniforms are adorned with the crowned cobalt blue shield of Tropica, Brazor's own family crest, the mythical blood dragon, can be found on ancient banners and the moth-eaten, pre-war garments of his ancestors.

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

Skills: Athletics d8, Fighting d10, Intimidation d8, Notice d8, Persuasion d8, Shooting d10, Stealth d10, Taunt d10, Tracking d8

Cha: 0; **Pace:** 6; **Parry:** 7; **Toughness:** 6

Hindrances: Overconfident, Stubborn

Edges: Alertness, Combat Reflexes, Command, Command Presence, First Strike, Iron Jaw, Killer Instinct, Quick Draw, Shrug It Off

Gear: Long sword (Str+d8), Ray gun pistol (Range 12/24/48, Damage 2d6+2, RoF 1).

Grand Dragon

The Grand Dragon is the title given to the vicious and carnivorous king of the lizard men in the cave kingdom of Kira. Wearing the platinum armband of the first Dragon, Lazertyl, signifying his position, the Grand Dragon sits upon his mighty snake throne within his crudely constructed subterranean palace, ruling and passing judgments while striving to ensure that his realm remains protected from external forces…and well-fed!

The Grand Dragon has no alliance to any leader upon the surface, but could very well be swayed either way through a show of significant force. To this day, Ming has ignored the lizard men while Queen Azura (and now Flash Gordon) has opted for a reluctant truce with those who live below their streets. By no means does this suggest any sort of alliance, however, and those straying into the tunnel systems and caverns ruled by the Grand Dragon are always considered intruders.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d10, Vigor d6
Skills: Athletics d8, Fighting d12, Intimidation d8, Notice d8, Persuasion d8, Stealth d8, Taunt d8
Cha: −8; **Pace:** 6; **Parry:** 8 or 9 (Fork); **Toughness:** 7 (2)
Hindrances: Bloodthirsty, Mean, Outsider (Outside of his domain)
Edges: Brave, Command, Command Presence, (Improved) Frenzy, Lunge, Noble
Gear: Fork (Str+d6, Parry +1, Reach 1).
Special Abilities:

- **Armor +2:** Thick warty skin.
- **Bite/Claw:** Str+d4.
- **Environmental Resistance (Heat):** +4 to Vigor rolls to resist heat, subtract four from heat-based damage.
- **Environmental Weakness (Cold):** −4 to Vigor rolls to resist cold, add +4 to cold-based damage.
- **Wall Walkers:** Lizard men can move up any rough vertical surface at their normal Pace.

Kang the Cruel

While the bloated and sadistic thug known as Kang professes to be the long-lost son of Ming the Merciless, most doubt the validity of these claims. In truth, Kang is actually the much younger brother of Lord Hong, warden of Ming's dungeons. When Kang was a boy, Ming took a shine to him and he spent his formative years within Ming's palace.

Regardless of his false pedigree, he has managed to attract a number of followers to his cause, secretly mustering a ruthless band of pirates and cutthroats in a hidden, undersea base.

Kang is currently increasing the size and experience of his army and attracting a loyal following of those convinced of his lineage. He knows the value of those who see the potential for wealth and power in a man who may one day seize Mongo's throne!

Attributes: Agility d6, Smarts d10, Spirit d6, Strength d8, Vigor d8
Skills: Athletics d8, Driving d8, Fighting d8, Intimidation d12, Knowledge (Battle) d8, Notice d8, Persuasion d10, Piloting d12, Shooting d10, Streetwise d8
Cha: −2; **Pace:** 5; **Parry:** 6; **Toughness:** 7
Hindrances: Mean, Obese, Overconfident
Edges: Berserk, Command, Command Presence, Tactician
Gear: Ray gun pistol (Range 12/24/48, Damage 2d6+2, RoF 1).

Ming the Merciless

Ming the Merciless is the self-proclaimed emperor of the universe and the enemy of Flash Gordon and the Freemen. A ruthless tyrant who rules Mongo with a drogiron fist, Ming is sadistic, sociopathic, and relentlessly cruel. He is also easily swayed by a pretty face, going so far as to cease military operations in order to woo someone of the opposite sex.

