FLASH GORDON™

KINGDOMS OF MONGO



SAVAGE WORLDS



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TABLE OF CONTENTS

INTRODUCTION 4

ARBORIA 5

Background 6
Geography 8
Flora and Fauna 8
People 10
New Gear 13
Weapons 15
Ammunition 15
Savage Tales of Arboria: Lost in Arboria 16
Crash Landing 16
Forest Ambush 17
Rescue Squad 18
Allies and Enemies 19
The Monsters of Arboria 21

CORALIA 23

Entering the Sea of Mystery 24
Reaching Coralia 24
Life Beneath the Waves 25
Coralian Society 26
The Court of the Coral Queen 27
Locations 27
The Pearl Beds 30
Debris Field 30
Coral Caves 30
The Swirling Sea 32
Submarine Nets 32
The Deadpool 32
The Hawks' Nest 33
New Gear 33
Basic Equipment 33
Ranged Weapons 33
New Vehicles 34
Savage Tales of Coralia: Treasure Island 34
Shipwrecked! 34
Under The Sea 35
Fit For a Queen 35
Conclusion 36
Stolen Thunder 36
A Rumor of War 36
Finding Pluton 37
The Price of Treachery 37
Stormy Passage 37
A Cry for Help 37
Meeting the Council 38
Undersea Escape 38
An Unexpected Ally 39
Wreck of the Hesperon 39
A Fool's Errand 39
Fantastic Voyage 40
The Wreck Site 40
The Search 41
Conclusion 41
The One that Got Away 41
A Royal Disappearance 41
A New Menace 42
Learning the Truth 42
Prison Break 43
A Surprising Reversal 43
Allies and Enemies 43
The Monsters of Coralia 46
Coralian Hazards 47

FRIGIA 50

Geography 51
Mineral Wealth 51
Life in Frigia 51
Transportation 52
Settlements 52
The Throne 53
The Court 53
New Gear 53
Weapons 54
Hand Weapons 54
Savage Tales of Frigia: Robbing Hoods 55
Stolen Goods 55
Wolfin Sheep's Clothing 55
Foiling the Bandits 55
Ride Along 55
Searching the Area 56
Beating the Bushes 56
Wolf in Sheep's Clothing 56
Savage Tales of Frigia: Avalanche! 56
Target-Rich Environment 56
Stampede! 57
Out of the Frying Pan, Into the Ice 57
Snowed Under 57
And It Gets Worse... 57
Savage Tales of Frigia:
Faux Pas 58
Formal Dress 58
Security and Protocol 58
Ming-ling 58
Cloak Minus Dagger 58
Exposé 59
Savage Tales of Frigia: Changeling 59
Under Siege 59
Attack! 60
Interrogating Prisoners 60
Getting to the Bottom 60
Stolen Valuables 61
Second Wave 61
Savage Tales of Frigia:
Operation Annihilaton! 61
Boom!. 61
Bomb Squad 62
Ending the Threat 62
Homing In 62
Defusing the Situation 63
Allies and Enemies 63
The Monsters of Frigia 66
Frigian Hazards 67

KIRA 69

Background 70
New Power 71
New Vehicle 71
Savage Tales of Kira 71
Attack of the Rock Slugs 71
Down with Flash 73
Hard Labor at Tsa Vong Zah 75
Haunting of Castle Cyrie 77
Into the Vortex 78
King Maguro's Lost Treasure 80
Murder at the Grand Meet 82
Race for the Electric Mole Machine 85
To the Last Breath 86
Allies and Enemies 88
The Monsters of Kira 89

RADIUMA AND SKYLAND 91

Background 92
Skyland 93
Radiuma 94
New Gear 96
Personal Weapons 96
Hand Weapons 97
Sky Weapons 97
Atom CanNons 97
Atom Splitting Rays 97
Vehicular Weapons 98
Vehicles 98
Savage Tales of Radiuma & Skyland:
Dangerous Diplomacy 99
Outside Arbitration 99
Neutral Ground 100
Meeting Royalty 100
A Meeting of Minds 101
Tense Negotiations 102
Radiun Treachery! 102
Conclusion 102
Savage Tales of Radiuma & Skyland:
Radium Retrieval 103
Above Board 103
Task 1: Skyland Espionage 103
Task 2: Trouble in the Mines 104
Task 3: Kragg Attack 104
Seize the Radium! 104
Tactic 1: Mine-Truck Heist 104
Tactic 2: Undermining 105
Conclusion 105
Savage Tales of Radiuma & Skyland:
War-Sleds of Radiuma 105
A Spy from the Sky 105
A Plea for Help 105
Planning the Strike 106
Tactic 1: Surgical Strike 106
Tactic 2: Battle for the War-Sleds 107
Conclusion 107
Allies and Enemies 107
The Monsters of Radiuma 110

SKY CITY 113

Background 114
Geography 116
Flora and Fauna 116
People 117
Hawkmen 117
Mountain Dwarfs 119
New Weapons 121
The Heroes and Villains of Sky City 122
Hand Weapons 123
Ranged Weapons 123
Special Weapons 123
Ammunition 123
Savage Tales of Sky City:
The Great Sky-Whale Hunt 125
Background 125
Preparing for the Hunt 126
Encounters Along the Way 126
The Traitor 128
Man Against Monster 128
The Hunter Humbled? 129
Allies and Enemies 130
The Monsters of Sky City 132

TROPICA 135

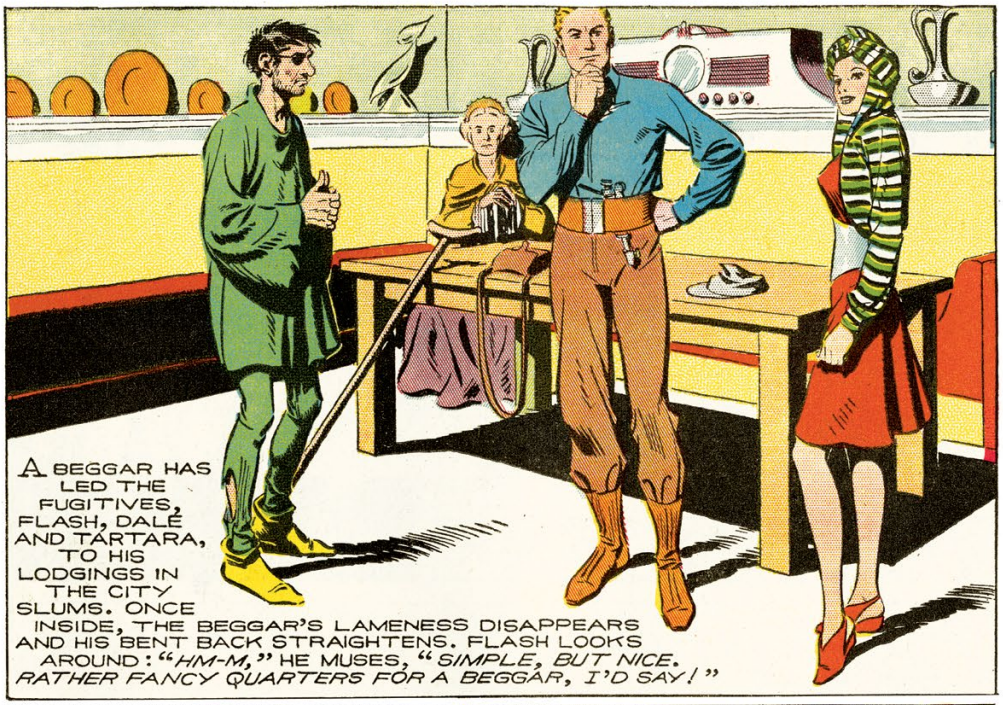
Background 136
The Kingdom of Tropica 136
Tropica's Capital City 137
Kingdom of the Underground 138
The Coast 138
Waverly 138
The Lowlands 139
Placida 139
Caverns of Tropica 139
The Forbidden Forest 140
Magnet Mountain 141
The Fiery Desert 141
The Lost Kingdom of Vitruvia 143
Marvela 143
Portentia 144
Vitruvia 144
The Breath of Dyzan 145
The Cathedral of Death 146
New Gear 146
Hand Weapons 147
Rays 147
Hand Weapons 147
Ranged Weapons 147
Savage Tales of Tropica:
Against the Steel Legion 148
Background 148
Death in the Desert 148
Guest of the Outlaws 149
The Steel Legion Strikes 150
Turned to Stone 150
Desperate Measures 151
Against the Steel Legion 151
Showdown 152
Sordak's Rage 152
Savage Tales of Tropica:
The Tropican Treasure 153
Background 153

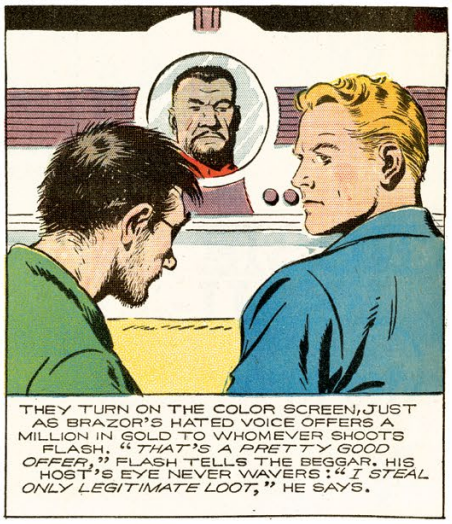
Sole Survivor 153
Zumar and Kor 154
Encounters 154
Cave-In 155
Under Magnet Mountain 156
The Tunnel Terror 156
Showdown 157
Kor to the Rescue? 157
Conclusion 157
Allies and Enemies 158
The Monsters of Tropica 168
Tropican Hazards 174

VALKR 175

Background 176
Weapons 177
New Gear 178
Savage Tales of Valkr: Welcome to Valkr . . . 178
The Ravine 179
Crossing the Arroyo 179
A New Threat 179
Meet the Warriors of Valkr 179
Savage Tales of Valkr:
Proof of Value 180
Savage Tales of Valkr: Tracking the Tigret . . 181
Savage Tales of Valkr:
Escape the Clutches of the Baroness 182
Castle Valkr 183
Savage Tales of Valkr:
The Enemy is Everywhere 183
The Savage King 184
The Savage Village 184
The Test of Strength 185
The Test of the Huntsman 185
The Test of Combat 186
Civil War 186
Against the General 186
The Final Battle 186
Allies and Enemies 187
The Monsters of Valkr 189
Valkran Hazards 190

INDEX 192









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"YOU TOOK TOO LONG!" SNARLS THE REWARD-HUNGRY POLICE CAPTAIN. "WE'RE SEARCHING EVERY HOUSE FOR FLASH GORDON. HAVE YOU SEEN HIM, YOU FAKE CRIPPLE?"

NEXT WEEK:

2-27 THE VENOM OF REVENGE



INTRODUCTION

Welcome, curious traveler, to *The Kingdoms of Mongo*.

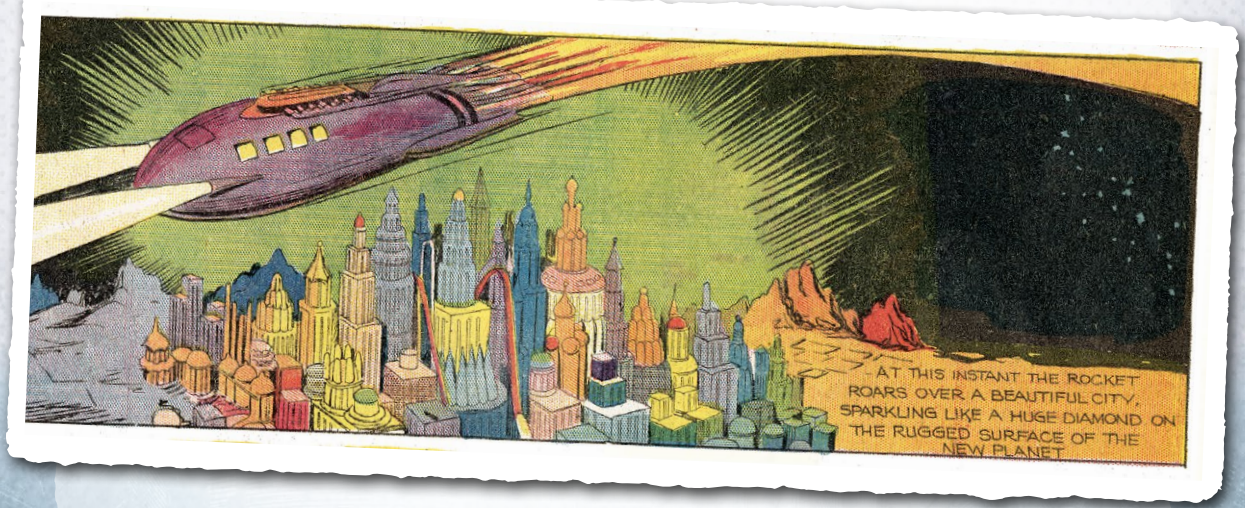
You hold in your hands a veritable golden ticket to the many diverse lands that can be found upon, above, and even within the great planet of Mongo. Whether you're planning a tour of the world's many advanced civilizations or contemplating an excursion to some of its most primitive wildlands, this volume is your guide to the culture, geography, technology, and denizens of each location. Herein is all the information you might need to survive beyond the safety and security of Mingo City's thick klangstone walls and energized lightning fields.

Mongo is a strange and mysterious world where the evolutionary process has been overturned and creatures from ancient times walk alongside (or prey on) advanced peoples. At the same time, primordial forces continue to tear the geological fabric of the planet to pieces, occasionally unleashing powerful environmental destruction. Exploring this world, especially a few of its untamed corners, is not for the faint of heart!

While some of the material contained within is common knowledge, much of it is for Game Master's eyes only. You are welcome to use all of the material as presented, though you are encouraged to manipulate things to better fit in with your own *Flash Gordon* campaign. While there have always been constants in the universe of *Flash Gordon*, details have frequently been altered over the years to fit the narrative.

This book focuses on nine individual kingdoms including Arboria, Coralia, Frigia, Kira, Radiuma, Sky City, Skyland, Tropica, and Valkr. Each section features that location's history, important people, creatures, new gear specific to that region, and Savage Tales—short adventure ideas you can flesh out and make your own!

Until then, pack your bags, climb aboard your rocket cycle, and take to the turbulent skies! It's time to head out and see the world for yourself!





ARBORIA

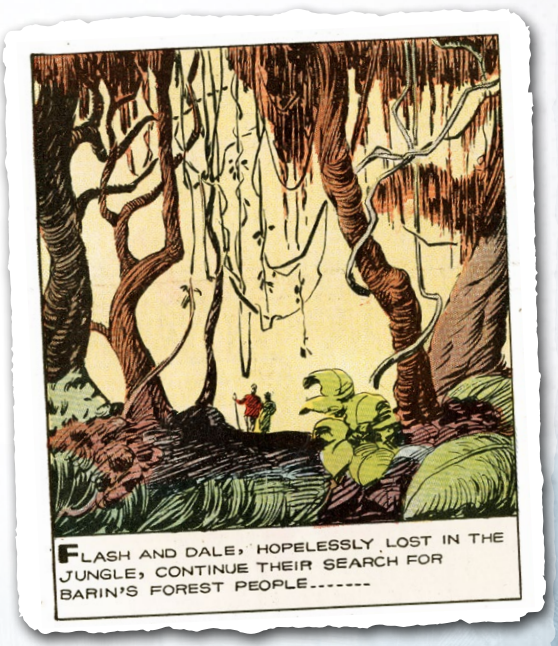
The forest kingdom of Arboria is a place of stunning natural beauty and deadly danger. Ruled by the dashing King Barin and Queen Aura, Arboria is Flash Gordon's most reliable ally and place of refuge, and a constant thorn in the side of the wicked Ming and his ruthless minions. The people of the forest kingdom are tough, hardy, resourceful men and women, fierce warriors and unrivaled wilderness scouts. Barin and his forest folk have stood beside Flash Gordon in his most challenging adventures, and continue to serve as a beacon to freedom-loving Mongonians and all who would oppose Ming's savage tyranny.

FLASH'S ADVENTURES IN ARBORIA

Arboria is almost a second home to Flash and Dale, for they were instrumental in Prince Barin's rise to power. Soon after their arrival on Mongo, Flash, Dale and Dr. Zarkov encountered a band of rebels led by the exiled Barin, whose attack on Ming's palace was betrayed by Princess Aura. Despite her treachery, Barin fell helplessly in love with the beautiful princess. When he and Flash were declared joint winners of the Tournament of Death, Barin was awarded the Kingdom of Arboria, took Aura as his wife, and together the royal couple sought to tame their barbaric kingdom.

After saving the undersea kingdom of Queen Undina, Flash, Dale and Zarkov returned to the surface world but their rocket was immediately shot down by Ming's rocket fleet and crash-landed in the wilderness of the Forest Kingdom. When he learned of Flash's plight, King Barin immediately dispatched the Royal Foresters to find his friends. Lost in the forest, Flash and his companions faced many deadly perils, including a horde of rabid squirlons, whose bite drove the unfortunate Zarkov mad. Luckily, Zarkov was found by Captain Truno's scouting party, while Flash and Dale were forced to deal with other dangers, including a berserk magnoped and a deadly strangler vine. Captured by the tusk-men, Flash quickly became their chief through his ingenuity and bravery, but was betrayed by the treacherous One-Tusk and his lackey Bent-Back. Luck was still with Flash however, for when One-Tusk attempted to sell him and Dale as slaves he encountered Truno's Royal Foresters, who saved the pair and brought them to a hero's welcome at Barin's palace.

As always, Flash's respite was short-lived, for the treacherous thief Grombo attempted to murder him, then escaped into the forest, intent on reaching Ming to tell the emperor that his hated enemy was still alive and in Barin's custody. Fleeing, Grombo made common cause with the horned ape-men, who then were able to capture Barin. Dale, Flash and Captain Truno rescued their King, but Grombo once more escaped, stumbling into the dread Desert of Mongo, where he was captured by Ming's scouts. Infuriated, the emperor declared war on Arboria, bombing its capital and Barin's palace to rubble. When Flash was captured by the evil Grombo—now a captain in Ming's guard—Ming called off the attack, leaving Barin and Aura to rebuild while Dale and Zarkov sought to rescue Flash.



After many more adventures that included the near-overthrow of Ming, Dale and Flash escaped through the caverns beneath the Mongo Mountains, where they were reunited with Dr. Zarkov and returned to the Forest Kingdom, to find Barin sporting a new hairstyle and snappy red uniform. Once more they had little chance to catch their respective breaths, for Ming soon arrived under flag of truce, demanding that Barin and Aura's son, the infant Prince Alan, be handed over into imperial custody to be trained as his successor. An elaborate plot to kidnap the child was foiled, but once more Flash and his companions were forced to flee, this time to the frozen realm of Frigia.

While Flash's more celebrated adventures have since taken him to many other fantastic realms on Mongo and beyond, his friendship with Barin remains unshakeable, and his loyalty to the Forest Kingdom absolute. There are surely more adventures to be had in the savage Forest Kingdom, as Barin and Aura face her father's tenacious evil and their son grows to manhood.

BACKGROUND

Before the coming of Prince Barin, the Forest Lands were an untamed realm filled with ferocious beasts and savage primitive tribes. The tree-men of Arboria scraped out a hard living from their elevated settlements, but were divided into rival clans and petty kingdoms, unable to unite or form anything like an organized realm.

It was not always so. Old tree-folk stories spoke of a lost kingdom, where all were united and great cities rose in the heights of the forest. What happened to this great nation is not known for certain, but its remains could sometimes be glimpsed in the remains of great highways and the ruins of old cities among the trees' upper branches. Some old priests and village elders told of a legend that one day a bold new monarch would come to unite the quarreling clans and return Arboria to its ancient glories.

When Prince Vultan forced Ming to acknowledge both Flash and Barin as joint winners of the Tournament of Death, the wily emperor awarded the two deadliest and most ungovernable kingdoms to the pair—the gloom-ridden Kingdom of the Caves to Flash and the wild Kingdom of the Forests to Barin.

Undaunted, Barin married his beloved Princess Aura and together they set out to rule their barbaric land. While Flash and his hawkmen allies struggled to pacify Kira, Barin gathered a core of loyal followers and began rebuilding the great city of Arboria, where they immediately set to construction of a graceful palace that would come to symbolize the new kingdom.

Many of the tree-men, weary of conflict and seeking a new life, proclaimed that Barin was the prophesized uniter. The first of these, the loyal chieftains Solas and Truno, became captains of Barin's elite Royal Foresters. Later, Barin was joined by his cousin, Prince Ronal, who soon proved a resourceful and valuable ally.

Barin's rise to power was not without pitfalls, and despite prophecy many of the tree-folk, well-used to a free life without laws or rulers, resisted his influence. A band of treacherous chieftains attempted to assassinate Barin during a parlay, and the cunning Duke Theros offered treasure to the treacherous One-Tusk and his clan of brutal tusk-men to ambush Barin's hunting party. Prince Ronal discovered the duke's plans and led a band of foresters to save his cousin, and together they assaulted the traitor's tree-citadel. In a final confrontation with Barin, Duke Theros fell to his death, and his followers quickly surrendered, pledging loyalty to Barin and Aura.

Theros' defeat sealed Barin's victory and confirmed the now-widespread belief that Barin was the wished-for monarch who would return the nation to greatness. The people of Arboria, long without a leader, rallied around their new king. Soon, the great capital and magnificent palace rose from the trees, and restoration began on the old roadways, which Barin wished to unify into a single network known as the Great Tree Highway.

For a brief time, Arboria was at peace and prosperity began to spread to all of its people. Connected by the new highway, cities and towns grew and trade burgeoned. All across the kingdom, men and women drank to the health of Prince Barin and Princess Aura. The realm did not lack for danger and excitement, for the forests remained wild, and both the tusk-men and horned ape-men continued to rebel against the tree-folk's rule. When Flash Gordon's Cave Kingdom declared war on Ming, Barin sent his Royal Foresters to assist his friend, but the war ended badly with

Flash and Dale fleeing, first to the undersea kingdom of Coralia, and then to Arboria where Barin gave his friend sanctuary. For a while at least, Flash and his friends were safe.

But as is often the case on Mongo, safety proved all too brief, for when he learned that Barin was harboring the Gordon, Ming declared war on the Forest Kingdom, and his rocket fleet attacked, felling trees, shattering cities and reducing Barin's proud palace to rubble. When Flash Gordon was captured and dragged across the Great Mongo Desert, back to Mingo City for trial and torture, Dale and Zarkov set out, determined to save their friend, while Barin and Aura remained, rebuilding their broken kingdom.



The days that followed were as hard and merciless as those first days had been kind. The people who had once proclaimed Barin their true and rightful king now rebelled, angry that he had allowed Ming to devastate the kingdom. He was not the promised deliverer they said, rather another failed pretender who had pledged prosperity and brought only ruin. Encouraged, the wild tusk –and ape-men began to raid Arborian settlements, dragging innocents off for the slave-pens or—worse—cooking fires. With help from the ever-loyal Ronal, Solas, and Truno, Barin reformed the Royal Foresters and struggled to once more pacify and unite his kingdom.

It was not easy, but slowly the land returned to a state of relative peace and unity. Great craters still marred the land where Ming's atom bombs had burned trees and scorched bedrock. Some towns, destroyed in the war or overrun by tusk-man raids, had to be abandoned. And a few tree-men, feeling hurt and betrayed by Barin's failures, set off into the forest to carve out lives on their own, never to return. To these rebels, Barin will always be a false savior, a usurper who simply used prophecy to benefit himself and his allies.

Prince Ronal was given the task of modernizing and reorganizing Arboria's military. Long dependent upon irregular forces engaged in guerilla tactics, the kingdom's armed forces needed a permanent standing body that could be called upon quickly. With help from Prince Vultan of Sky City, Ronal oversaw development of new air-defense weapons, and equipped his army with powerful redesigned atom-rifles that supplemented the tree-men's traditional bows and arrows. He forged treaties with Queen Undina and King Triton of the Sea of Mystery, allowing Arborian vessels to patrol coastal regions, and even obtained a small number of light and highly maneuverable rocket planes. Though these last were no match for Ming's mighty air armada, if used effectively, they could form a significant deterrent and make the Tyrant of Mongo think twice before attacking Arboria from the air again.

During this time, joyful news arrived as Aura gave birth to the first royal child—Prince Alan. But once more, trouble arrived when Ming the Merciless visited under flag of truce, demanding that his grandson be handed over as his chosen heir.

Rebuffed and sent packing, Ming was determined to seize the child. In a typically cunning scheme, Ming captured the loyal Captain Solas, then sent his master spy, Lingan back to Arboria disguised as Solas.



Initially foiled, Lingan proved resourceful, successfully kidnapping Prince Alan. On the verge of freedom however, Lingan was confronted by the real Captain Solas, who had escaped Ming's clutches. Thus delayed, Lingan was felled by Flash Gordon's arrow, and the young prince saved. Unfortunately, while in captivity, Solas was treated with truth serum and revealed that Flash was still alive, forcing Flash and his companions to flee into the frozen north.

Over the following years, a state of wary cold war persisted between Arboria and Ming. The emperor's agents and armies continually probed and tested the Forest Kingdom's defenses, while Aura, Barin and their loyal followers faced treachery, rebellion and more attempts to kidnap Prince Alan. Prince Ronal went on to marry the beautiful Queen Fria and serve as prince consort in the kingdom of Frigia, cementing the alliance between the two states. The noble Captain Truno fell while saving Princess Aura from an assassin's blade, and a grave injury forced Captain Solas into retirement. Uprisings by the tusk-men and ape-men continued, sometimes at Ming's incitement, sometimes not. In all, life in the Forest Kingdom went on, and its people faced their lives with characteristic stoicism and bravery.

Many adventures and challenges followed, but with the overthrow of Ming, the kingdom of Arboria changed forever, becoming one of the United Republics of Mongo. Its beloved ruler, Prince Barin, set aside his title and accepted the role of President of Mongo, pledging to govern rather than rule, and respect the principles of freedom and liberty taught him by his friend and ally, Flash Gordon of Earth. As the years passed, Arboria continued to resist the influence of the petty dictators and pretenders such as Kang the Cruel who followed Ming, and served as a beacon to freedom-loving Mongonians everywhere.

GEOGRAPHY

As its name suggests, Arboria is a wilderness of thick forests and craggy hills, crossed by wild rivers. The kingdom's terrain is almost impenetrable to those who don't live there, making invasion a difficult proposition at best. Arboria's civilization exists in the trees themselves, where wondrous cities are located above the deadly perils of the forest floor, connected by the Great Tree Highway.

Though Arboria is in the unfortunate position of lying only a short distance by air from Mingo City, its other natural defenses are formidable. To the east lies the deadly expanse of the Great Mongo Desert, while to the south is the trackless wilderness that borders the Ice Kingdom of Naquk. Craggy and high, the rugged Mongo Mountains protect Arboria's northern frontier, and in the west, the treacherous currents of the Sea of Mystery and the undersea legions of Coralia help keep sea-borne invaders at bay.

While the various features of the rugged forest have been given names by the tree-men, these names are generally not repeated around outsiders, all the better to keep invaders confused and uncertain. For the most part, the forest people navigate by instinct and memory alone, guided only by their detailed memory of the land and its characteristics.

FLORA AND FAUNA

To call Arboria dangerous is essentially like calling Ming the Merciless a disagreeable fellow. While true, the term is wholly inadequate for describing this realm of

unknown peril and sudden death. It is said that every living thing in Arboria can kill the casual visitor, even the passive, peaceful trees themselves.

Arboria's forests are temperate, a mix of both evergreen deciduous and needle-leaf trees. Due to its location, there is little seasonal variation in the kingdom, with temperatures ranging from just above freezing at their lowest to desert hot. Seasons are divided into wet, when drenching rains blow in across the Sea of Mystery, and dry, when rivers grow thin and leaves grow darker as the trees conserve moisture.

The trees themselves range from smaller species adapted to grow in the shade and occasional patches of sunlight, to the mighty, thick-boled titans that grow to hundreds of feet in height and are large enough around to support entire cities and the broad avenues of the Great Tree Highway. The tree-men are careful not to damage these giants, for their health is directly linked to the kingdom's security and the safety of its people. Climbing these trees is difficult at best, and outsiders are advised to do so only in the company of the tree-folk. Falls even from a modest height are likely to end in tragedy.

Growing in a highly competitive environment, many plants have evolved to consume living prey—strangler vines are a constant hazard, and the tusk-men actually cultivate the cunning pit horror to help them when hunting and to guard their cave entrances.

Wild animals and monstrous creatures are a fact of life on Mongo, but those that lurk in the shadowy reaches of Arboria's forest floor and the lower limbs of its trees are especially terrifying. Even smaller species such as the flying squirlons present danger, for these creatures travel in great swarms and when hungry have been known to attack lone creatures. When rabid, squirlons are particularly savage, and can pass on several virulent diseases, including a burning madness whose victims flee wildly to their doom in the forest.

Squirlons and other small rodents form the base of Arboria's food pyramid, and they in turn are hunted by creatures such as harpy bats and striped terrots, who supplement their diet with unsuspecting travelers and lost tusk-men. Larger still, the terrifying tigron is native to these forests as well—savage and fearless, the horned tigrons will not hesitate to attack humans or even more challenging prey such as the mighty magnoped. While it usually takes at least a half-dozen tigrons to take down one of these mighty beasts, such battles are common, and Arboria's pitch-black nights are often punctuated by the sounds of terrible monsters in combat.

The tusk-men hunt the powerful tridentaurus, a great quadruped that roams the forest, protected by its sheer size and tough hide. Killing one of these great beasts can feed an entire tribe for a long while, but hunts often end in serious injury or death for the hunters. The tusk-man who brings a tridentaurus home to the tribe is proclaimed a hero, and often eventually ends up as a chief.

The trees harbor their own perils, including the venomous vine snakes that can grow to the length of a full-grown human and bear a poison that can kill instantly as well as tree lichens that secrete deadly acid. Fast-moving rivers crisscross the Forest Kingdom, but in some places, they grow broader and slower, sometimes emptying into still, dark lakes. These regions harbor still more monstrous creatures such as the armored ursodile, the transparent snake called the riverfang, and a small, voracious freshwater subspecies of sharkon. Even smaller fish species can kill the unwary, for some tiny fish can gather into swarms numbering in the thousands to take down much larger animals.



PEOPLE

Arboria is home to three major intelligent species, who have fought constant wars for dominance over the generations. While Prince Barin has succeeded in uniting the warring clans of tree-people, the realm's other two natives—the blue-skinned tusk-men and the savage ape-men—both bear deep grudges against the Arborians, and the kingdom remains a place of constant conflict.

TREE-MEN

Best known for the hardy and resourceful tree-men, Arboria is also home to other natives, all of whom are at best suspicious of outsiders and at worst outright homicidal.

Before the coming of Prince Barin and Princess Aura, Arboria was a divided land, with the forest-folk controlling the upper trees, but split into quarrelsome clans and petty kingdoms, contending with the ape-men for the lower portions of the trees and the tusk-men for the forest floor. While the lower regions remain relatively wild and unsettled, Prince Barin's enlightened rule helped to unite the tree-men and expand their influence to cover most of the kingdom.

The tree-men are a hardy, resourceful people, skilled as wilderness scouts and deadly with bow and rapier. They dress in hunter's green, with tunics, tights and feathered hats being common. Bold and dashing by nature, the tree-folk are quick to respond to insults, loyal almost to a fault and brave almost to the point of foolhardiness.

While the most common moniker for the forest people is "tree-men", their society is an equitable one, for in Arboria's environment it is important that all be able to fend for themselves, and fight to preserve their independence against all foes. In the past, chieftains were almost exclusively men, but Barin and Aura were quick to recognize skilled and loyal allies, and membership in both the Arborian army and the Royal Foresters is open to all.

An Arborian's training begins at a young age. Youngsters are expected to learn to climb and swing on vines or ropes almost as soon as they can walk. Training with bow and rapier begins soon after, as well as education in the secrets of Arboria's forests—hidden paths, useful herbs and potions, tracking and hunting, scouting and foraging. Arborian adulthood begins early—no later than age 12—and service to the kingdom is mandatory. Raised in loyalty to the crown and a fiercely independent spirit, an individual Arborian is said to have the strength and resourcefulness of a dozen "ordinary" Mongonians.

Once upon a time, before Barin and the civilizing influence of Flash Gordon, the tree-folk were a far crueler and more merciless people, making constant war on each other and taking the tusk-men as slaves (a practice which helped to fuel the ongoing hatred between the two races, a hatred that continues to this day despite many attempts at peace). The Arborian adulthood ritual was one such practice, which has since largely died out, though it may still be practiced in some isolated settlements, or among the die-hard tree-folk who reject Barin's rule. In this ritual, a young man or woman was taken to a hidden tree temple, and forced to place his or her hand into a gnarled stump that contained a tree viper, woodbeast, or other deadly predator. Supplicants who emerged unharmed were allowed to go on to become full members of the tribe, while those who were stung were given the choice of slow, painful death or a quick end on the point of their fellows' swords. Few chose the former.

While at first Prince Barin allowed the practice to continue, he soon grew to dislike its cruelty and banned the ritual. Across Arboria, the tree-men's more admirable qualities began to emerge, eventually evolving into the people they are today. Faithful, generous, and welcoming, the tree-people are also kind and loving parents, valuing family and friendship above almost all other values save service to Barin and Aura. An Arborian's loyalty, once won, is never abandoned, and treachery to friends or kingdom is among the most despicable crimes imaginable. The traitor Grombo, who betrayed Flash Gordon to Ming and eventually served as a captain in the emperor's guard, is reviled throughout Arboria. Few know Grombo's eventual fate, but most pray that it was especially horrible.

Equally at home on the ground, in the air or in the water, the tree-folk make their home—as their name implies—among the mighty trees of Arboria. Their settlements are multi-level affairs, built close to the sturdy trunks of the highest trees, connected by ladders and seemingly-fragile rope bridges. Outsiders with acrophobia are likely to have problems in an Arborian village, for they invariably totter at a dizzying height, well above lesser

trees and the rugged forest floor, which lies in the mist far below.

Most tree-men live in small settlements with no more than 1,000 inhabitants. Construction is usually very basic and organic, with dwellings built of wood, vines, leaves, and other natural materials. A few larger tree cities incorporate more advanced materials such as lightweight Mongonian metals, but for the most part the tree-folk's homes have remained unchanged for centuries.

During the war with Ming, the emperor's air fleet ruthlessly bombarded Arboria, damaging or utterly destroying many settlements. In the aftermath, massive raids by the ape-men threatened the entire kingdom, but were eventually turned back by dogged resistance and the construction of tree-citadels. These citadels still stand at strategic locations throughout Arboria, providing security and a base for such operations as rescue missions. These citadels are different from conventional Arborian settlements, built of metal and stone, reinforced and enhanced with construction technologies borrowed from both the Frigians and the Hawkmen. In some cases, towns have sprung up nearby, in the security provided by these citadels.

Though the green-clad foresters are the outward face of Arboria, many other roles exist, including the all-important tree farmers, who tend the crops of grains, fruits, and even edible fungi that grow along the great branches, or in hollowed-out plots, carefully carved into the very living wood of the massive trees. Despite the kingdom's reputation and the noble bravery of its inhabitants, Arboria survives on the edge of starvation and disaster, for it rarely produces more food than it consumes. Small emergency stores are maintained in Arboria City and in the tree citadels, but even these will only last a matter of days should the food supply be cut off. Hunger and deprivation were almost as devastating as Ming's bombers during the dark days of the war. Hunting brings in a small amount of food, but Arborians are primarily vegetarians—mostly out of necessity—occasionally supplementing their diets with meat brought in by the foresters. The Arborians do not raise cattle and most consider breeding animals purely for slaughter to be a barbaric practice.

The greatest settlement in all of the Forest Kingdom is of course Arboria City, a shining white metropolis located in the eastern portion of the realm. Before Barin's arrival Arboria was only a minor settlement amid the ruins of a much older, much grander city. Despite past glories, Arboria City was at best the nominal capital of a kingdom that now existed only in theory. Though it contained a small garrison of imperial troops, Arboria exercised little authority over the fractious forest folk. Barin's arrival with his followers changed all of this, returning the city to its vanished grandeur, and since that day the city has grown by leaps and bounds, despite its devastation at the hands of Ming's rocket armada.

And as Arboria is the greatest city, so is Barin's Palace the most magnificent structure, a place of graceful white towers nestled in the branches of one of the kingdom's largest trees and linked to the realm by the widest avenues of the Great Tree Highway. All but destroyed in the war with Ming, the palace rose again, greater than before, and stands as a symbol of Arborian pride and independence, housing Barin, Aura, and the entire royal court. Here, too, the young Prince Alan is growing to manhood, schooled in the ways of freedom and independence.

Always wary and ready each day to face new challenges, an Arborian never leaves home unarmed, always bearing bow and blade. Even children go forth equipped for emergencies, never knowing when they might have to fend for themselves, or take



up arms against a tusk-man raid or an attack by Ming's minions. Ever ready and ever loyal, each Arborian stands prepared to defend his or her freedom and that of all Mongonians.

TUSK-MEN

The tree-men's most savage rivals for control of Arboria are the blue-skinned tusk-men, stone-age primitives who dwell at the forest floor and make a living by gathering foodstuffs and hunting the beasts of the forest. While the tusk-men are indeed a violent and hostile race, their antipathy toward the tree-men is not without cause, for in the past they were mercilessly hunted, slain, or enslaved by the forest-folk. The tree-men justified this treatment by calling the tusk-men uncivilized savages and animals, robbing them of any trace of humanity.

Needless to say, the tusk-folk objected to this and struck back, raiding and killing, enslaving the tree-men in their turn, or simply cooking and eating them, for cannibalism is another of the tusk-men's less savory habits. This struggle continues to this day, though from time to time some rays of hope for peace shine through, such as when Flash Gordon became chief of the treacherous One-Tusk's tribe. One-Tusk and his lackey Bent-Back then betrayed Flash and Dale, but fortunately sold them to Prince Barin's Royal Foresters. One-Tusk himself returned to rule his tribe for a time, before himself being overthrown by an even more ruthless rival.

The tusk-men live at a Neolithic level of development, hunting with clubs or flint-tipped spears and subsisting on wild game, roots, and other foodstuffs gathered in the forest. They live in extended tribal groups of up to 100, dwelling in caves or in rough campsites with crude hide tents and other shelters. Despite their relatively primitive nature, they are nevertheless possessed of a sophisticated hunting culture, able to bring down even the largest of game animals. Their tribal shamans also possess a detailed knowledge of the forest, its animals, and especially its plants, which they brew into various useful concoctions, many of which have nearly miraculous curative powers. Drogol ointment, which Barin's people used to save Flash when they first met, is one such substance derived from the flora of the Arborian forest—should the tusk-men and tree-men ever make peace, more amazing substances are sure to be discovered.

APE-MEN

Still more primitive and hostile, the horned ape-men are an especially ill-tempered subspecies of the red monkey-men that Flash fought at his arrival on Mongo. Living in villages of leaf and wood huts, these creatures are both aggressive and intelligent, though with little interest in peaceful coexistence. Tree-folk who are captured by the tusk-men can at least hold out some hope for survival as slaves, but most victims of the horned ape-men have no such comfort—the best they can hope for is a quick death, for the alternative is to serve as the ape-folk's next meal.