A brutal dictator, Ming murdered his own father in order to take the throne for himself. So great is his ego that both his name and his sinister visage have permeated all aspects of life on Mongo.

Up until recently, Ming felt safe within his palace, but the arrival of the Earthman, Flash Gordon, has unsettled him to the point where he now sleeps with armed guards at his bedchamber doors and a light gun under his satin pillow.

Ming will not give up until every last Mongonian bends their knee to him, even if that means razing antagonistic kingdoms to the ground. Even Arboria, home to his own daughter, Aura, and grandson, Alan, isn't safe from the tyrant's wrath.

Attributes: Agility d8, Smarts d12+2, Spirit d12, Strength d8, Vigor d10

Skills: Driving d8, Fighting d12+2, Intimidation d12, Knowledge (Science) d8, Notice d8, Persuasion d12, Piloting d10, Riding d8, Shooting d10, Taunt d12

Cha: –2; **Pace:** 6; **Parry:** 9; **Toughness:** 7

Hindrances: Amorous, Arrogant, Bloodthirsty, Mean, Overconfident

Edges: Arcane Resistance, Charismatic, Combat Reflexes, Command, Command Presence, Dodge, Expert (Fighting), Expert (Smarts), Fervor, Filthy Rich, Jack-of-All-Trades, Killer Instinct, Level Headed, Nerves of Steel, Noble, Strong Willed, Trademark Weapon ("Wrath")

Gear: Scimitar ("Wrath") (Str+d8).

HAZARDS

Mongo isn't all just monsters and air battles. Nature itself can sometimes be the toughest adversary!

The list of hazards below can be used as background and flavor when characters visit the various domains of the rogue planet, or as direct threats that challenge the heroes directly.

There are three types of Hazards: Dramatic Catastrophes, Environmental, and Battlefield. Each is explained below along with specific examples.

CATASTROPHES

The threat is urgent and the heroes must escape from it immediately! Use the Catastrophe rules on page 186 to resolve the action. Descriptions and any special rules are listed below.

Avalanche: The mountains rumble, a sharp crack is heard from a towering peak! A landslide of ice and snow comes crashing down, threatening to bury the heroes alive!

Cave-In: The heroes are somewhere beneath Mongo when the ceiling collapses (or floor if they happen to be wandering through the gravity-confused Magnet Mountain)!

Blizzard / Sandstorm: Furious ice- or sandstorms blind travelers and force them to find shelter! Visibility in such conditions is incredibly limited as well. Characters can't usually see more than 10 yards, and suffer −4 to Survival rolls made to navigate.

Flash Flood: A powerful wave of water races toward the heroes, destroying everything in its wake.

Forest Fire: Raging brush fires typically occur in temperate forests when the ground vegetation is very dry and hot. A stray spark or flame (perhaps from a passing rocket) turns the wilderness into an inferno.

Hot Hail: This strange phenomenon is an extremely rare type of precipitation found only in regions where there two extreme environments clash, such as the northern deserts of Flame World and the bordering icy wastes of Frigia.

Tornado: Fierce winds accompanied by dark skies and lashing rain ravage the surface. The downpour reduces visibility (treat as Dark for lighting penalties) and extinguishes most normal fires within 1d6 rounds.

ENVIRONMENTAL HAZARDS

These kinds of hazards drive characters to seek shelter, water, or food, or force them out of toxic areas. They aren't as urgent as Catastrophes but are just as lethal if the group doesn't take action to protect themselves. Game Masters can also use environmental hazards to push the party into new adventures and discoveries.