For many generations before Barin's regime, the ape-men inhabited the middle portions of the Arborian forest, above the tusk-folk but below the tree-men, making travel to the forest floor a hazardous proposition. Periodically they would raid low-lying villages, killing, looting, and burning. Rival tree-folk settlements would often set aside their differences in the face of an ape-man raid, but these fecund, fast-maturing creatures were difficult to push back, for even after an overwhelming defeat they would return in numbers with even greater savagery. After the war with Ming, the ape-men saw the chance to defeat the tree-men once and for all and launched a series of massive raids that amounted to an outright invasion of the upper tree regions.

Even in the face of such savagery, Barin was reluctant to engage in acts of genocide, seeing such atrocities as more fitting to men like Ming. Instead, he and Prince Ronal set to building tree-citadels throughout the kingdom, set at lower levels, with small but skilled garrisons ready to respond instantly should the ape-men engage in large-scale raiding. Slowly, the raids decreased in numbers as the ape-men turned their attention to easier targets, attacking both the tusk-men and each other, while moving to more secure settlements, well away from the tree-men.

The horned ape-men remain a hazard in the deep forest, and have adjusted their culture and practices to adapt to Barin's methodical strategies, sometimes going so far as to ally with renegade tree-folk like the arch traitor Grombo. These ape-folk actually succeeded in capturing Prince Barin himself and, recognizing his value as something more than mere food, held him captive until Flash Gordon arrived to rescue his friend. As might be expected, there is no love lost



between Barin and the ape-folk, and savage conflict continues, though Barin himself is reluctant to engage in all-out warfare that could weaken the kingdom.

GREEN DWARFS

It is said that the deep forests of Arboria harbors the hidden kingdom of Silvantus, inhabited by a race of insular and secretive green forest dwarfs. Very little is known of this elusive race, and some claim that they are entirely mythical. Others, including some old Arborian scouts and a handful of hunters who have ventured into the unexplored regions of the kingdom, say that the race is very real, though they are hostile and wary of strangers. Old tales claim that the dwarfs practice a nature-based form of mongomancy, can communicate with the forest creatures, and have concocted herbal and natural potions that are even more powerful any currently known. As for their society and rulership, the stories are contradictory with some telling of a beautiful and immortal, green-skinned Mongonian queen whom the dwarfs worship as a goddess, while others speak of small tribes ruled by local chieftains. The green dwarfs remain a fascinating Arborian mystery that even the tree-men have yet to solve conclusively.

NEW GEAR

The resourceful Arborians have access to a variety of equipment to aid travel, survival, and combat in the forest. Items are often constructed individually, with their own quirks and design features, and usually out of locally-sourced materials. Some of the more common items are listed below.

ARBORIAN LONGBOW

Cunningly crafted from horn, sinew, and Arborian hardwood, these bows are the signature weapon of the tree-folk. Normally such a large and ungainly weapon would be a hindrance, but every Arborian has grown to adulthood using this bow, and nearly all are skilled in its use. Lighter and less bulky than a conventional longbow, in the hands of a skilled user, its arrows can strike with significantly greater power.

MINI-CROSSBOW

Sometimes an Arborian scout must abandon his or her beloved longbow, either through loss in battle or necessity. In such cases, the mini-crossbow is used. Small and easily concealed, this crossbow still packs a punch, though some Arborians consider its use a bit cowardly or unsporting.

PRECISION ATOM RIFLE

The Arborians resisted the advent of firearms, but in the wake of the devastation caused by Ming's bombardment, new weapons were

THE GREAT TREE HIGHWAY

After the unification of Arboria as a single independent kingdom, Prince Barin's most notable achievement is probably the network of paths, bridges, roads, and ladders called the Great Tree Highway. Realizing that isolation and lack of communication had handicapped the tree-people for generations, one of Barin's first projects was to link the various settlements and provinces of his new kingdom by road. To this end he worked closely with the ingenious engineers of Sky City to restore the ancient road network that had once served the old kingdoms of Arboria in its days of greatness.

While some sections, particularly those in and around Arboria City and Barin's palace, are magnificent, broad avenues, cunningly crafted of white stone and supported by ingenious means involving durable Mongonian metals, sturdy cables and cunningly-designed anchorages, abutments and foundations, elsewhere the highway is somewhat less grand. In places, it consists only of rude pathways along branches, connected by spindly bridges that soar over deep gaps between trees, or by rickety ladders that require a good deal of courage merely to climb. Nevertheless, the entire network is mapped and patrolled as often as possible, though neither the regular army nor the Royal Foresters has enough members to keep every corner of a vast realm safe.

Access to and from the highway from the forest is by vine elevators, and these are usually manually operated, making ascent to the highway an often-exhausting affair. Most vine elevators are located near tree citadels so that they can be guarded and monitored more easily. Some however are found unattended in the deep forest, a fact that hostile tusk-men and Mongonian spies have sometimes exploited to their advantage. Use of these lone elevators can be hazardous however, for they are often in disrepair and malfunction at bad times, sending their passengers tumbling to their doom.

Those paths, trails, roads, bridges, and ladders that constitute the Great Tree Highway are marked with a special sigil indicating their status, and maps of the highway are available throughout the kingdom. Needless to say, these sigils are easy to duplicate, and it is entirely possible that unscrupulous individuals can mislead victims into traps or dead-ends along the highway. Fortunately for the inexperienced, Arborian guides are readily available in most settlements, and even the youngest of the tree-folk knows the land intimately, and can instantly detect fraudulent highway sigils. Those without assistance from native Arborians however should exercise considerable caution.

designed and imported, with aid from both Frigia and the weaponsmiths of Sky City. The Precision Atom Rifle is one such weapon, designed for quick, stealthy, and devastating attacks from concealment. Though traditional Arborians are reluctant to adopt such weapons, a new corps of sharpshooters has been formed within the Royal Foresters, under the command of the resourceful Captain Deera.

AMMUNITION

While longbows may seem anachronistic in a world filled with war rockets, armored tanks, and atom blasters, the Arborians have perfected the use of these silent, deadly weapons, enhancing them with many different types of arrows, which can deliver devastating attacks if needed. Many others are available, and Game Masters are encouraged to use their imagination.

Dye Marker: This arrow inflicts no damage but on a successful hit marks its target with a brightly-colored, phosphorescent dye, giving a +1 to all subsequent ranged attacks on the target. On a raise, the target is so vividly marked that subsequent ranged attacks receive a +2. The effect lasts until the target is able to get wash in water for at least 10 minutes.

Electro-Charge: Invented by the resourceful Dr. Asus, electro-charge arrowheads deliver a powerful shock to their target, adding 1d4 electrical damage to the total. Targets wearing metallic armor, or metal targets like vehicles take 1d6 additional damage instead. If the attack hits an individual with a raise, the target must also make a Vigor roll at −2 or be Stunned. (The victim is Incapacitated. At the start of each action he makes a Vigor roll to revive. Success means he revives but is Shaken; a raise means he revives and is not Shaken.).

Fire: Each fire arrow inflicts an additional 1d8 of fire damage on a successful hit and the target risks catching fire as described in *Savage Worlds*.

Flare: Arborians in distress, or those who wish to signal their fellows can use this special arrowhead, which soars into the air and bursts into a bright beacon, visible for miles. Arborian flares can be obtained in a variety of colors depending on need.

Knockout: Designed to incapacitate rather than kill, a knockout arrow inflicts nonlethal damage and does not incur the –1 Fighting roll penalty for nonlethal attacks by edged weapons.

Piercing: Crafted from light Mongonian metal alloys and honed to a near-mono-molecular edge, these arrows are AP 2.

Tangler: This ingenious arrowhead contains a spring-loaded coil of sticky rope that can quickly surround and bind its target. When using a tangler arrow, the attacker's Shooting roll is opposed by the opponent's Agility. A success partially binds the target, imposing a –2 penalty to Pace and skills linked to Agility and Strength. A raise restrains the target fully. It may not move or use any skills linked to Agility or Strength. The target may break free as described under the *entangle* power in *Savage Worlds*.

Arborian Medicines

Life in the forest has given the Arborians an intimate knowledge of the curative and enhancing qualities of many of its plants and animals. This knowledge was learned over generations or, in some cases, outright stolen from the ape –and tusk-men of the forest—another reason for the antipathy between Arboria's warring races. Regardless of their origin, many Arborian medications are nothing short of miraculous. Some of the better-known substances are described below.

Intel Pills: A product of Arborian science rather than herbology, Intel pills are popular with scouts, agents and researchers, for each dose increases the user's Smarts Trait by one die type for three rounds. 150ᴍ.

Narthuven Leaves: Small but pungent, the leaves of the Narthuven plant must be carefully saturated in water then slowly dried to produce their desired effect. Kept in a sealed container, each dose of Narthuven leaf can only be used once, for when inhaled its fragrant fumes increase a user's Spirit Trait by one die type for three rounds. 100ᴍ.

Rinea Paste: Mashed Rinea root is mixed with a variety of other rare substances to produce this amazing substance, which boosts the Agility Trait by one die type for three rounds. 100ᴍ.

Weapons

Weapon Name	Range	Damage	RoF	AP	Shots	Weight	Cost
Precision Atom Rifle	50/100/200	2d10+1	4?	4?	35	5	750ᴍ
Notes: Min Str d6, Snapfire Penalty.							
Arborian Longbow	20/40/80	2d6	1?	1?	—	4	500ᴍ
Notes: Users with a Shooting skill of d8 or higher inflict an additional 1d6 damage. Min Str d6.							
Mini-Crossbow	6/12/24	2d4	1	1	—	3	200ᴍ

Ammunition

Type	Weight	Cost	Notes
Dye Marker Arrow	1/5	1ᴍ	Target marked, +1 to hit with ranged attacks
Electro-Charge Arrow	1/5	3ᴍ	+1d4 electrical damage, chance of spasms
Fire Arrow	1/5	3ᴍ	+1d8 fire damage, chance of target catching fire
Flare Arrow	1/5	1ᴍ	
Knockout Arrow	1/5	1ᴍ	Nonlethal damage, no attack penalty
Piercing Arrow	1/5	5ᴍ	AP 2
Tangler Arrow	1/5	2ᴍ	Target entangled

Selexu Oil: This light amber oil is derived from several Arborian succulents and combined with minerals to produce a substance that provides amazing quickness. A user of this oil receives two separate turns per round on action cards instead of one. Each action must be taken separately, and the second must immediately follow the first. This effect lasts for three rounds, after which the user must take no actions whatsoever for one full turn before returning to normal. 200M.

Shekol Potion: Derived from a particularly noxious weed found only in the deep forest, Shekol Potion increases its user's Vigor Trait by one die type for three rounds. 100M.

Velosikus Leaf: Brewed into a tea, these leaves double their user's Pace and make running a free action, eliminating the −2 penalty. This enhancement lasts for three rounds, after which the user's pace is halved for one round before returning to normal. 200M.

Veneria Brew: Deep in the hidden greenhouses of Prince Barin's palace, his researchers cultivate many different types of Arborian flora, breeding and rebreeding to investigate their many qualities. While it was known that the deep purple veneria blossom produced an especially captivating scent, when the earth scientist Dr. Zarkov visited the lab, it was found that the plant had actually incorporated some of his earthly pheromones into its biological makeup. After much experimentation, the eccentric Dr. Asus perfected a violet liquid, derived from the plant's leaves that increased its user's natural charm and charisma. Imbibers of the Veneria Brew have their Charisma statistic increased by two for six hours. 100M.

Zaxu Berries: By themselves, Zaxu Berries are green, bitter and generally do nothing save cause intense stomach cramps. When treated by a skilled Arborian practitioner however, they are reduced to their dried state, and can be consumed to increase the user's Strength Trait by one die type for three rounds. 150M.

SAVAGE TALES OF ARBORIA: LOST IN ARBORIA

Arboria is an ideal setting for adventuring, combining deadly wilderness challenges with swashbuckling derring-do, intrigue, and action among the trees. The following adventure outline can be used as an introduction to Arboria, its inhabitants and rulers.

Captured and sentenced to exile or slavery, the adventurers manage to wrest control of their prison-ship but crash-land in the wilds of Arboria. Forced to face one of the deadliest environments on the planet, the heroes must rely on their own resources as Prince Barin's Royal Foresters race to the rescue.

CRASH LANDING

How the characters get on the prison ship is entirely up to the Game Master—it could be the result of previous adventures in which the heroes were apprehended by Ming's forces, or it could represent the kickoff event of an entire campaign, with new characters thrown together as Ming's prisoners on their way to a grim fate in the radium mines, or exile and death in the wilderness.

The characters are held in a single cell inside the rocket, chained to a drogiron bench. Outside a locked door, two guards keep watch while the pilots guide the vessel south over the trackless forests of Arboria. If needed they can take this opportunity to introduce themselves and discuss the acts that landed them in hot water, or if they're already acquainted they can plan their escape.

There are several ways of escaping from the cell, but the characters have also been deprived of all their weapons, armor, and other useful equipment. If this is part of a continuing campaign and the characters have special items, the Game Master can be merciful and declare that some or all of this equipment is stored elsewhere in the ship. Otherwise, the characters will be on their own and forced to scavenge equipment.

Characters may use Thievery to escape from their manacles. Springing the manacles requires only a normal success. On a raise, the character may open a second set of manacles without rolling.

If one or more characters manage to win free of their manacles, there is still a locked door between them and the cockpit. Another successful Lockpicking test will pop the door, allowing the prisoners to attack the two guards, and the GM should allow them to have the Drop on their opponents. The characters might also try to lure one or both of the guards into the cell using the old "help, he's very ill" trick, which apparently is not widely known on Mongo, since Flash has used it successfully several times. The prisoners have enough slack in their chains

to use them as weapons, so even those who have not escaped from their manacles can have a crack at the guards. Should the guards be successfully disabled, the characters can take their pistols and equipment.

In the worst of cases, the characters can be freed by one of the guards, who turns out to be an Arborian agent sent to rescue them. In this case the guard can provide equipment and help the characters overpower the pilots. Unfortunately the turncoat guard is killed in the crash-landing, leaving the adventurers on their own.

Once the guards have been dealt with, the heroes will be able to easily overpower the two pilots, but being the loyal Mongonians they are, the pilots sabotage the rocket's controls and set it to crash in the forest below, sending the characters plummeting to certain death! Unless one of the characters takes the controls, the rocket will crash disastrously. The occupants may make an Agility roll to leap to safety at the last minute, otherwise, see the rules for Wrecked Aircraft in *Savage Worlds*. A successful Pilot roll at a −2 penalty will allow a character to set the rocket down softly in the forest without damage to its occupants, but the rocket will still be damaged beyond repair.

- **Guards (2):** Use the Guardsman profile from *Flash Gordon*. They are armed with Ray Gun Pistols (Range: 12/24/48, Damage: 2d6+2).
- **Pilots (2):** Use the Guardsman profile from *Flash Gordon*. They are unarmed.



FOREST AMBUSH

Though shaken up and possibly wounded, the heroes are alive, but lost in the depths of Arboria as night is falling. Their damaged rocket can provide some shelter, but there are few if any supplies and the party may attract the attention of the tusk-men, who are eager for prisoners, either as slaves or for the cooking pot.

The rebels will face certain challenges whether they attempt to hike out of Arboria or remain in place. In all likelihood they will stay sheltered in the wreckage for the first night, licking their wounds, but they may strike out into the wilderness immediately. Either way they will encounter some of Arboria's deadliest dangers.

Night falls quickly in the jungle and all Notice checks are made at a −2 penalty. Two tigrons hunt in the area, and will begin to creep toward the characters an hour or so after sunset. They won't be expecting much opposition and so, if wounded, they will make Spirit checks. On failure they will retreat into the forest, while on a success they will continue to attack, but must check again if they take damage. On a raise, the tigrons will attack and fight to the death with no further Spirit checks required.

The following day, the GM can provide encounters with a few of Arboria's other deadly denizens: those traveling may encounter river fangs in the streams and rivers or a concealed pit horror beneath the forest floor. However it is the appearance of an enraged magnoped that sets the following events in motion.



If the characters are on the move they will encounter the beast in the forest as it thunders, screaming, smashing trees in its path aside. Characters can make Agility rolls to avoid the monster, but should they fail, they will have to endure the magnoped's enraged attack!

If the adventurers are still sheltering in the wrecked rocketship, the magnoped will slam into the hull, tearing it to pieces and forcing all occupants to make Agility trait rolls or take 2d6 damage. The rocket will be destroyed and made useless for shelter, and the characters will have to face the magnoped's attack out in the open.

- **Magnoped (1)**: Use the Magnoped profile from *Flash Gordon*.
- **Pit Horror (1):** See page 23.
- **River Fangs (1 per Hero):** See page 24.
- **Tigrons (2):** Use the Tigron profile from *Flash Gordon*.

RESCUE SQUAD

Unfortunately for the characters, even if they overcome the angry titan, they will have to deal with a hunting party of tusk-men who were pursuing the creature. As the party is likely already injured and possibly lacking worthwhile equipment, it is quite possible that the tusk-men will quickly overcome the characters. If so, they will be captured, tied up, and taken to the tusk-men's nearby cave complex for judgement by the evil One-Tusk.

One-Tusk will decide whether to sell the prisoners as slaves or simply cook and eat them on the spot. Regardless of One-Tusk's decision, the characters are held prisoner in a cave and heavily guarded. The characters will doubtless scheme to escape, and may actually put their plans into action.

Fortunately for the characters, the tree-folk have taken note of the crash and Prince Barin has dispatched a party of six Royal Foresters under command of the brave Captain Deera. Moving swiftly to the crash site, Deera and her fellow rangers quickly determine what happened and track the party into the forest. Unsure of whom the survivors were—possibly violent criminals or Ming's own agents—Deera is cautious, scouting the tusk-men's cave complex to learn the number and nature of the survivors. Once the characters' make their breakout attempt, or are dragged out by the tusk-men for cooking or transport, Deera's party attacks, surprising the blue-skinned tusk-men.

The fight is sure to be swift and violent. Any wounded characters will be quickly taken from the caves and carried to an elevator that provides access up to the Great Tree Highway. From there, Deera guides the party to Arboria City, where they are brought to Prince Barin's royal palace.

Safe in Arboria City, the characters are fed, clothed, and their wounds seen to. Once they have recovered sufficiently they are personally welcomed by Prince Barin and Princess Aura. The party is allowed to stay in Arboria for a time, and may even be offered permanent citizenship. This can be the starting point of an Arboria-based campaign, with the heroes aiding Barin in his struggles against Ming and other enemies—perhaps even joining the elite Royal Foresters.

- **One-Tusk**: See page 22.
- **Tusk-men (2 per Hero):** Use the Tusk-Man profile from *Flash Gordon*.

ALLIES AND ENEMIES

CAPTAIN DEERA

The youngest captain of the Royal Foresters, Deera distinguished herself in numerous successful scouting and rescue missions, most notably when a band of Mongonian assassins attempted to ambush Barin and Aura's hunting party. One of several advanced scouts, she detected signs of passage by non-Arborians and followed her quarry, locating their secret camp and quickly discerning their origin and plans. Moving both swiftly and silently, Deera tracked down the assassins and took them down one at a time armed only with her bow, finally leaping to defend Aura when the last surviving killer tried to cut the vine elevator that the queen was traveling in. As a reward for her service Deera was made an officer in the Foresters and quickly rose through the ranks. She is tough and resourceful, even for an Arborian, and today commands the Forester's elite sharpshooter company.

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d6, Vigor d8
Skills: Athletics d8, Fighting d10, Investigation d8, Shooting d10, Stealth d6, Survival d8, Tracking d8
Cha: 0; **Pace:** 6; **Parry:** 7 or 8 (rapier); **Toughness:** 7 (1)
Hindrances: Loyal, Overconfident, Stubborn
Edges: Combat Sense, Marksman, Royal Forester, Woodsman
Gear: Arborian longbow (Range 20/40/80, Damage 3d6, RoF 1), leather armor (+1), precision atom rifle (Range 50/100/200, Damage 2d10+1, RoF 1, AP 4), rapier (Str+d4, Parry +1).

CAPTAIN TRUNO

Among Flash and Prince Barin's most loyal and consistent allies, Captain Truno was originally a chieftain among the Tree-men, but immediately swore his allegiance to the newly-founded kingdom and was rewarded with command of the Royal Foresters. Truno showed his worth immediately, rescuing Dr. Zarkov, Flash and Dale from the forest and bringing them before Prince Barin. When Ming attacked Arboria, Truno fought bravely, shooting down several Mongonian rocket-bombers and laboring tirelessly to rescue those trapped in the ruins of Arboria City. Later, Truno helped to root out the traitor Grombo and the spy Lingan, who had infiltrated Arboria disguised as Captain Solas.



Attributes: Agility d10, Smarts d6, Spirit d8, Strength d8, Vigor d10
Skills: Atheltics d8, Fighting d10, Healing d6, Intimidation d6, Notice d10, Piloting d8, Riding d6, Shooting d10, Stealth d10, Survival d10, Tracking d10
Cha: 0; **Pace:** 6; **Parry:** 7 or 8 (rapier); **Toughness:** 7 (1)
Hindrances: Heroic, Loyal, Obligation (Minor)
Edges: Command, Leader of Men, Royal Forester, Woodsman
Gear: Arborian longbow (Range 20/40/80, Damage 3d6, RoF 1), leather armor (+1), rapier (Str+d4, Parry +1).

GROMBO THE TRAITOR

When Flash Gordon caught a thief sneaking into Princess Aura's chambers, intent on stealing her jewels, he made the miscreant promise to go straight then let the fellow go. It turned out to be one of his worst decisions, for the man—Grombo by name—ended up fleeing Arboria, intent on revealing Flash's whereabouts to Ming. For his efforts Grombo was made a captain in Ming's guard. His stock rose still farther when he was instrumental in Flash's capture, and since that day Grombo continued to serve Ming, leading both military and espionage missions against Arboria and Prince Barin. Considered an arch-traitor, Grombo is an utterly untrustworthy and

cowardly man, though he is a skilled fighter and leader. Prince Barin has offered a rich reward for Grombo's capture, dead or alive.

Attributes: Agility d10, Smarts d8, Spirit d4, Strength d6, Vigor d6
Skills: Atheltics d8, Fighting d8, Intimidation d8, Notice d8, Piloting d6, Riding d6, Stealth d10, Survival d8, Thievery d8, Tracking d8
Cha: −2; **Pace:** 6; **Parry:** 6 or 7 (rapier); **Toughness:** 6 (1)
Hindrances: Cowardly, Ugly
Edges: Quick, Thief
Gear: Arborian longbow (Range 20/40/80, Damage 3d6, RoF 1), dagger (Str+d4), leather armor (+1), rapier (Str+d4, Parry +1).

NYKUSS

Ming the Merciless has long held a burning hatred for Barin and the Arborians, and over the years has hatched many schemes to destroy the Forest Kingdom. One of his best agents is the spy Nykuss, a highly-trained and capable agent who has spent several years living in the depths of Arboria's forests, making contact with both the tusk-men and the ape-men, urging them to greater acts of violence and rebellion against Barin's regime. In addition, Nykuss has made friends with several small bands of dissident tree-men, who rejected Barin's rule and fled into the wilderness. Nykuss hopes that these renegades will form the core of a new army of rebellion, which will rise up against Barin before calling for aid from the "benevolent" Ming. To this end he has smuggled advanced Mongonian weapons and supplies to the rebels, and arranged for training by members of Ming's elite guard. Highly intelligent and cautious, Nykuss has so far avoided undue attention from Barin or the Royal Foresters, allowing him to develop his schemes in relative safety.

Attributes: Agility d8, Smarts d10, Spirit d8, Strength d8, Vigor d8
Skills: Athletics d8, Boating d6, Fighting d10, Healing d8, Intimidation d10, Investigation d10, Notice d8, Shooting d8, Stealth d8, Streetwise d8, Survival d8, Tracking d8
Cha: +2; **Pace:** 6; **Parry:** 7; **Toughness:** 6 (1)
Hindrances: Fanatic, Vengeful, Wanted (Murder, Espionage)
Edges: Alertness, Attractive, Followers
Gear: Crossbow (Range 15/30/60, Damage 2d6, RoF 1, 1 action to reload, AP 2), leather armor (+1), long sword (Str+d8).

ONE-TUSK

Chieftain of one of the largest and most powerful tribes of tusk-men, One-Tusk bore a deep hatred of the tree-folk, who had in the past enslaved his own people. Strong, cunning and quite ruthless, One-Tusk ruled his tribe with an iron hand before being overthrown by Flash Gordon, who proved his bravery and skill as a hunter, shaming One-Tusk and his follower Bent-Back, and sending them both into exile. One-Tusk had his revenge however, capturing Flash and Dale and selling them into slavery. Fortunately, the "slavers" that he sought turned out to be the dashing Captain Truno and his rescue party, thus allowing the two captives to escape. One-Tusk quickly regained control of his tribe, surrounding himself with a bodyguard of strong, loyal and slightly stupid tribal warriors. Though he himself was eventually overthrown, One-Tusk's legacy continues to influence the tusk-men, whose hatred of the tree-folk burns on unabated.

Attributes: Agility d6, Smarts d4, Spirit d8, Strength d10, Vigor d10
Skills: Athletics d8, Fighting d12, Intimidation d10, Notice d8, Shooting d8, Stealth d10, Tracking d10
Cha: −2; **Pace:** 6; **Parry:** 7 or 8 (spear); **Toughness:** 7
Hindrances: Bloodthirsty, Illiterate, Xenophobic (Minor)
Edges: Berserk, No Mercy, Pugilist
Gear: Big club (Str+d6), spear (Damage Str+d6, Reach 1, Parry +1).

PRINCE RONAL

Prince Barin's cousin, Ronal also struggled against Ming's tyranny, aiding rebels in several kingdoms. When Ming's bombardment devastated Arboria, Ronal came to his cousin's aid, bringing his own corps of elite followers and assisting in the rebuilding the kingdom.

When Flash Gordon returned to Arboria a second time, Ronal found himself falling in love with Dale Arden, though unlike most of her other suitors, Ronal knew that her heart belonged to Flash. Content to worship from afar, Ronal helped to guard the prince Alan against Ming's schemes, and assisted in the pursuit of the spy Lingan. Later Ronal accompanied Flash and Dale to Frigia where he managed to overcome his infatuation

with Dale, winning the beautiful Queen Fria, whom he married and went on to serve as Prince Regent. Ming the Merciless has declared Ronal an outlaw, but is unable to openly call for his death due to his status as a Frigian nobleman. This has of course not stopped Ming, who has offered a rich reward should the renegade prince meet with an "accident" or otherwise untimely demise.

Attributes: Agility d8, Smarts d10, Spirit d6, Strength d8, Vigor d8
Skills: Athletics d8, Fighting d10, Investigation d8, Notice d8, Piloting d8, Riding d8, Shooting d10, Stealth d8, Survival d8, Tracking d8
Cha: 0; **Pace:** 6; **Parry:** 7 or 8 (rapier); **Toughness:** 6 (2)
Hindrances: Fanatic, Impulsive, Stubborn
Edges: Brave, Command, Dodge
Gear: Arborian longbow (Range 20/40/80, Damage 3d6, RoF 1), rapier (Str+d4, Parry +1), reinforced leather armor (+2).

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.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d8
Skills: Athletics d8, Fighting d8, Healing d6, Intimidation d6, Notice d8, Piloting d8, Riding d8, Shooting d8, Stealth d8, Survival d8, Tracking d8
Cha: 0; **Pace:** 6; **Parry:** 6 or 7 (rapier); **Toughness:** 7 (2)
Hindrances: Heroic, Loyal
Edges: Royal Forester, Woodsman
Gear: Arborian longbow (Range 20/40/80; Damage 3d6, RoF 1), rapier (Str+d4, Parry +1), reinforced leather armor (+2).

Zeltona

Though Prince Barin is a popular ruler, he is not universally beloved, especially by those who lost family and friends in Ming's attack. A few Arborians, disillusioned that Barin invited vast destruction by obstinately refusing to hand Flash Gordon over to the emperor, cut all ties with the royal family and sought to make lives for themselves in the deep forest, well away from Barin and loyal Arborians. Some of these live on in small communities that still practice the old barbaric ways, while others are less scrupulous and make their living through thievery and other dishonest means. Zeltona, leader of the band of cutthroats known as the Black Arrows, is one such. Though she was only a child when her father took her into the forest and swore vengeance on Barin, Zeltona has grown up with an intense hatred of the royal family and a desire to make a living any way that she and her criminal cohorts can. Striking from a hidden tree citadel, well camouflaged in the heart of the forest, Zeltona and the Arrows raid settlements, attack trade caravans, kidnap for ransom, smuggle weapons and goods in and out of Arboria, and even engage in a foul slave-trade, selling captives to the tusk-men or directly to Ming and his followers. Merciless and efficient, Zeltona has avoided capture for years, though the price on her head has steadily been growing.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d6
Skills: Athletics d8, Fighting d10, Healing d6, Intimidation d8, Knowledge (Battle) d8, Notice d8, Persuasion d6, Shooting d8, Stealth d6, Survival d6, Taunt d8, Tracking d6
Cha: 0; **Pace:** 6; **Parry:** 7 or 8 (rapier); **Toughness:** 7 (2)
Hindrances: Impulsive, Vengeful, Wanted (Robbery)
Edges: Command, Elan, Natural Leader
Gear: Arborian longbow (Range 20/40/80, Damage 3d6, RoF 1), precision atom rifle (Range 50/100/200, Damage 2d10+1, RoF 1, AP 4), rapier (Str+d4, Parry +1), reinforced leather armor (+2).

The Monsters of Arboria

Pit Horror

Pit horrors are semi-mobile carnivorous plants that dig deep holes in the forest floor, and then roof them over with a network of small roots to conceal them. Unwary prey fall into the pit and are snared in the horror's spring-loaded, needle-edged leaves, injected with paralytic poison and digested over the following hours or days. Tusk-men sometimes purposely plant pit horrors around their

cave complexes as a defensive measure or purposely drive prey into them, then leap down into the pit to wrest their quarry from the plant's razor-sharp jaws. Hunters who are skilled in this fashion invariably win great acclaim among their tribe.

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d10, Vigor d8
Skills: Fighting d8, Notice d6, Stealth d10
Pace: 2; **Parry:** 6; **Toughness:** 9
Special Abilities:

- **Armor +3:** A pit horror's outer layer is tough and resilient.
- **Bite:** Str+d8, AP 4. Once a victim is incapacitated, the pit horror automatically inflicts bite damage each round until the creature is dead, at which time the pit horror begins to digest the remains.
- **Concealment:** Creatures walking across the pit horror's trap are allowed a −2 Notice roll, opposed by the horror's Stealth. Failure means that the victim has fallen into the pit, and that the pit horror now has the Drop.
- **Pit:** A pit horror's trap is six feet deep with sheer walls, and requires a successful Climb roll to escape. If this attempt is made while the pit horror is still alive, it is treated as withdrawing from close combat.
- **Poison:** Anyone wounded or Shaken by a pit horror's bite must make a Vigor roll or immediately become Incapacitated.

RIVER FANG

Creatures such as ursodiles and fresh-water sharkons make Arboria's rivers and ponds treacherous, but the venomous river fang is an especially dangerous hazard. Outwardly resembling a large viper, the river fang is almost entirely transparent, able to move unseen beneath the water as it approaches its chosen victim. Often the only warning of a river fang's imminent attack is a sudden V-shaped ripple on the water as it rises to the surface to strike. The river fang's bite is deadly, injecting a virulent venom that can kill even large animals in a matter of minutes.

Attributes: Agility d8, Smarts d4 (A), Spirit d8, Strength d6, Vigor d6
Skills: Fighting d8, Notice d8, Stealth d10
Pace: —; **Parry:** 6; **Toughness:** 5
Special Abilities:

- **Aquatic:** 8
- **Bite:** Str.
- **Transparent:** For all intents and purposes, river fangs are completely invisible while submerged. The penalty to Notice them is −6 and then only if the character is actively searching. The round before it attacks, a river fang must rise to the surface of the water, giving the target a chance to see it at the normal −4 penalty.
- **Venom (-2):** Anyone wounded or Shaken by a river fang bite must make a Vigor roll at −2 or expire in 2d6 minutes. Success results in 1 wound and Exhaustion.

"VULTAN! MY FRIEND! I'M SURE GLAD TO SEE YOU, YOU OLD RASCAL!"
-FLASH GORDON (12/1/'35)



CORALIA

Some 1200 mongomiles to the southwest of Mingo City, 150 or so mongomiles off the coast of Arboria, and 1000 fathoms straight down, lies the fabled submarine city of Coralia. The towering walls are encrusted with pearls and precious stones and the city is one with the living coral. The city is the capital of the Kingdom of Coralia, ruled by the proud and beautiful Queen Undina. Coralia is one of the kingdoms that refuses to pay homage to Ming, and is therefore high on his list of cities he yearns to subjugate.

Despite her resistance to his rule, however, Queen Undina has also refused to declare herself for the revolution against Ming, preferring to remain fiercely independent in her undersea kingdom. For all his power and the mighty forces at his disposal, Ming is thwarted by Coralia's ingenious defenses. The precise location of the city is nigh impossible to pinpoint due to the multi-hued mists and near-constant storms that rage above the Sea of Mystery. Rocket ships that dare to enter the storm are rarely heard from again and rumors abound as to the fate of those who risk all to seek the riches of Coralia or the favor of her tempestuous queen.

Undina planned to marry Flash, but her scheme was thrown into disarray when he escaped the clutches of her torturer, Lord Pluton, and rescued Dale and Zarkov. Pluton's efforts to kill Flash were interrupted when Ming's fleet launched a surprise offensive. A decoy attack by rocket ships masked an underwater assault by Ming's submarines under the command of Admiral Chiung, which pummeled the city walls and threatened to breach the city's defenses. Zarkov was finally able to repurpose the city's water heating facility to boil the waters surrounding Coralia, destroying the submarines and thwarting Ming's attack.

During the subsequent celebration, Flash uncovered the treacherous betrayal of Queen Undina by the evil Lord Pluton and managed to defeat the wicked torturer. As a reward for his heroism in saving her kingdom and her life, Queen Undina offered to reverse his transformation and his ally Triton became the Queen's consort. Flash, Dale, and Zarkov were able to return to the surface and left Coralia behind once more.

FLASH'S ADVENTURES IN CORALIA

Flash experienced Undina's savage mercy after Zarkov's black rocket ship was struck by a magneto-ray in the storms above the Sea of Mystery. Succumbing to the surging waters, Flash sank and would have died, but Undina decided he was too handsome to drown. Flash underwent respiratory conversion in the lung-machine and woke to find he was trapped beneath the waves, unable to be reunited with Dale and Zarkov, who were shipwrecked on a nearby reef. Sneaking away from the city briefly, Flash was able to communicate his plight to his friends, but when Undina learned their location, they were captured and were themselves transformed in the lung-machine.



ENTERING THE SEA OF MYSTERY

Whether approaching this enchanting undersea kingdom from the air or beneath the waves, travelers within the Sea of Mystery face a perilous journey. The waters are home to huge and vicious sea creatures, many of which are able to swallow a submarine whole or tear it apart with a single bite. Venturing into the Sea of Mystery by air means braving the powerful magnetic storms that disrupt radio transmissions, scramble navigational aids, and leave pilots flying blind and disoriented.

If these obstacles are somehow overcome, the hapless visitor discovers that the Coralians are not terribly keen on being discovered. The city is protected by layered defenses of many kinds intended to keep the kingdom safe from prying eyes and Ming's tyrannical interference.

The surface of the Sea of Mystery is wreathed in thick mists, which roll in as steep banks and break to grasping tendrils as the powerful magnetic storms swell and subside. High above, the clouds are thick and dark, tinted blue, green, and purple, and streaked with vivid bursts of color as lightning rips across the sky.

Beneath the waves, the surface is tempestuous and turbulent as the storm waves surge above. Deeper, the waters are dark and eerily still save for the forests of towering bioluminescent reeds that reach hundreds of feet toward the troubled surface.

Navigation above the surface is nigh impossible, beneath it, fraught with peril.

The sea itself is vast, and the dangers inherent in straying into it force travelers to stick to the coast. This works in Ming's favor, as it brings all trade and travel on the west of the continent, from the far reaches of the Land of the Lion Men to the westernmost parts of Arboria through, or close to, Mingo City. Those who choose to take a shortcut to avoid Ming's grasp risk disappearing in the Sea of Mystery, never to set foot on land again.

Piloting a rocket ship through the disorienting magnetic storms requires a heroic feat of navigation and skill. When a pilot flies into the Sea of Mystery, once per hour spent flying through it, the pilot must make a Piloting roll (−4). A failure indicates the pilot's instruments have been scrambled, the controls have gone haywire, or the craft suffers a minor malfunction from the effects of the mysterious storms. The pilot must make an immediate Piloting roll (−2) to keep control of the ship, or crash into the sea. If the pilot succeeds in controlling the vessel, it has been led so far astray as to have added one extra hour to the travel time of the journey. A roll of a 1 on any Piloting roll in the Sea of Mystery (regardless of the result on the Wild Die) indicates the ship has been stricken by the massive magnetic storms. Roll on the following table to determine the outcome.

With skill (and a fair degree of luck) a pilot may be able to pick a course through the skies over the Sea of Mystery, but the longer the journey, the less likely it is to have a happy outcome.

The raging tempests that protect the city from above are supplemented below the surface by rings of cleverly-disguised submarine nets and frequent patrols. The nets strung between the towering coral columns and deep, dark canyons that make up the maze-like undersea approaches to the city, require a successful Notice roll (−4) to detect before the vessel becomes caught in the nets. The momentum of a vehicle so ensnared triggers explosive charges that collapse the coral towers, bringing them tumbling down onto the vessel, inflicting 5d10 damage. Any vehicle suffering a wound springs a leak. Once it begins taking on water, the crew must make a successful Repair roll (−4) to prevent it from flooding. Otherwise, the crew and passengers must abandon ship.

The waters themselves are no safer, as they are teeming with vicious sea creatures, including sharkons, razor-toothed devouro-sauruses, and the gargantuan bullnin. The latter of these sea monsters are capable of attacking and destroying a submarine vessel, while the bullnin has been known to ram and sink surface vessels, if enraged. Any creatures cast into the waters of the Sea of Mystery are likely to fall prey to one of the many denizens of the deep. Few who find themselves in the water live long enough to reach safety on one of the small islands.

REACHING CORALIA

As a result, visitors arriving at the coral city typically do so as a result of shipwreck or other disaster, for few fly into the bizarre storms in the Sea of Mystery by choice. Anyone surviving the catastrophe is either stranded on one of the low-lying coral atolls or shifting sandbars, or picked up by one of Undina's patrols and brought before the Coral Queen.

STRICKEN!

d6	Result
1	**Destroyed:** The ship is struck by a magneto-ray from beneath the waves. The ship is dragged toward the seething seas as the hull begins to disintegrate. All passengers and crew must jump clear as the ship tears itself apart or suffer 10d6+10 damage in the resulting crash.
2	**Damaged:** Lightning strikes the ship, wreathing the vessel in crackling electricity. Engines fail, fires break out, and parts of the ship buckle and shear off under the immense force of the strike. The pilot must make an immediate Piloting roll (–6) to crash-land the ship on a barren atoll. Everyone aboard takes 5d6 damage from the impact. If the Piloting roll fails, the ship falls from the sky. All passengers and crew must jump clear as the ship tears itself apart or suffer 10d6+10 damage in the resulting crash.
3	**Out of Control:** The ship isn't responding to the helm, and is pitching wildly in the raging storms. Everyone on board must make an Agility roll (–4) or suffer a level of Fatigue from being thrown around the ship like loose cargo. Add four hours to the length of the journey.
4	**Lost:** The violent pitching of the ship in the wracking storms throws the vessel disastrously off-course and the pilot becomes hopelessly lost in the Sea of Mystery. Add three hours to the length of the journey.
5	**Gone Astray:** As the ship's navigational apparatus dances wildly, the pilot loses his or her bearings. The ship emerges from the Sea of Mystery farther from the intended destination than when they entered. If the pilot wishes to re-enter, add two hours to the length of the journey.
6	**Instruments Gone Haywire:** The ship's instruments suddenly begin to behave erratically, the compass swinging one way and then the other as sparks fly from the instrument panels. Add one hour to the length of the journey.