Cold: Travelers to Frigia and the Ice Kingdom of Naquk must prepare carefully. Without cold weather gear they are as likely to die from the frigid temperatures as they are from giants or ice worms! See **Cold** in *Savage Worlds.*

Heat: The steamy jungles of Tropica or the infernal heat of Volcano World dehydrate and overheat those who don't bring or find life-giving water. *See* **Heat** in *Savage Worlds.*

Radiation: The wastes of Radiuma, various radioactive mines around Mongo, and even the furnace rooms of Sky City (before Dr. Zarkov transformed them) all emit dangerous levels of radiation that can blind and kill. See **Radiation** in *Savage Worlds.*

CATASTROPHES

Some of Mongo's hazards are catastrophes that happen quickly, granting little warning to the hapless heroes caught in their path. Avalanches, cave-ins, forest fires, or even the flooding of an undersea dome are all incredibly exciting in the comics or movies.

For these Dramatic Catastrophes, *Flash Gordon* uses a modified Dramatic Task system. Use the following rules for these encounters, making sure to add narrative details at each step to make the adventure memorable and exciting.

Unlike normal Dramatic Tasks, all the characters are assumed to be reacting to the catastrophe together, so draw a single card for the entire party.

The usual Trait to escape the catastrophe is Athletics. The penalty to the test is based on the card drawn:

Card	Modifier
Two	No roll is possible
3–10	–4
Jack–Queen	–2
King–Joker	—

Each round the hero fails the roll, give the player a token of some sort). Give him two on a critical failure. Nothing happens on a success, and a raise allows him to get rid of a token if he has any.

At the end of the fifth round, each player rolls a number of damage dice (d6s) equal to the tokens he's accumulated. The further one gets behind, the more deadly the avalanche, firestorm, or other catastrophe!

Remember that, at least in *The Savage World of Mongo*, "death" is rarely permanent. Those who perish might wind up having an adventure of their own, be found hours later in the snow or a pond in the middle of a forest fire, or rescued by some other suitably dramatic tale.

Of course if the entire party is in jeopardy, it might be a great time for them to play a Cliffhanger! This should end the Dramatic Catastrophe rolls and create some new situation to deal with.

COMPLICATION

If a character's Action Card is a Club, she has a Complication of some sort. Maybe she has to jump over a sudden crevasse while running from a cave-in or hesitates as a flaming tree falls in her path in a forest fire. The player should feel to add to the GM's narrative in describing the event.

Whatever the story, if the hero fails her roll this round she suffers Fatigue that fades after one hour.

TACTICAL HAZARDS

Battles in *The Savage World of Flash Gordon* often take place on exotic battlefields—a rotating disc filled with sharp spikes, among streams of molten lava, or in swamps concealing deadly quicksand. Here are some of the most common and rules for integrating them into your Savage Tales.

Lava Flow: Impassable rivers of molten rock can be found in the blasted wastes of Flame World or Volcano World. Falling into one results in 3d10 damage each round. See the rules for fire and burning in *Savage Worlds* for more information.

Mongoquake: A powerful tremor causes the ground to buckle and crack. This may cause cave-ins, collapsing buildings, avalanches, or landslides throughout the region (use the Catastrophe rules if the heroes are caught in the devastation).

Violent tremors mean that anyone attempting actions that require balance fall if they roll a 1 on their skill die until the Mongoquake is over.

Poisonous Fumes: Sulfurous vapors from volcanoes, marsh gas, and the foul-smelling, varicolored fogs that swirl about Lostland present hazards to characters not protected by a gas mask.

Should a volcanic vent in Flame World or a burbling bog in Arboria spew a cloud of toxic gas over the party, unprotected heroes individuals must make a Vigor roll at −2 or suffer Fatigue. This can lead to Incapacitation.

Quicksand: Quicksand, the bane of adventure film heroes during the golden age of Hollywood, comes in two forms: wet (swamps) and dry (deserts). Detecting either is a Notice roll, at −2 if the pool is well-covered with debris. Failure means the character plunges in up to his waist and begins to sink!

A heroine who goes in sinks in three rounds unless rescued or she's able to find a way to free herself. The latter requires a Strength or Agility roll at −4 before she goes under (−2 if she can get hold of a vine, rope, or other line).