The Coralians regularly dispatch armed patrols to check the submarine nets, and to scout the surrounding sea beds and the multitude of storm-lashed islands and outcroppings. A typical patrol comprises 4–8 Coralian soldiers (see page 45) mounted on sea-horses, air tanks for any prisoners, and water pressure weapons. In and around the city, the seas are patrolled by groups of 4–6 shark men (see *Flash Gordon*), refugees from the destruction of their city and now the official Coralian city guard.

Approaching marine vessels are intercepted as far from the city as possible, to keep its precise whereabouts a mystery. The crews of these vessels are forced to abandon their ships, surrender their weapons, and accept an armed escort to approach any closer to the city. Attempting to resist this escort, or evading the patrols and approaching the city without Coralian guards, marks the interloper as an enemy of Coralia. Any who manage to approach undetected and reach the city without an escort are arrested upon arrival.

Any living beings located above the surface are similarly arrested and escorted beneath to see the Coral Queen, Undina. Most audiences are brief, as the survivors rarely last long underwater and cannot speak for themselves. Only those who interest Undina for some reason are spared from drowning, and the fate that befalls them condemns them to live forever beneath the waves.

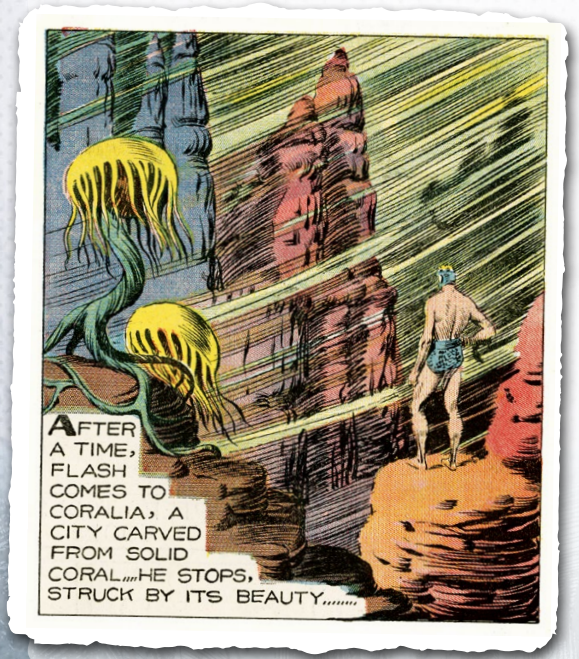
LIFE BENEATH THE WAVES

The inhabitants of Coralia all breathe water and those who the queen deems worthy to remain in the coral city are attached to a unique piece of Coralian technology that transforms their lungs to adapt to life underwater. Coralians, and those transformed by these lung-machines, can speak normally underwater and breathe beneath the waves. In the air above, however they choke for breath and are unable to speak. Visitors to the city are permitted to wear breathing apparatus for the duration of their stay, but the Coralians keep none of their own so survivors brought below must be transformed or die. The transformation brought about by the lung-machine is said to be irreversible. While a select few have undergone the process and reverted to their original form, the instances are so rare that none speak of them.

The city of Coralia is an impressive blend of advanced technology set among stunning natural beauty. Among Coralia's most advanced technological marvels are the huge magneto-ray drivers and the storm generators at the heart of the city. The magneto-rays and the generators form the central part of Coralia's defenses. While the strange storms scramble communications and send delicate instrumentation haywire, the magneto-rays can grab the disoriented vessels that have approached too close to the city and drag them to their doom. Far beneath the city, in deep coral caves, lies the city's water conditioning plant, that can heat or cool the water, add nutrients, or filter waste, to maintain the perfect conditions for the Coralians and the living coral that makes up the fabric of the city.

Similarly complex machinery creates a gravitational pull that mitigates the water's natural buoyancy, allowing the inhabitants of Coralia to enjoy conditions similar to those on the surface. The water still provides a degree of resistance, meaning life moves at a somewhat slower pace, but people walk normally about the city and items stay in place rather than floating away. In most respects, people behave as if they lived in a city on the land. In combat, however, there are some important differences.

Firstly, and most importantly, the guns and gases described in the main *Flash Gordon* rules don't work beneath the waves. Anything that relies on heat, gas, electricity, or ice is rendered inoperable in and around Coralia, and anything affected by magnetic forces is too inaccurate to use effectively thanks to the massive magnetic disruption caused by the Sea of Mystery. Coralians rely instead on water pressure weapons and good old-fashioned hand-to-hand fighting. Secondly, to easily represent fighting in three dimensions, combatants can use a Athletics roll in place of Agility or Strength for Tricks in combat. Since Coralians are naturally strong swimmers, this gives them an advantage over most non-native fighters. Finally, to represent the effects of fighting underwater, any damage from unarmed attacks is reduced two die types (to a minimum of d4). Fighting in Coralia is typically done at close quarters, and with melee weapons.



CORALIAN SOCIETY

In a stark contrast to the violence and primal savagery of the raging surface, the city of Coralia is calm and civilized. Coralian society delights in feasts and socializing, safe from the tribulations elsewhere above the surface. Society is divided into three strata: the royalty, the nobility, and the common Coralians. Despite the separation of the classes, life in Coralia is free and open for natural-born Coralians. Other races captured and brought to the city are not so lucky, however, being put to work as slaves or made to fight in gladiatorial contests in the hippodrome.

The royal family resides in the palace at the center of the city, surrounded by the lavish homes of the nobles. Toward the outer edges of the city are the homes of the common Coralians, grouped in quarters depending on the roles they fill: merchants, servants, farmers, aquaculturists, or technicians. Farther out still, clustered against the insides of the high city walls are the quarters reserved for the many slaves that serve the other levels of society.

A person's status is fixed in the Coralian hierarchy, with any mobility between the classes being solely in the gift of the queen. Rare acts of devotion or selfless heroism can earn the gratitude of Undina, along with rank and privilege, and perhaps even a place at the queen's court. Otherwise a Coralian lives out his or her life in the role dictated by their birth.

The Court of the Coral Queen

At the heart of the city is the Pearl Palace, home to Queen Undina and her consort Prince Triton. Triton, once the queen's faithful advisor, rose to prominence with the aid of Flash Gordon (see page 47), helping to save Coralia from Ming's onslaught. Undina and Triton rule Coralia together and remain fiercely opposed to Ming's tyranny. Triton's place as advisor was taken by Lord Oceanus, one of the leading noble families in Coralia. The remaining high offices are held by other proud noble families, with the exception of Royal Sheriff. That position was once held by the traitor Pluton, whose treachery was revealed by Flash, and who fled before he could be executed.

The new Royal Sheriff is Makon, leader of the free shark men of Coralia. These refugees fled the destruction of their city by the lion men and have united under Makon's command to serve as Coralia's city guard, patrolling Coralia and its environs with ceaseless vigilance. Makon has a fearsome reputation within the city, but under his pitiless gaze Coralia is a city of order.

The minor noble houses flit about the edges of the Court of the Coral Queen, seeking favor where they can and jockeying for position in the hope they can find a place in Queen Undina's good graces.

Locations

Coralia

Coralia is the capital city in Queen Undina's realm, with the majority of her subjects dwelling within the heavily fortified city limits. The formidable natural defenses afforded by the impenetrable Sea of Mystery are supplemented by powerful magneto-rays, submarine nets and torpedoes, roving patrols of shark men and, ultimately, the city's protective walls. Other smaller settlements dot the surrounding canyons and coral formations, but few Coralians live more than a dozen miles from the capital, and no other settlement boasts Coralia's sophistication, advanced technology, or formidable defenses.

Fog Generators

The seemingly unpredictable fogs of the Sea of Mystery gather quickly and swirl in thick banks across the raging waters. The strange magnetic storms so prevalent in the area cause these thick fog banks to be tinted strange hues, adding to the Sea of Mystery's weird reputation. What few realize is that the Coralians are able to supplement the natural fogs with swirling clouds of their own making, as part of their capital's defenses.

Around the city, many of the low atolls and coral reefs that break the surface of the Sea of Mystery's raging waters house vaporizers that can rapidly turn the surrounding water into a dense fog. The generators are controlled remotely from the Pearl Palace in Coralia and form a ring of the city's outer defenses. Each generator houses a small detachment of Coralian soldiers and a sled, in case the squad needs to alert the capital of an impending attack.

The generators are smaller versions of the water treatment plants in the capital itself, though the effect is far more localized. Only when the many fog generators operate in concert can the fogs be reliably created.

Magnet Drivers and Magneto-Rays

The city's prime defenses against aerial attack, apart from the raging magnetic storms, are the powerful magneto-rays, strong enough to drag rocket ships to their doom beneath the waves. Dotted around the city are huge humming steel cylinders, the magnet drivers, which feed energy to the batteries of the magneto-ray cannons. The cannons are kept in a state of constant readiness and security around the all-important magnet drivers is consequently high.

Each battery sits atop a high coral tower accessible from a single heavy door at its base. Inside, a steep spiral staircase ascends to the peak of the tower where the magneto-ray cannon is mounted. Each cannon resembles a large searchlight that can pivot and tilt, with a screen and instruments that allow the crew to operate and target the ray.

Makon's shark men have detachments stationed at each driver and ray tower, to ensure no interference with these most important facilities.



UNDINA'S PALACE

By far the grandest structure of the glittering city of Coralia is Queen Undina's pearl-encrusted palace. The delicate, pink-hued palace comprises hundreds of rooms organized in concentric rings around a towering central peak. The lower floors of the palace house kitchens, sculleries, servants' quarters, and countless pantries and storage rooms. The upper floors house audience chambers, galleries, drawing rooms, dining rooms, and ball rooms. The palace is a hive of activity with functions, parties, or diplomatic missions being hosted almost daily. Much of the organization of this endless round of events is taken care of by the noble families of Coralia, while the actual work is carried out by a small army of commoners and slaves.

Queen Undina herself hosts her personal guests at the center of the palace, in the Pearl Tower.

THE PEARL TOWER

The central spire of the Pearl Palace is the glistening Pearl Tower. Studded with hundreds of thousands of perfect pearls, the tower is the home of Queen Undina and her closest courtiers. The tower is the tallest structure in the whole of Coralia, and the queen's staterooms at the pinnacle of the tower survey the whole of her kingdom.

Many noble families have rooms and apartments in the Pearl Tower, provided they stay in the queen's favor, of course. Those who anger Queen Undina are banished from court and must give up the apartments and the coveted access to the Coral Queen. The higher up the tower a noble's apartments are, the more prestigious the family's rank. The top half of the tower is reserved for Undina and her family.

Between the nobles' quarters and the queen's personal staterooms are several floors of municipal rooms and banquet halls, the Throne Room of the Coral Court, and the Royal Judgement Room. In the latter of these halls the Royal Sheriff dispenses the Queen's Justice. In particularly serious cases, or in the case of crimes against the royal family, Undina is personally present. Otherwise, Makon conducts business here as Royal Sheriff, to the chagrin of many Coralian noble families who believe that a "primitive" shark man should not hold such high office in Coralia.

Undina finds it helpful to have her most influential subjects in close proximity. The more energy each family expends intriguing against one another and vying for royal approval, the less energy they have to intrigue against her. Despite this, Undina has spies everywhere in the palace in general, and in the Pearl Tower in particular. The Coral Queen likes to know what every family seeks and what they are prepared to do to get it.

UNDERSEA DOCKS

Any vessels allowed to enter the city unmolested by the numerous Coralian defenses are permitted to pass through the city walls to the undersea docks. Here trading vessels from friendly undersea races, and the few visiting ambassadors from surface-dwelling races with which the Coral Queen is prepared to treat, unload cargoes and meet with their Coralian contacts.

Goods brought into the city are searched by the queen's agents under the watchful eye of the devious Lord Shale, whose meticulous records detail the duties charged on each shipment unloaded at Coralia's docks.

The docks comprise a series of moorings alongside wide quaysides. These areas are surrounded by tall warehouse buildings, where goods are stored, and salvage recovered from the debris field is brought to be sifted, valued, and sold at market. Numerous merchants and salvage brokers occupy large opulent premises surrounding the warehouse area. A broad avenue lined with huge undersea mushrooms leads from the docks to the crowded streets of the

merchant district, where Coralians can find all manner of luxuries, rare imported treasures, and extortionately-priced contraband.

- **Lord Shale**: Use the Coralian Noble profile (see page 46), adding the Scholar Edge (Knowledge: Finances, Knowledge: Coralian Nobility) and the Greedy Hindrance.

THE ARMORY

Chief among the queen of Coralia's concerns is the threat of invasion. The preparation and maintenance of a sufficient supply of military weapons to resist an attempted invasion is a constant occupation for the queen's guard. The corpulent Lord Nori is responsible for maintaining a ready stockpile of weaponry, both Coralian-made and salvaged from crashed rocket ships in the city's Armory. Nori is nursing a growing grudge against the appointment of Makon to the leadership of the city's guard, and when not at the palace petitioning the queen to reconsider the use of shark men in defense of the city, he can be found in the Armory scheming ways to show up or undermine his rivals.

The Armory itself is dug from the coral cliffs of Coralia and lined in thick metal to prevent further excavation. A single corridor leads into the rock to a guard post, from which radiates a series of halls. Each hall leads to storage rooms containing racks of weapons of all sorts to equip the guard, torpedoes for the wall-mounted guns that protect the city, and numerous experimental imported equipment and armor.

The central tunnel leads to a sealed metal door that passes through to the city's prison. As a stark reminder of the tensions at the heart of Coralia's tenuous alliance with the shark men, Makon's men guard the prison side of the door, while Nori keeps a heavily-armed contingent of Coralians on the Armory side.

- **Lord Nori**: Use the stats for Coralian Noble (see page 46), but add the Fervor Edge and the Arrogant Hindrance.

THE TREASURY

Home to the riches of the city, Coralia's treasury is a squat structure flanked by the Armory on one side and the barracks of the city guard on the other. Responsibility for overseeing the treasury has been given to Undina's most trusted friend, her husband Triton. The queen consort's personal bodyguard has been deployed as treasury guards—Undina's faith in the shark men goes only so far, and certainly not far enough to entrust them with the entire wealth of Coralia. Within the treasury, a labyrinth of coral tunnels studded with pointed barred gates is guarded at all times with many traps and trained packs of vicious sharkons. Before each patrol by Triton's men, the beasts are recalled to their holding tanks to be fed, then after the Coralians withdraw to their barrack rooms they release the sharkons to prowl the passageways once more.

Rumors abound that Ming has turned his covetous gaze on the wealth of Coralia's treasury and, chief among its prizes, the famed Great Black Pearl of Coralia. This rare treasure is as tall as a man, and among the rarest treasures of the undersea realm. What Ming wants with it is unknown, except perhaps that he desires it simply for its uniqueness—to possess it so that others may not. Whatever the reason, the Coralians suspect Ming's agents seek to infiltrate the city and seize this priceless jewel of the sea.

- **King Triton**: See page 47.

THE HIPPODROME

This huge arena is used for games, gladiatorial contests, and racing events. Built by Queen Undina's ancestors, the ancient structure is ringed with huge coral statues of Coralia's greatest rulers. At any of Queen Undina's many celebratory feasts—such as the many days of rejoicing that followed the defeat of Ming's attempted invasion—the citizens of Coralia gather at the hippodrome to witness a day of entertainment and lavish spectacle, from simple shell sled races to reconstructions of pitched battles against Ming's forces, to mortal combat between one of the queen's champions (or one of her prisoners) and some dangerous denizen of the deep.

Beneath the arena floor is a network of caverns and corridors housing cells for prisoners, holding tanks for vicious sea creatures, props and traps used in the various games and events, and medical centers to cater to injured fighters.

The queen leaves responsibility for arranging her spectacles to Lord Atlantia, a penny-pinching mercurial old Coralian with an inflated sense of self-importance. His family once came close to marrying into the royal household, and Lord Atlantia sees his current role as a humiliation. Every new game

he must arrange riles him further—some say because the expense of it all makes him seethe, every promoted rival he perceives as a slight by the queen against him and his family. His bitterness makes him a treacherous enemy and a likely ally for any who may threaten the throne.

- **Lord Atlantia**: Use the stats for Coralian Noble (see page 46), but add the Strong Willed Edge and the Mean Hindrance (−2 Charisma).

THE PEARL BEDS

Gargantuan oysters grow in carefully tended rows to the south of the city in the broad and fertile pearl beds. Harvesting pearls is an important part of the Coralian economy, as the kingdom is famed for the massive pearls produced in its vast pearl beds. Tending the huge oysters is a backbreaking task, and harvesting the pearls from these giant shells can be dangerous. Many a harvester has lost a limb when the great shells have snapped shut at inopportune moments. As a result, the Coralians reserve this work as punishment for troublesome slaves or hard labor for prisoners.



Since the beds lie outside the city walls, the workers are guarded by small gangs of Coralian soldiers rather than shark men. The guard details are typically equipped with water pressure weapons and sea-horses.

DEBRIS FIELD

Any ships that fly into the magnetic maelstrom of the Sea of Mystery have their navigation instruments thrown into disarray. Many plunge headlong into the massive waves as the ships' captains fight to regain control of their crafts. Those that are able to remain above the waves are targeted by the Coralian magneto-rays, which lock onto the vessel and gradually drag them into the depths.

Surrounding the city, some 50 nautical miles from the walls in every direction, is a ring of wrecked and decaying rocket ships. Ripped apart by powerful storms or the force of their impact with the water, the tragic hulks have spilled their contents far and wide on the seabed and now lie crumbling gradually as nature gradually reclaims the derelict wrecks.

These wrecks are a source of rich pickings for the Coralians and plundering parties set off regularly to scour the seafloor for new wrecks to recover any valuable cargo or technology from within.

Whether it's the Coralians searching for plunder or rebels seeking an advantage to help resist Undina and return to the surface, the debris field draws in all manner of hunters. For each 30 minutes spent in the debris field, roll 1d6.

CORAL CAVES

Home to the shell men, the coral caves lay several nautical miles from Coralia, deep in the debris field. The caves surround the base of a huge reef that soars hundreds of feet from the seabed to break the surface in numerous places far above. So vast is the reef, that on the surface, it is impossible to imagine that the distant scattered coral outcroppings can be part of the same gigantic formation.

The caves themselves form a twisting network of labyrinthine tunnels that only the shell men know how to navigate properly. These savage and primitive people wear armor made from shells and wield wickedly sharp coral weapons. They are no match for the technological advantages the Coralians

SEARCHING DEBRIS

d6	Result
1	**Monsters of the Deep:** Suddenly, from within the crumbling wreckage, one of the many deadly denizens of the deep surges into view. Roll or choose one of the following creatures to attack. 1. Single sharkon 2. Sharkon pack 3. Octoclaw 4. Devourosaurus 5. Bullnin 6. First one of the above then another!
2	**Collapse:** As the group explores one of the huge metal carcasses, the structure begins to collapse under its own weight. Explorers near an exit must make a Swimming roll (–2) to get clear of the falling wreckage. Anyone further inside the hulk (or who fails the Swimming roll) is trapped within the sunken ship and must find another way out. Non-Coralians relying on breathing apparatuses are in severe danger of running out of air.
3	**Ambush:** The group has walked into a trap and is surprised by another party lying in wait. Roll or choose from following list to see who has sprung the trap. 1. Coralian patrol seeking captives 2. Shark man refugees trying to remain free 3. Shell man hunting party looking for weapons 4. Ming's spies hunting for clues to Coralia 5. Pluton's exiles seeking retribution 6. Desperate survivors looking for supplies
4	**Rivals:** The group is confronted by another party of would-be treasure seekers. It's possible these other salvagers are after a different prize and can be reasoned with, but if there is a conflict of interest, things could escalate quickly.
5	**Equipment:** The group comes across an item of some use to them. This could be a weapon or some piece of salvageable gear. Roll or choose from the following items, or make up another useful item. 1. Useless Junk 2. Broken item the salvagers are seeking (requires Repair rolls and time) 3. Crystal-powered weapons (no crystals) 4. Working vehicle (speed sled or similar) 5. Choose an item from the *Flash Gordon* rules 6. Components for any device the players are working on Whatever the item discovered, it is the only thing worth keeping on this wreck. The group must move on to another hulk.
6	**Treasure:** The salvagers come across something particularly valuable. This could be power crystals, a shipment of precious metals, or some other high-value prize. Roll or choose from the following items, or make up another treasure. 1. Crate of gold mingols 2. Cache of energized power crystals 3. Jewels 4. Ingots of precious metals 5. Valuable but dangerous substances 6. Highly sought-after hostage Whatever the item discovered, it is the only thing worth keeping on this wreck. If they seek more treasure, the group must move on to another hulk.

enjoy, but what they lack in sophistication they more than make up for in ferocity. They do not permit intruders into the tunnels unescorted; meaning anyone entering the Coral Caves alone is subject to immediate violent attack.

Shell men and Coralians feud constantly and each party attacks the other on sight. Coralians frequently take captured shell men as slaves to work the pearl beds or to fight in the hippodrome. Shell men have little use for captives, but are under instructions to bring any rebels found fighting the Coralians to their leader, the Shell King. A suspicious and hostile people, the shell men take a lot of persuading before they permit themselves to trust an outsider.

THE SWIRLING SEA

It is rumored that at the heart of the Sea of Mystery lies the Swirling Sea. This mysterious phenomenon is said to be a massive whirlpool that sucks down anything that comes within miles. The Coralians are naturally fearful of getting anywhere too close and discourage guests from seeking the truth behind the mystery.

Stories of the Swirling Sea are part of Coralian folklore, and stories of the creation of the world. It is said that the endless storms of the Sea of Mystery are caused by the raging vortex, but the truth is too dangerous to uncover. Some things are best left unknown.

SUBMARINE NETS

As Ming proved in his daring attack on Coralia, despite the natural protection afforded by the storms above the waves and Coralia's magneto-rays, the city remains vulnerable to a submarine attack. In an effort to diminish the threat and bolster their submarine defenses, the Coralians have strung submarine nets between the towering coral formations that surround the approaches to the city.

"LET 'EM HAVE IT, MEN!"
-FLASH GORDON (5/20/'34)

A submarine ensnared in the nets can either become immobilized, allowing the Coralians time to react, or else can trigger charges causing the anchoring rocks to collapse, crashing down upon the ensnared vessel. Patrols from Coralia regularly visit the submarine nets, checking they remain a viable part of the city's defenses, and looting any vessels crushed beneath a rockfall.

THE DEADPOOL

To the northeast of the city, on the far side of the debris field lies one of the strangest sights of the Sea of Mystery, the fearsome Deadpool. This vast dark undersea lake is a terrifying area with an incredibly high concentration of salt. The briny water here is so densely salinated the water cannot mix with the rest of the seawater in the area, causing it to settle like a stagnant lake.

Any marine life that strays into the Deadpool is dragged down into the thick water, which renders movement difficult, halving all movement speeds within the Deadpool. Any water breathers are immediately poisoned by the cloying brine, and must make a successful Vigor roll or suffer a level of Fatigue. This roll must be made each round at a cumulative −2 penalty in addition to any Fatigue penalties.

So hazardous is the Deadpool that Queen Undina has forbidden any Coralians to approach the place. The punishment for offenders is a sentence of hard labor in the pearl beds, or a tour of duty in the hated and hazardous surface patrols, scouring the islands and atolls for survivors, salvage, or enemy saboteurs.

Despite the dangers posed by the deadly salt and the punishment of the Coral Queen, it is not uncommon for young Coralians to risk all and venture to the edges of the Deadpool. Numerous downed rocket ships have crashed in or around the area, and there are said to be great riches available to anyone brave (or foolhardy) enough to take the chance. Visiting the Deadpool reveals a chilling reminder of the price of failure; however, as the corpses of the many marine creatures—Coralians included—who strayed too close remain perfectly preserved in the briny water, encrusted in salt crystals and frozen in place for all time as a warning to others.

Legends state that a colossal and ancient being from time immemorial sits permanently preserved in thick layers of salt at the very heart of the Deadpool.

THE HAWKS' NEST

The tallest coral tower above the waves of the Sea of Mystery, the Hawks' Nest is home to Mongo's only colony of albahawks, the massive birds whose senses have developed to allow them to navigate the area's magnetic anomalies and ferocious storms. Albahawks fly from the Hawks' Nest to the edge of the Sea of Mystery, where they gather fish and other small prey disoriented by the effects of the magnetic storms, then return to the nest again to rest. The base of the tower is littered with wreckage from rocket ships whose pilots followed a hawk fervently hoping they would be led out of danger, only to find the bird was returning home.

NEW GEAR

Many items common on land are useless beneath the waves, and heroes will typically have to discard or hide weapons from the Coralians when they arrive at the city.

BASIC EQUIPMENT

The following items are commonly encountered in and around Coralia:

Air Tanks: These metal bullet-shaped tubes stand about six feet tall and are designed to contain a single prisoner. The tanks have a small window so the occupant can see and be seen, but the tanks cannot be opened from the inside. The mechanism of the tank extracts breathable oxygen from the water, so any occupant of a tank can breathe indefinitely while it is submerged. If the tank is removed from the water, however, the system can only continue to provide air for 30 minutes before the occupant starts to suffocate.

Coral Weapons: Typically favored by the primitive shell men, coral weapons are no less deadly for their lack of sophistication. These wickedly sharp, razor edged weapons penetrate armor easily and leave deep lacerations, causing profuse bleeding (never a good thing in these sharkon-infested waters). What's more, the shell men usually tip their weapons with paralysis poisons extracted from the many spiny coral dwellers. The brittle tips of the weapons snap off inside a wound deploying the fast-acting poison into the victim's blood and rendering them Incapacitated quickly, allowing the shell men to either take a prisoner, or to make good their escape.

Almost any melee weapon can have a coral variant. To make a coral version of a weapon, it gains AP 1 (or +1 if the weapon already had an AP value) and also gains the note:

Brittle: Any Fighting roll of 1, regardless of the result of the Wild Die results in the coral weapon shattering. It is rendered useless.

Lung-Machine: The Coralian lung-machine is a macabre device that has saved the life of many a stricken passenger, but at a price. A drowning visitor may be put into the machine, which prevents the victim from succumbing to the effects of drowning. The machine modifies the structure of the occupant's lungs such that the individual is able to breathe underwater. The process takes about 45 minutes, and permits anyone who undergoes the procedure to live and breathe under the sea.

As far as most Coralians know, the effects of the procedure are permanent and irreversible. Since they cannot imagine anyone not wishing to dwell beneath the waves, Queen Undina keeps a close-guarded secret the fact that the lung-machine can be used to restore a water breather's organs to an air-breathing state. Only a select few are privy to the fact that Flash Gordon underwent such a procedure.

WATER PRESSURE GUN

This small pistol fires a concentrated pulse of water under immense pressure. It can be used both underwater and on the surface to equally devastating effect, but has only a limited number of charges, after which time the pressure cylinder must be replaced or recharged.

RANGED WEAPONS

Weapon Name	Range	Damage	RoF	AP	Shots	Weight	Cost
Water Pressure Gun	5/10/20	2d6	1	—	1	10	100M
Notes: Semi-Auto. Charged with pressurized sea water.							

NEW VEHICLES

SHELL SLED

These huge scallop shells are used as chariots by the primitive shell men. Sleds are typically drawn by a pair of sea-horses, though racing sleds may employ as many as four. The Coralians use them for ceremonial occasions and for chariot races in the huge hippodrome, but rely on more advanced transportation for important or military matters.

Size: 3; **Acc/Top Speed:** 3/6; **Toughness:** 6; **Crew:** 2; **Cost:** 200ᴍ (not including animals)
Notes: —
Weapons: None

SPEED SLED

These high-speed miniature submarines are the standard scout vessels of the Coralian military. They are fast and maneuverable, but lightly armed and armored.

Size: 3; **Acc/Top Speed:** 10/40; **Toughness:** 12 (3); **Crew:** 4; **Cost:** 400ᴍ
Notes: —
Weapons: None



SAVAGE TALES OF CORALIA: TREASURE ISLAND

This Savage Tale makes a good introduction to Coralia, leading the heroes into danger as they are persuaded to venture into the Sea of Mystery to locate a lost rocket ship said to be carrying a precious cargo. Engulfed in the swirling fogs that plague the region, the ship plummets into the sea. Can the heroes survive the crash? And what will become of them once they realize they are stranded without hope of rescue?

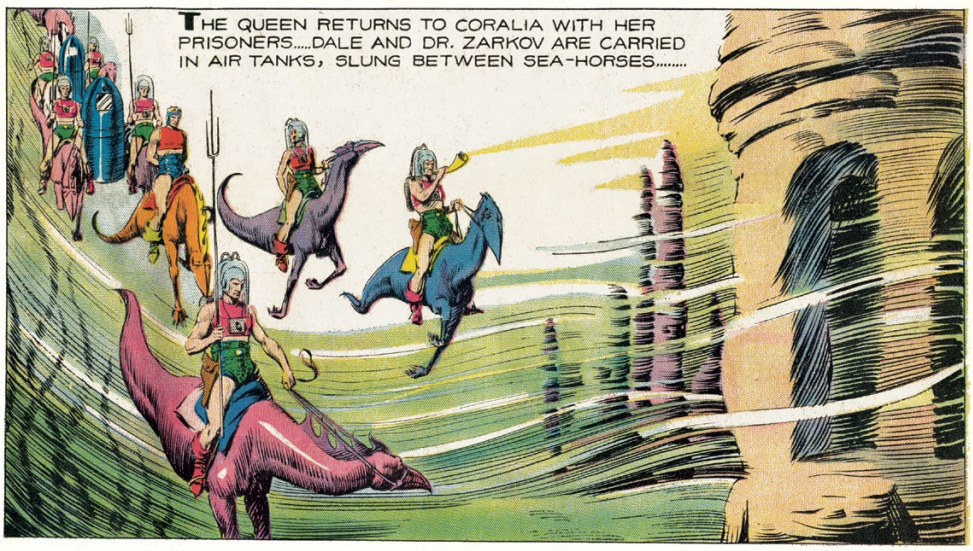
Run this tale when the heroes are attempting to win an ally to their cause. This would-be friend has need of their assistance and helping will seal their alliance. The heroes are informed the rocket ship Marsela has not been heard from in several days, and the ship carries a precious cargo: a member of their ally's family, kidnapped and being transported to Ming along with tributes from wealthy neighboring kingdoms. Whatever the cost, the heroes must find and recover this "cargo." Return the abducted prisoner, and the rest of the cargo, along with the firm and lasting friendship of the grateful family, is theirs.

SHIPWRECKED!

As the heroes investigate the disappearance of the rocket ship, they learn that it was attacked and driven into the Sea of Mystery. The attackers, all too aware of the Sea's reputation, broke off the pursuit, for fear of being lost in the storms.

The heroes' patron willingly offers a ship to pursue the Marsela, if the heroes are courageous enough to give chase. The Sea of Mystery is confusing enough that there is a good chance of making up lost time and catching her, they are told. Of course, the ally is less than forthcoming about the dangers involved, so desperate are they to recover their beloved kin.

Once the heroes take their ship into the Sea of Mystery, they find for themselves how hazardous the quest they have undertaken is. Use the rules for flying in the storms on page 26. For the purposes of this adventure, treat any failed roll in the storms as a 1, resulting in the ship being Stricken!



UNDER THE SEA

Barring some miraculous flying, the heroes' ship is probably going to crash. If some incredible series of rolls or superhuman displays of piloting results in the ship surviving, have the heroes detect fresh wreckage washed up on a low atoll. Otherwise the crash-landing should see them all getting their feet wet.

Whether the heroes are able to find their way to a low atoll or sink with the wreckage into the waves, a Coralian patrol finds them soon enough. The patrol is instructed to return the prisoners they find to the city for inspection by Queen Undina. If the heroes put up a fight, one of the Coralians attempts to flee to summon help. If the heroes dispatch all the guards another patrol comes looking for the first after the alarm is raised when the first patrol fails to return.

Successfully fighting off Coralian patrols is not a long-term strategy, however. The shipwrecked heroes can't sustain themselves indefinitely on a barren island lashed by storms. Food and fresh water are hard to come by, radio and video transmissions are impossible due to massive electromagnetic interference, and there are no passing ships to rescue a stranded party. After a couple of patrols fail to return, the Coralians dispatch a larger force to apprehend the heroes and bring them before the queen.

Encasing their captives in water tanks, the soldiers escort them into the depths to the city of Coralia. Passing through the walls, the heroes are brought to the palace and led to an audience chamber where the queen keeps them waiting for a while. When she arrives, the beautiful queen grants them an audience.

- **Coralian Guards (2 plus 1 per Hero):** See page 45.

FIT FOR A QUEEN

Queen Undina expects to hear the truth from those brought before her. She is keen to learn what brings the heroes into the Sea of Mystery. If they are honest with her, she can be magnanimous. Any who refuse to tell her what she wants to know are imprisoned and if they are caught lying, they are sentenced to slavery (or delivered to the hippodrome for gladiatorial combat).

Unless the heroes do something terrible enough to merit a death sentence (such as trying to assault the throne and kill Undina), the heroes are placed into lung-machines and their organs are converted to allow them to breathe beneath the waves. They should be under no illusions that the process in reversible—they are condemned to a lifetime of water-breathing.

If the heroes are completely open during the audience and mention previous exploits—especially any collaborations with Flash Gordon or confrontations against Ming—Undina is interested enough that she allows them to remain in the city. They are watched and guarded, but free to come and go. Under these circumstances, Undina reveals that

A NOTE ON WATER BREATHING

One of the most important aspects of adventures in Coralia is considering how the heroes can survive beneath the waves. The easiest method is to treat the heroes the way Flash was treated: "permanently" transforming them into water-breathers through the use of the lung-machine.

This should appear irreversible at first—only Queen Undina and Triton know the procedure can be reversed, and they're not sharing that secret lightly. Play up the new strange sensation of being able to move and breathe freely beneath the waves, but also make the players realize they suffocate if out of the water for even a minute or so.

It's possible that the idea of living underwater forever might grate on some players. Before the novelty wears off, be sure to have an NPC hint at a rumor that other visitors have had the procedure reversed, or consider running the Savage Tale **The One that Got Away** (see page 43).

there was a survivor matching the description of the kidnapped ally. She has already been converted to water breathing in the lung-machine and now serves in the household of a noble family. While she may never return from Coralia, she is safe from Ming's grasp.

- **Queen Undina**: See page 47.
- **Coralian Guards (20):** See page 45.

CONCLUSION

This Savage Tale is unusually open-ended, since it is intended to introduce players to the city in the Sea of Mystery. The heroes find themselves permanently transformed and the kidnapped victim that landed them in their predicament is similarly changed. The heroes may try to rescue her and/or escape, but they must prove their worth to the queen if they wish to be able to return to life on the surface again. And that will not be easy.

STOLEN THUNDER

The treacherous fiend Pluton is back. Sneaking into the city by way of a network of hidden passages known only to himself, Pluton has disabled the storm generators that help shield the city from harm. If he is able to similarly compromise the magneto-rays, the city's defenses will be crippled and the kingdom will be unable to prevent Ming from conquering it once and for all. Pluton must be stopped!

A RUMOR OF WAR

The heroes learn of some mutterings among the lower classes in Coralia. If the heroes are imprisoned, this talk comes from fellow inmates being transported between cells or from fellow workers on a labor detail in the pearl beds. Otherwise, the heroes learn of the rumors from serving slaves, who claim that other workers in the prison have heard word that there is trouble brewing.

The prison servants have picked up on talk between some of the prison guards seeming to suggest that their former master has plans to weaken Coralia and invite war with Ming.

An Investigation roll uncovers the guards and their allegiance to Pluton. The moment the heroes reveal what they know to Queen Undina, she has the prison guards arrested and charged with treason and sentenced to death. If the heroes can't convince her to wait,



the sentence is carried out within days and any other information about the plot is lost.

If the heroes can stay the execution, it is possible to learn more. Convincing the queen to commute the sentence can win the jailors' gratitude and cooperation. They inform the heroes that when Pluton was captured by Undina long ago, he escaped via secret passages leading out from the prison and emerging beyond the city walls. Now he uses those same tunnels to reemerge in the prison and make his way about the city undetected. They are unaware of Pluton's plan, but they know the goal is to weaken Coralia and allow Ming to attack.

FINDING PLUTON

It is no small task to locate the secret ways into the prison. The city's archives can give some clues, but this requires access to the archives, an Investigation roll (−2), and 5d8 hours of work to glean anything useful. Once the heroes work out the general location of the entrance, they must make a successful Notice roll (−4) to locate the hidden door.

If the door can't be found, Pluton slips unnoticed into Coralia 24 hours later. From the prison, he discreetly makes his way surreptitiously to the magnetic drivers. He takes great pains to not be seen as he prepares to sabotage the drivers and works to circumvent the security of the magneto-ray towers.

He returns to Coralia at irregular intervals approximately once per day to work on the other towers, planning to disable as many of the rays as possible before alerting Ming to the city's vulnerability. After five or six more such visits, he feels that the city will be unable to mount its own defense and Undina will be toppled. His vision for the new order is him as Coralia's king, as a vassal of Ming, of course. He hopes that Undina will survive to be his bride.

If the heroes track Pluton into his tunnels they find themselves following long winding passages through the coral for many miles. The tunnels exit into a small cave whose entrance is concealed by a brightly colored fan of seaweed wafting in the warm waters. In the surrounding coral canyons a mile or so in each direction Pluton has gathered a small colony of followers. These disgruntled Coralians, escaped prisoners, and fugitives from Undina's justice see Pluton as their leader, though they know nothing of his plan, which he pursues in secret.

THE PRICE OF TREACHERY

Pluton knows he will face execution if caught, so he is willing to fight to the death. If he is caught alone within the city, he tries to trigger whatever charges he has recently placed to cause a disturbance and make good his escape. If he is in the tunnels or outside the city he attempts to flee to alert his followers to fight his pursuers.

- **Pluton**: See page 47.
- Coralian Guard (1 per Hero): See page 45.
- Shark Man (1): Use the Shark Man profile from *Flash Gordon*.
- Shell Men (2 per Hero): See page 49.

If Pluton is thwarted, Undina rewards the heroes handsomely—any past transgressions are forgiven, and a feast is held in their honor. If Pluton is captured and his vile plot revealed, the queen grants noble titles to the heroes as well. They earn the freedom of the city of Coralia and the grateful thanks of the subjects of the Coral Queen.

STORMY PASSAGE

Coralian society is not as enlightened as it thinks it is, employing thousands of slaves to carry out menial tasks. Many of these unfortunates are shell men and shipwreck survivors. A desperate slave comes to the heroes seeking help securing safe passage out of the city. Can the heroes escort her to freedom, or will they fall afoul of Undina's draconian enforcer, Makon?

A CRY FOR HELP

While attending a feast at the palace, the heroes are contacted by one of the serving girls at the dinner. She arranges to meet them in private if they can slip away from the feast. Once out of sight of the other palace staff, the girl reveals that she recognized the heroes as outsiders—the girl is of the same race as one of the heroes—and she wants their help. The girl's name is Maagi, and she has learned of a group known as the Undertow, an organization of escaped prisoners and runaway slaves who work to help others escape Coralia. Maagi begs the heroes to



contact the Undertow on her behalf and help her escape her predicament.