Once under, a character can no longer save herself and dies in a number of rounds equal to half her Vigor.

Allies can tie a rope or vine around themselves and dive in after a companion who's gone under with a Notice roll at −2 to find them and a Strength roll at −4 to pull them back to the surface.

Typhoon: Sudden and violent, typhoons and other tropical storms cause Dark conditions and limit visibility to 25" (about 50 yards). The heavy storms turn the ground into a quagmire of muck and mud that make most surfaces Difficult Ground.

Typhoons precede flash floods or tsunamis as well (see Flash Floods under **Catastrophes**).

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FLASH GORDON
THE SIGN OF ARMS AND HERO
BY-
ALEX
RAYMOND
AS THE FLAME DIES OUT AND THE LAUGHTER OF THE WITCH QUEEN TAUNTS HIM, FLASH ORDERS A CHARGE-------
HA, THE FOOLS! STOP THEM, TAHL, BUT SPARE THE BLONDE LEADER
THE TUNNEL HEAVES AND ROCKS UNDER A MIGHTY EXPLOSION/ FLASH, KHAN AND DALE WHIRL TO SEE ZUG AND THEIR ARMY BURIED UNDER AN AVALANCHE OF STONES--------
THE WITCH QUEEN STEPS BEFORE THEM DROPPING A GLASS GLOBE ON THE FLOOR--GAS! THEY CLAW THEIR THROATS IN STRANGLING AGONY!
YOUR SPELL IS ON THEM, O QUEEN OF MAGIC---YOURS IS THE POWER TO BRING THEM BACK OR---
HAVE THEM CARRIED TO THE GRAVITY SLEDS--WE RETURN TO THE CASTLE
THE STRANGE CARAVAN FLOATS TOWARD SYK, THE FLAME-GUARDED STRONGHOLD OF AZURA, QUEEN OF MAGIC! NEXT WEEK "LIVING DEAD"

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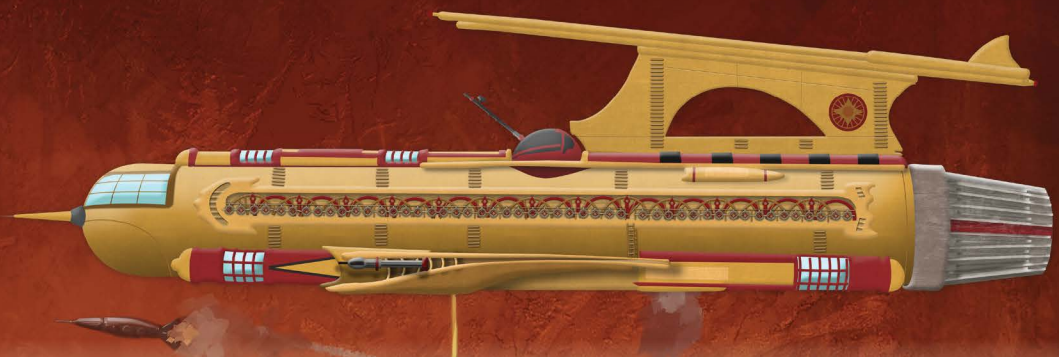

"He'll save every one of us!"

On the rogue planet of Mongo, a brutal and sadistic tyrant named Ming the Merciless rules from his royal palace at the heart of Mingo City.

Secretly defying the emperor's reign of terror are the Freemen, revolutionaries banded together from a number of kingdoms around the globe. From the winged hawkmen of Sky City to the ice giants of Naquk, from the water-breathing Coralians to the tree-dwelling Arborians, and from the nomadic lion men to the dwarfs of the Magnetic Mountains, many who have suffered under the drogiron fist of emperor Ming have united under their own standard to see that the despot is deposed and freedom for all becomes the law of the land.

Inspiring this growing rebellion are three aliens from Earth: Dr. Hans Zarkov, Dale Arden, and Flash Gordon, the man whose face emboldens all who wish to live on a world free of Ming!

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