Finding the secretive group is extremely difficult, of course, as they cannot operate in the open and any who Makon's shark men catch in the act of aiding an escaped slave are punished to the fullest extent of the law. In Coralia, this can often mean a death sentence, as the city's laws haven't changed much from the time that the evil Pluton was royal sheriff.

Heroes can attempt to find information about the group using Persuasion, Investigation, Streetwise, or other appropriate skills with noble families (who own slaves), in the slave quarters (where news of the group is starting to spread), among prisoners (who have also learned of the Undertow), or talking with the shark men (who are seeking the leaders of the group).

The nobility of Coralia are all aware of the existence of the Undertow, but few discuss it openly and news of escapes organized by the group is usually suppressed to try to keep things secret. Any failed rolls while seeking the group result in information about the heroes' efforts being fed to Makon's spies. If Makon receives three or more indications the heroes are making efforts to find the Undertow, he takes a close interest in their activities, and has his agents follow them at all times.

- **Maagi:** Use the profile for Coralian Citizen, see page 45.

MEETING THE COUNCIL

After the heroes successfully conduct their investigation into the group, they discover a lion man slave by the name of Grarl, who underwent lung conversion decades ago and is now trusted with overseeing groups of slaves working the pearl beds. The elderly Grarl is stoic and stern, but uses his trusted position to help run the Undertow.

The group is run by a council of five escaped prisoners and former slaves. Grarl is the only member to remain a slave, but he serves as an important inside contact, able to learn a lot about the goings on in the city. If the heroes can convince him of their sincerity, he organizes a meeting with the council where the heroes can present their case for Maagi's rescue. The Undertow is still a young organization with few resources, so they must act carefully and cannot simply rescue whoever they choose. Maagi is in the royal household, and consequently a rescue would be a difficult prospect, but a high profile success if the organization could pull it off.

Run this meeting as a **Social Conflict** (see *Savage Worlds*). If the result is a tie, the council is unconvinced and refuses to trust the heroes. If the heroes' margin of victory is one or two, the council agrees to rescue Maagi in due course, but won't commit to a timeline or give any details. If the margin of victory is three or four, the council agrees to move promptly to rescue Maagi, but first they require a show of good faith from the heroes in the form of assisting in a forthcoming rescue. If the heroes succeed by more than four, the council rules that they will help the heroes forthwith and furthermore, ask the heroes to join their ongoing efforts to end slavery in Coralia.

- **Council Members (4):** Use the profile for Coralian Citizen, see page 45.
- **Grarl:** Use the Lion Man profile from *Flash Gordon*, but add the Coralian racial traits and Elderly Hindrance (reducing Pace by 1 and Strength by a die type).

UNDERSEA ESCAPE

Organizing an escape is no small task. Slaves are guarded on their way to and from their work details, and the slave quarters are patrolled by groups of up to four shark men guards at night. Consequently, the rescue would have to take place at the palace itself,

unless the heroes propose an alternative. Getting in and out of the palace undetected is a difficult task unless the heroes have a reason to be there. Suspicious nobles are always on the lookout for any strange behavior they might be able to use to advance their standing in court, while the shark men and royal guard patrol the main palace and pearl tower respectively. If the heroes are stealthy and careful, they may be able to steal into the palace and secure Maagi. Getting out is a different prospect.

Once the heroes have their target, they must make good their escape. Moving with Maagi is much harder and to make matters worse, her supervisor quickly notices her disappearance and raises the alarm. Shark men patrols start sealing the exits and closing in on the heroes' position, forcing them to the center of the palace and then higher and higher into the central spire.

Stealth and rapid movement are necessary to stay ahead of the shark men patrols, but the result is the heroes and their desperate companion head high into the pearl tower, where they are now also hunted by Coralian guardsmen, who secure Queen Undina at the top of the tower and begin to search lower and lower, floor by floor.

- **Coralian Guardsmen (1 per Hero):** See page 45.
- **Shark Men (4):** Use the Shark Man profile from *Flash Gordon*.

An Unexpected Ally

When the heroes realize they are going to be trapped by the descending guardsmen and the ascending shark men, give them a chance to make desperate plans before the door opens and a group of guards enters, led by the queen's husband, Lord Triton himself.

If the heroes attack, Lord Triton's guards fight back fiercely for a couple of rounds before Triton calms the situation. Urging the heroes to hurry, he tells them to hide wherever they can in the room. If they comply, they hear the doors open as the searching guards reach their location. Triton assures the guards there is nobody in the room—if there was fighting here, he has more explaining to do—and the guards leave.

With the coast clear, Triton explains that he understands what the heroes are attempting to do. He has been trying to persuade Queen Undina that slavery is a blight on Coralian society and to convince her to change the kingdom's laws on the matter. He feels that he is making progress, and is willing to aid the heroes in return for their support on the matter in the future.

With Triton's help the heroes are able to make good their escape. They have earned the respect and admiration of the Undertow council and also of one of the most powerful people in Coralia. Perhaps they can continue to bring the kingdom into a more enlightened age.

- **KingTriton**: see page 47.
- **Coralian Guardsmen (1 per Hero):** See page 45.

Wreck of the Hesperon

A huge rocket ship said to be carrying vast wealth from Ming's personal treasury veered off-course and strayed into the Sea of Mystery. The vessel crashed before the magneto-rays could lock onto it and draw it close to the city, so the heroes are dispatched to locate the wreck and recover the wealth for Queen Undina.

A Fool's Errand

The heroes are brought before Queen Undina with a dangerous proposal. She is aware of their previous exploits and their antipathy toward Ming, so she feels they are the ideal candidates for this task. If the heroes are prisoners, they are to be sent on a mission that will see them freed if they return. If the heroes are already free, they are promised wealth and favor upon their return.

The Queen tells them that a huge rocket dreadnought—one of the largest rockets in Ming's fleet—was detected entering the Sea of Mystery some hours ago. Before the ship came close enough to Coralia to be targeted by magneto-rays, it disappeared from view. Coralia's sensors are no longer able to locate the ship. There must have been something very special on board such a large ship and Undina wants to know what it was. The heroes must find the ship and recover its cargo.

FANTASTIC VOYAGE

The search to find the crash site requires several days' travel by sea-horse. The heroes are given two squads of four Coralian soldiers to accompany them (or guard them, if they are prisoners). When they are finished equipping themselves for the journey, the expedition sets off in search of their prize.

The exact position of the downed ship is unknown, but the last position recorded is several days travel away.

Each day of travel, roll a d8 to see what the party encounters. For the first four days of travel, modify the roll by −1.

THE WRECK SITE

Eventually, after many trials and tribulations, the expedition arrives at the wreck of the Hesperon. The large rocket dreadnought is lying on one side, mostly intact, but wedged into a deep trench in the sea bed.

Exploring the wreck site fails to uncover anything of great value in the debris. The plunder must still be on-board. The situation is precarious, with the position of the ship being prone to slipping. Every time anyone fails a roll, and whenever you decide to add a little extra drama, a grating noise signals a brief violent shudder that wracks the vehicle, which shifts momentarily before settling a little further into the chasm.

FANTASTIC VOYAGE ENCOUNTERS

d8	Result
1	**Difficult Terrain:** Deep canyons and soaring coral mountains slow the expedition's progress. Modify tomorrow's roll by –1.
2	**Hazards:** The expedition comes upon a dangerous hazard (see page 49).
3	**Monster/s:** Something crawls out of the murky depths to attack the expedition. Choose one of the creatures that hunt in the Sea of Mystery.
4	**Enemies:** The heroes come across a band of renegade Coralians, escaped slaves, independent shark men, or shell men. With some negotiation, the enemy may be persuaded to joint them, or they may be too wary and attack on sight.
5	**Out of Supplies:** The expedition was poorly equipped and is close to running out of supplies before they reach their target. Each day, someone needs to make a successful Survival roll to scavenge enough food or one of the expedition party succumbs to hunger or else gives up hope and returns to Coralia.
6	**Malfunction:** Some piece of equipment the expedition brought along has failed. A successful Repair roll is required each day from now on or the object is ruined and may be abandoned.
7	**Bodies:** The expedition comes across fresh waterlogged corpses trapped beneath chunks of rocket ship debris. A successful Investigation roll indicates this crew wears the imperial uniforms of Ming's minions. It seems the heroes are on the right track.
8	**The Hesperon:** The heroes come across a fragment of wreckage that is recent enough to make them sure they have found part of their prize. The fragment displays the name of the vessel: the Hesperon. Add +1 to all subsequent rolls on this table.
9	**Deadpool:** The heroes come upon the edge of the deadly brine pool. They must skirt the banks of this obstacle for the rest of their journey. Add +2 to tomorrow's roll.
10	**Cargo:** A successful Notice roll discovers scattered crates embedded in the silt. The cases are clearly recent and the markings on the crates, eight-pointed flaming stars, indicate they came from one of Ming's ships. Add +4 to tomorrow's roll.
11	**Distinctive Wreckage:** A successful Notice roll spots some pieces that clearly came from one of Ming's ships. The wreckage is fresh and shows they're on the right track. Add +6 to tomorrow's roll.
12+	**Success!:** The expedition discovers the wreck of the Hesperon.

THE SEARCH

As the heroes explore the wreck's interior, they glean some information about the nature of the cargo by visiting the flight deck and checking the logs. Of course, the ship crashed head-first into the deep undersea trench, so the explorers can see through the shattered viewing windows of the flight deck deep into the pitch dark of the abyss. Each success and raise on an Investigation roll reveals the following information (discovered in order) about the ship's cargo:

- The rocket carries some sort of powerful weapon.
- The weapon was to be deployed on an ocean-going vessel.
- The barrel and body of the weapon are stored in the forward cargo bay—bay 1.
- The weapon itself was being transported in three pieces.
- The third piece, the firing mechanism, is stored in cargo bay 3.

The forward cargo bay is the one furthest into the trench, with four other cargo bays also holding valuable plunder (notably bay 3, which contains the vital firing mechanism for Ming's weapon system). The fifth and rear-most cargo bay was ripped open in the crash, and this is the debris the expedition has been recovering as they approached.

All the cargo bays are in a state of disarray, with the goods thrown across the bay and heaped in piles. Salvagers must move the cargo around by hand, and this takes time. Regular Strength rolls allow the expedition to keep up the pace, but remember that each failure on any roll means the ship slips further into the chasm.

After a few hours' search, the ship is visited by a devourosaurus, who spots potential prey and moves to investigate. If the heroes hide inside the wreck, the beast attempts to smash its way into the vessel. If the heroes don't get off the ship to fight the monster, the fierce struggle causes the Hesperon to buckle and slide from its precarious perch into the depths of the bottomless trench. Any on board the ship when this happens have 2 rounds to get to safety before the wreck plummets into the inky blackness and beyond reach forever.

- **Devourosaurus (1):** Use the Devourosaurus profile from *Flash Gordon*.

CONCLUSION

If the heroes return with the operational weapon to Coralia, they are rewarded as promised. Failure is not so well-rewarded, but Queen Undina is grateful for any of the weapon's pieces as well as reports of Ming's intentions.

THE ONE THAT GOT AWAY

The queen's younger sister, Marina, has disappeared. She must be located and returned to the city as soon as possible. If she should fall into Ming's clutches, Undina will be forced to deal with the emperor and Coralia's independence will be a thing of the past. As a result of the high stakes, Undina is prepared to accede to any request by those who return her sister. You can run this adventure if the heroes are seeking the opportunity to reverse the effects of the lung-machine, making it possible to leave Coralia.

A ROYAL DISAPPEARANCE

The court is abuzz with gossip as rumors that the queen's sister has gone missing in the night. The heroes are summoned before Undina and Triton, both of whom are visibly distraught. By this time, the heroes should have proved their worth to one or both of the royal couple, and so are trusted with details of the night's events.



The previous evening saw a large royal feast with countless guests coming and going. At some point, the queen and her sister exchanged words and nothing seemed amiss. When Princess Marina's ladies in waiting went to wake her this morning, however, they found she was not in her room and there was no sign of her having occupied the chamber during the night. They immediately raised the alarm and the queen summoned Makon to investigate.

Neither the royal household guard nor the royal sheriff can shed any light on the matter and neither has any leads as to the whereabouts of the royal princess.

A New Menace

In truth, there is a traitor in the midst of the Coral Court. Makon himself is at the center of this plot. He has learned that his former liege, King Kala, survived the destruction of his home city by the lion men. Instead of rebuilding their blasted kingdom, Makon has resolved to usurp the throne of Queen Undina and declare Coralia the new capital of the shark men. Seeing the Coralians as decadent and weak, Makon's plot threatens to give the shark men a new home and an unassailable base from which to plot their revenge against the hated lion men.

To secure his position, he has kidnapped Princess Marina and holds her in his prison cells. She is kept separate and secret from all the other inmates, and none can approach the cell block in which she is being detained. Makon intends to demand the abdication of Queen Undina, secure King Kala as the new ruler of the kingdom (or take the throne for himself), and make Coralia the new capital of the shark men.

Coralia, as well defended as it is, makes the perfect place to hide both from the lion men who razed their former home and Ming who permitted its destruction. Makon's plan is a desperate and dangerous gambit, but since he has learned of Kala's survival, he can think of nothing else, and he is convinced Undina will give up the throne to save her sister.

Learning the Truth

The heroes can conduct an investigation among guests of the party to glean the following information:

- Queen Undina and the princess seemed to be a bit cold toward one another.
- The princess was extremely happy before going to her rooms.
- It was a very well-guarded event with both royal guardsmen and shark men on patrol.
- Makon and Lord Nori were quite rude to one another.

The heroes may make a Knowledge (Academia) roll or a Smarts roll (−2) to recall that the shark men are not typically assigned to guard duty in the tower. That responsibility usually falls solely to the royal guard. Otherwise, the heroes must mention the presence of the shark men at the celebration to a member of the nobility to learn this fact.

Heroes who have befriended any of the Undertow can draw some useful information from them with a successful Streetwise roll. Each success and raise earns them a piece of the following information:

- There have been a lot of shark men sighted outside the city. The city guard typically patrols only inside the walls.
- Many of the shark men seem to be trying to hide as much as possible.
- Rumors are circulating that King Kala of the shark men survived the destruction of Shark City.

The shark men inside Coralia are under orders not to talk to any non-shark men, and clam up as soon as anyone speaks to them. Obviously shark men in the party have a bit of an advantage in this case. Even Makon himself refuses to be questioned, saying that as royal sheriff he should be conducting the investigation. If the heroes are suspicious of him, he gives them good cause by acting secretively, refusing to answer questions, and preventing anyone from entering the prisons. He doubles the shark man patrols around the place and his vicious guards have orders to arrest any who get too close.

Lord Nori has also noted his unusual behavior. Not that he thinks much of Makon at the best of times, and his judgement is skewed by his resentment about the position of royal sheriff going to a non-Coralian. This tone makes him hostile to other non-Coralian heroes, too, causing him to rant about how Triton is a "bad influence on her Majesty," and "an over-reliance on foreign help over good, old-fashioned Coralian wit."

With Persuasion, Intimidation (−4) or some good roleplaying, the heroes are able to pry

some information from Nori regarding the bolstering of the prison's defenses.

- **Lord Nori**: Use the stats for Coralian Noble (see page 46) but add the Fervor Edge and the Arrogant Hindrance.
- **Makon**: See page 46.

Prison Break

All signs point to Makon being involved, but getting into the prison is a difficult task in light of the increased security. The suspicions of the heroes are not sufficient enough to marshal any of Coralian's military might, so they must gather more proof. If the heroes completed the Stolen Thunder Savage Tale, they may have learned of the secret tunnels Pluton used to escape from prison. If they can convince Lord Nori, he can help get them through some of the passages leading from the armory to the prison, though these are among the most highly-guarded rooms.

However they go about it, the heroes must enter the prison and rescue Princess Marina. Once he is aware of the rescue attempt, Makon organizes his defenders and heads to Marina's cell. If it looks like the heroes will overcome the defenders, he tries to escape with his hostage through the tunnels, emerging a nautical mile or so outside the city walls. There he has a speed sled waiting and tries to make good his escape.

- **Makon**: See page 46.
- **Shark Men (2 per Hero):** Use the Shark Man profile from *Flash Gordon*.

A Surprising Reversal

Assuming the heroes are able to defeat Makon and recover the princess, Queen Undina is beside herself with joy. She willingly grants the heroes' requests, whatever they may be. If the heroes ask to have the lung transformation reversed, she reveals that it can be done. Reluctantly, she gives the order and her guards soon after escort the heroes to the surface. The heroes can also use their favor to reverse the lung operation of their original quarry, and rescue her from Coralia at the same time.

Allies and Enemies

Coralian Citizen

Citizens of Coralia are either naturally born into this underwater realm or captured and converted through the power of the infamous lung-machine. This means that it is possible to run into all manner of surface dwellers swimming through the streets of Coralia. Because of this, use the following as a base template and apply racial traits and special abilities where appropriate.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Fighting d4, Knowledge (Trade) d6, Notice d6
Cha: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 5
Gear: Appropriate to their trade.
Hindrances: —
Edges: —
Special Abilties:

- **Aquatic:** Swimming pace 6, gains +2 to Athletics rolls when swimming.
- **Dependency (Water):** Coralians suffer a level of Fatigue each day they don't spend at least an hour immersed in water.

Coralian Guardsman

Loyal guardians of Queen Undina and her court, members of the Coralian royal guard are the best of the best in the subaquatic kingdom. Recently, with the acceptance and employment of a number of shark man refugees, tensions have grown between the established guardsmen and these new and heretofore mistrusted people of Shark City.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8
Skills: Athletics d6, Fighting d8, Intimidation d6, Notice d6, Riding d8, Shooting d8, Stealth d6, Survival d8, Tracking d6
Cha: 0; **Pace:** 6; **Parry:** 6 or 7 (trident); **Toughness:** 6
Hindrances: Loyal
Edges: Combat Reflexes
Gear: Trident (Str+d6, Parry +1, Reach 1, 2 hands), water pressure gun (Range 5/10/20; Damage 2d6).
Special Abilties:

- **Aquatic:** Swimming pace 6, gains +2 to Athletics rolls when swimming.
- **Dependency (Water):** Coralians suffer a level of Fatigue each day they don't spend at least an hour immersed in water.

CORALIAN NOBLE

Use these stats for any of the scheming nobles of Coralia's court. These prominent members of the aristocracy hold the various important offices, head the prosperous merchant houses, or have risen to wealth and fame as a result of Queen Undina's favor.

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d6, Vigor d6
Skills: Athletics d8, Fighting d6, Intimidation d6, Knowledge (Coral Court) d8, Notice d8, Persuasion d8, Riding d8, Shooting d6, Stealth d4
Cha: +4; **Pace:** 6; **Parry:** 7; **Toughness:** 6
Hindrances: Vow (Serve the Queen), Overconfident
Edges: Charismatic, Command, Connections, Fame, Filthy Rich, Noble
Gear: Dagger (Str+d4), long sword (Str+d8).
Special Abilties:

- **Aquatic:** Swimming pace 6, gains +2 to Athletics rolls when swimming.
- **Dependency (Water):** Coralians suffer a level of Fatigue each day they don't spend at least an hour immersed in water.



MAKON

The small community of shark men who arrived recently at the gates of Coralia were given shelter and allowed to live among the normally clannish Coralians in return for their help. The leader of the ferocious fighters is Makon, who inspires fierce loyalty in his followers and a degree of terror in everyone else. His quick, darting eyes see all and he will not suffer fools gladly.

Queen Undina has come to rely on his perception and uncompromising attitude to security. She has elevated him to the vacant position of sheriff and placed an enormous amount of trust in his judgment. Many suspect, Triton included, that this trust is misplaced and that Makon harbors ambitions above the already elevated station the queen has so graciously bestowed. Triton and his followers watch Makon's every move, seeking proof of their suspicions, but so far, the wily shark man has revealed nothing.

Attributes: Agility d10, Smarts d10, Spirit d6, Strength d8, Vigor d8
Skills: Athletics d8, Fighting d10, Intimidation d6, Notice d8, Repair d8, Riding d8, Shooting d10, Stealth d8, Survival d8, Tracking d8
Cha: 0; **Pace:** 6; **Parry:** 7; **Toughness:** 7
Hindrances: Arrogant, Outsider
Edges: Block, Command, Fame, Improvisational Fighter, Iron Jaw, Marksman, Shrug it Off, Strong Willed, Tough As Nails
Gear: Dagger (Str+d4), diving helmet (+3), long sword (Str+d8), water pressure gun (Range 5/10/20; Damage 2d6).
Special Abilties:

- **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.
- **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 healo-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:** Sharkmen ignore penalties for Dim and Dark lighting.

- **Racial Enemy:** Shark men and lion men are hereditary enemies, suffering a −4 Charisma when dealing with each other.

KING TRITON

Once Undina's closest advisor, Triton rose to prominence by being someone the queen could always rely on. As steady as a rock amid the turmoil of courtly intrigue, Triton was a moral compass for the sometimes petulant young queen. When Lord Pluton tried to usurp the throne and kill them both, Undina realized how she had come to love and depend upon Triton and their marriage elevated him to the role of consort.

Attributes: Agility d8, Smarts d10, Spirit d8, Strength d6, Vigor d6
Skills: Athletics d8, Fighting d8, Knowledge (Academia) d10, Notice d8, Persuasion d8, Repair d6, Riding d8, Shooting d6, Stealth d6, Survival d6
Cha: +4; **Pace:** 6; **Parry:** 6; **Toughness:** 5
Hindrances: Cautious, Loyal
Edges: Charismatic, Command, Command Presence, Connections, Danger Sense, Filthy Rich, Level Headed, Marksman, Nerves of Steel, Noble
Gear: Dagger (Str+d4), long sword (Str+d8).
Special Abilties:
- **Aquatic:** Swimming pace 6, gains +2 to Athletics rolls when swimming.
- **Dependency (Water):** Coralians suffer a level of Fatigue each day they don't spend at least an hour immersed in water.

PRINCESS MARINA

The Coral Queen's younger sister and heir to the throne of Coralia is the tempestuous Princess Marina. As beautiful as her sister, but even more unpredictable, Marina is notorious for her outrageous demands, spontaneous infatuations, and equally-sudden cold shoulder.

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d8, Vigor d8
Skills: Athletics d8, Fighting d6, Notice d8, Persuasion d8, Repair d8, Riding d8, Shooting d10, Stealth d6, Taunt d10
Cha: +4; **Pace:** 6; **Parry:** 5; **Toughness:** 6
Hindrances: Arrogant, Overconfident
Edges: Attractive, Beast Bond, Command, Command Presence, Connections, Dodge, Fame, Filthy Rich, Noble
Gear: Dagger (Str+d4).
Special Abilties:
- **Aquatic:** Swimming pace 6, gains +2 to Athletics rolls when swimming.
- **Dependency (Water):** Coralians suffer a level of Fatigue each day they don't spend at least an hour immersed in water.

PLUTON

Stripped of his lands and titles and sentenced to death after he attempted regicide and sought to usurp the throne, the former Lord Pluton was once the sheriff of Coralia, chief jailer, and torturer. Following his failed coup he was confined to his own cells, but during the queen's marriage celebrations he somehow made good his escape. Some suspect he had help from Coralian guardsmen who remained loyal to him, though none were ever brought to trial. Others say he knew of ancient secret tunnels in the coral that led him to freedom, though no such passages have been discovered. However he managed it, he remains at large and has sworn revenge on Queen Undina, Triton, and the Earthman, Flash Gordon. Any Coralians who find him are required to bring him before their queen—dead or alive!

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d8, Vigor d8
Skills: Athletics d8, Fighting d8, Intimidation d4, Notice d8, Riding d8, Shooting d6, Stealth d6, Survival d8, Taunt d6
Cha: −2; **Pace:** 6; **Parry:** 6; **Toughness:** 7
Hindrances: Mean, Vengeful (Major), Wanted
Edges: Brawny, Command, Hard to Kill, Infamy, Iron Jaw, Luck Shrug it Off
Gear: Dagger (Str+d4), long sword (Str+d8), water pressure gun (Range 5/10/20; Damage 2d6).
Special Abilties:
- **Aquatic:** Swimming pace 6, gains +2 to Athletics rolls when swimming.
- **Dependency (Water):** Coralians suffer a level of Fatigue each day they don't spend at least an hour immersed in water.

QUEEN UNDINA

The Coral Queen is a powerful and loyal friend, but a ruthless and determined adversary. As changeable as the sea, Undina has a quick temper that rages like a sudden storm. As a powerful woman in a man's world, she openly defies Ming and any man who would dare command her. She prizes loyalty and bravery, and rewards those who show their worth.

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d6, Vigor d8
Skills: Athletics d8, Fighting d8, Intimidation d10, Notice d10, Persuasion d10, Repair d8, Riding d8, Shooting d6, Stealth d8, Survival d8
Cha: +6; **Pace:** 6; **Parry:** 6; **Toughness:** 6
Hindrances: Overconfident, Stubborn
Edges: Attractive, Charismatic, Command, Command Presence, Connections, Fame, Filthy Rich, Noble, Shrug it Off, Strong Willed
Gear: Dagger (Str+d4).
Special Abilties:

- **Aquatic:** Swimming pace 6, gains +2 to Athletics rolls when swimming.
- **Dependency (Water):** Coralians suffer a level of Fatigue each day they don't spend at least an hour immersed in water.

THE MONSTERS OF CORALIA

The following weird and wonderful creatures are native to the Sea of Mystery. They can be used as hazards to get the heroes into (or out of) trouble in the region or as distractions while the heroes travel around Coralia.

ALBAHAWK

Thanks to their highly-evolved magnetoreceptors, these huge seabirds can negotiate the strange fogs and storms of the Sea of Mystery. With a wingspan of well over 20 feet, these massive creatures glide effortlessly on the magnetic energies that charge the clouds over Coralia's surging waves. Following an albahawk allows a rocket ship to chart a course through the magnetic currents without having to rely on the vessel's instrumentation. It is a fortunate traveler who spots an albahawk before the Coralians' magneto-ray finds them!

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d6, Vigor d8
Skills: Fighting d6, Notice d10
Pace: 4; **Parry:** 5; **Toughness:** 8
Special Abilities:

- **Bite/Claw:** Str.
- **Flight:** Albahawks have a Flying Pace of 10" and Climb 1.
- **Size +2:** These birds are huge creatures.

BULLNIN

Bullnin are enormous sea-going mammals with powerful tails that let them accelerate very quickly. A typical bullnin also has two large, stout horns and an aggressive streak to back it up.

Attributes: Agility d8, Smarts d4 (A), Spirit d8, Strength d12+4, Vigor d12
Skills: Fighting d10, Notice d12
Pace: —; **Parry:** 7; **Toughness:** 16 (2)
Special Abilities:

- **Armor +2:** Bullnin have thick, rubbery hides.
- **Aquatic:** Pace 10.
- **Ram:** Bullnin are very aggressive and charge and ram anything that threatens them. If they can move at least 8" before attacking, they add +6 to their damage total.
- **Size +6:** Bullnin are massive underwater creatures.

CROSSIN

Crossin are large crab-like creatures with hard, gnarly carapaces that measure over two feet across. These strange creatures hold oxygen in numerous expandable air sacs within their fleshy undersides. Crossin can be killed and their bodies used to breathe underwater for short periods. An adult crossin stores about 10 minutes worth of oxygen within their air sacs.

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d4, Vigor d4
Skills: Fighting d6, Notice d6
Pace: 3; **Parry:** 5; **Toughness:** 6 (2)
Special Abilities:

- **Armor +2:** Crossin have a tough carapace that covers the tops of their bodies.
- **Aquatic:** Pace 4.
- **Claw:** Str+d4.

KARDI

These dense little birds, no larger than typical Earth sparrows, travel in vast flocks within the violent roiling clouds of the Sea of Mystery. All but blind, they are somehow able to fly well in the storms, but have a tendency to swarm any air vehicles they might encounter. This is usually devastating both to the rocket ship, and the unfortunate Kardi. On land, their suicidal streak demonstrates itself as they dive-bomb anything that threatens them. Treat a flock of rampaging kardi as a swarm.

Attributes: Agility d10, Smarts d4 (A), Spirit d12, Strength d8, Vigor d10
Skills: Notice d6
Pace: 10; **Parry:** 4; **Toughness:** 7
Special Abilities:

- **Peck:** The kardi's sharp little beaks inflict countless piercing pecks as they swarm at their target, hitting automatically and causing 2d4 damage to everyone covered by the swarm's template. Damage is applied to the least armored location.
- **Split:** Kardi are sufficiently organized to split up if their targets scatter. The Toughness of these smaller swarms is lowered by −2 (to −5 each).
- **Swarm:** Parry +2; because the swarm is composed of scores of flying Kardi, cutting and piercing weapons do no real damage. Area effect weapons work normally. As a flying swarm, kardis cannot be injured by stomping, but can be evaded by jumping into water.

NARS

These slow-moving creatures are undersea traders and merchants who bring trinkets and luxuries from across Mongo. Large and blubbery, nars have a humanoid upper body with walrus-like lower bodies ending in a powerful tail. They sport a single twisting horn in the center of their foreheads. The longer and more pearl-encrusted the horn, the more highly-regarded the nars is. Nars are notoriously sharp traders, constantly haggling for the best deal.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d8, Vigor d8
Skills: Athletics d6, Fighting d6, Notice d10, Persuasion d8
Pace: 4; **Parry:** 5; **Toughness:** 7 (2)
Edges: Level Headed
Special Abilities:
- **Armor +2:** Nars have rubbery, dense hides.
- **Aquatic:** Pace 6.
- **Claws:** Str+d4.

SHELL MAN

Shell men are primitive, slender, aquamarine-skinned hunters who live within the coral caves beneath the waves. They are despised and hunted by the Coralians, but fight back when not outnumbered. They fight with brittle coral tridents and wear armor and carry shields constructed of shell. If captured, they are typically enslaved by the Coralians and put to work around the city performing menial or wholly undesirable tasks.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Athletics d6, Fighting d6, Notice d8, Stealth d8, Survival d4
Pace: 5; **Parry:** 5; **Toughness:** 6 (1)
Gear: Coral weapons (Str+d6).
Special Abilities:
- **Armor +1:** Shell men wear crustacean shells as armor.
- **Aquatic:** Pace 6.

CORALIAN HAZARDS

In addition to the above locations, the following hazards can be encountered anywhere on the sea floor while exploring the undersea kingdom of Coralia.

VENTS

Dotted across the seabed are numerous tall stone towers. The water around these conical stacks boils and bubbles and thick orange clouds belch from the tops and from cracks that rend the steep sides of the tower. These are sulfur volcanoes, whose continual eruptions react with the surrounding chemicals in the water, changing the clouds to all manner of garish hues.

Even when the vents are not erupting, coming close to the boiling stacks requires a Vigor roll (−2) or the hero gains a level of fatigue. When the vents begin to erupt, living creatures need to get clear or suffer 2d10 damage from the boiling liquid.

SINKING SILT

All but invisible to even the best trained scouts, patches of sinking silt are a terrifying prospect. Anyone traversing the seabed on foot is bound to stumble across this underwater quicksand sooner or later.

Anyone trapped in sinking silt can attempt to pull themselves clear with a Strength roll (−4). Those nearby can try to help a sinking individual, by making Strength rolls of their own (−2). Success pulls the victim free, but failure drags the poor soul deeper. After three failed rolls, the sinking silt draws its victim beneath the seabed and the poor unfortunate begins to suffocate.



FRIGIA

Frigia stretches north from the edge of Flame World, encompassing Mongo's entire northern polar region. It is a land of rugged mountains and frozen glaciers, where only the hardest survive long, much less choose to settle. Not surprisingly, Frigia is largely unexplored, and it is that very fact that drew Flash and his companions to visit its ice-covered reaches after departing Arboria.

FLASH'S ADVENTURES IN FRIGIA

Their rocket ship heavily laden with ice, Flash and his companions were forced to crash-land in the Frigian wilderness. They were soon discovered by Queen Fria and her guards, who took them captive. En route to the palace, Flash saved the queen from an ice serpent, gaining her favor.

The queen's attraction was not lost on the nobles of her court, particularly those who hoped to win her hand—and the Frigian throne. One, Count Malo, tried to eliminate the Earthman from the competition. When his attempt to assassinate Flash by freezing failed, Malo took Flash on a hunt where he planned to kill him. After Flash then saved him from certain death in the tentacles of a giant ice worm, Malo admitted his treachery to the hero, who forgave him.

The count's redemption was short-lived, however, when the hunting party—including Queen Fria, Dale, and others—was ambushed by a band of giants. Malo was killed by the giants, but Flash and the queen escaped. They snuck into the giant stronghold, where Fria impersonated a slave girl long enough to poison the giant's food and enable the rest of the party to escape. Flash held off the giants, led by their chieftain Brukka, long enough for the queen's lancers to arrive and turn the tide of the battle.

Flash, hailed as a hero, quickly became a darling of the court. Count Korro, a renowned explorer and next in line for Fria's hand, decided Flash posed a threat to his own aspirations. He enticed Zarkov on an expedition to study a glacier monster, with a plan to find a way to eliminate Flash during



the trip, but when the mission went awry, the explorers were forced to take refuge from the beast in a series of ice caves.

After Flash struck his head on a rock during an attempt to slip past the monster, Korro refused to administer medical treatment unless Queen Fria vowed not to marry the Earthman. The queen ensured Korro that Flash would never sit upon the throne of Frigia, but only if Dale promised not to marry him either. Reluctantly Dale agreed, and Korro saved Flash's life. Once recovered, the Earth hero and Korro worked together to defeat the glacier monster.

Back in the Frigian capital, the queen announced her intent to renounce her throne to marry Flash. Dale accused her of breaking her word, causing the queen to realize the depth of Dale's feelings for Flash. She relented in her attempts to win his heart, but one of Ming's spies kidnapped Dale and fled with her to Mingo City. Flash and Zarkov departed to save her, leaving Barin's cousin, Ronal, in Frigia, where he eventually wed Queen Fria.

GEOGRAPHY

Along Frigia's southern borders, steep, rocky mountains form a wall along the edge of Flame World. Glaciers cutting their way through the mountain ranges meet their demise in the blistering heat from the volcanos and lava flows to the south. These glaciers have plowed numerous passes through the high peaks, but the warmth from Flame World weakens the snow, making avalanches a constant threat to travelers in the region. These southern mountains are rich in minerals, but the constant threat of avalanches makes mining them extremely hazardous.

North of the southern ranges, the land becomes less chaotic in appearance. While still mountainous, the glaciers in this region are far more stable, forming wide plains of relatively flat terrain. This part of the kingdom seldom experiences the worst of the northern blizzards, and it is here that the majority of the realm's Mongonian inhabitants reside. The kingdom's capital and only real city, also named Frigia, is located in this more hospitable area.

This area is also home to most of the large mining operations within the kingdom. No doubt this is due, in part, to the slightly more amenable conditions, as avalanches aren't a daily threat and the temperatures, while still incredibly cold, are manageable, at least to the Frigians. However, it is also worth noting the mines are still far enough into Frigia's frosty embrace to somewhat shield them from seizure by Ming's forces.

The far north, including the entirety of Mongo's polar region, is known as the Ultimate Icepack. The snow here never melts, and glaciers extend for hundreds of miles, reaching southward like the claws of gigantic, icy hands. Only the hardiest explorers and miners venture into this part of Frigia, for temperatures seldom rise above one hundred degrees below zero.

MINERAL WEALTH

Frigia is home to vast quantities of mineral deposits, some found nowhere else on Mongo. These deposits are the source of Frigia's wealth, and the main reason for the presence of Mongonians in the bitter cold of the northern expanse.

Aurium, found mainly in the southern mountains, exists throughout Mongo, but its rarity makes it valuable enough for some to risk mining operations in the dangerously unstable valleys. Tritarium is found throughout the kingdom, and thanks to its high radioactivity, is relatively easy to locate with mineralometers, even when deeply buried under rock and ice. Drogue ore is common in the central part of Frigia, and is one of the principle Frigian exports.

Polarite, unique to Frigia, is found only in the Ultimate Icepack. Its use as an alternative energy source makes it highly desirable for use in Mongo-Tech, second possibly only to the planet's white and black sapphires. Scientists have also discovered polarite may have unusual pharmacological effects as well, making it even more desirable—particularly to Ming. Control of this whitish mineral is one of Queen Fria's main sources of bargaining power when dealing with the emperor.

LIFE IN FRIGIA

Everyday life in the frozen realm is a challenge. When it's possible to freeze solid in a matter of hours, heating systems in homes aren't luxuries, they're survival requirements. The cold temperatures make crop farming, at least outside, an impossibility, and few herd animals can survive the temperatures for any

length of time. Frigia uses a fair portion of its trade surplus from mining products to supply food and other necessities for its populace.

TRANSPORTATION

Unsurprisingly, travel between settlements in Frigia is difficult. Ice storms make travel by rocket ship risky, while heavy snowfall and deep drifts render a network of surface roadways impractical. Merchants rely on pack trains, pulled by either rocket or animal-drawn sleds to carry common goods between outposts and the city. While the nobility has access to rocket sleds, ice chariots, and snowbird mounts, commoners must usually rely on snowshoes and skis.

Ming's rocket railroad is the only permanently established, continuous method of travel within the borders of Frigia. Its tracks, elevated twenty or more feet above the surrounding countryside, serve to protect it from drifts and avalanches than hinder other forms of surface travel. The railroad exists primarily to carry the kingdom's mineral wealth south to Mingo City for the emperor's use, and as such, there are several stops where the trains collect the mined ore.



SETTLEMENTS

Given the restrictions on trade combined with its absolute necessity for survival, most Frigians live concentrated in either the capital city or in one of the small mining settlements scattered around the realm. Frigia's capital is the only true city in the kingdom. A few minor nobles have established small holdings in the hinterlands, but these are either attached to existing mining concerns or maintained purely for reasons of vanity and preening when in court.

The capital city rests within stone walls both tall and thick. Most buildings are likewise of stone construction, as the dense materials provide excellent insulation and protection against the biting winds. Fria's palace is an immense and lavish affair with nearly a dozen minarets and towers. Inside, massive sweeping staircases lead to elegant ballrooms, auditoriums, and even natural hot spring-fed swimming pools.

Conversely, the mining operations scattered throughout Frigia vary in size from a handful of men to small communities of miners and their families numbering a few hundred inhabitants. These larger settlements exist near particularly large mineral seams and often relatively close to the rocket railroad. Contingents of snowbird lancers garrison the largest of these, not only providing protection for the inhabitants, but also using them as bases from which to patrol the surrounding wilderness.

There are also brave settlers who choose to live a solitary existence in the wind-swept barrens, but they are few and far between. Life on the Frigian frontier is unbelievably challenging, and any who choose to go

it alone are either hardy souls who find civilization too stifling or individuals who have other reasons to wish to avoid the notice of the authorities.

THE THRONE

Frigia is ruled by Queen Fria and—after Flash's visit—her consort, Prince Ronal. The kingdom is a hereditary monarchy, and Fria is the sole descendant in her line. There are no hereditary challenges to her rule as a result, but this also means prior to her wedding Prince Ronal, her favor is hotly contested by lesser nobles in the kingdom who eye the seat on the throne next to her.

The queen does not openly oppose Ming, but she does not go out of her way to serve him either. Thanks to its remoteness and inhospitable extremes, Ming is unable to directly exert his will in the kingdom. The emperor has yet to find a way to prepare his troops for the severity of the Frigian cold and relies largely on spies and traitors to influence Frigian affairs.

Prior to Flash's arrival, the queen, and by default her kingdom, remains largely aloof from the concerns of the southern realms. While the environment provides her with considerable protection from the emperor and his military might, she knows if sufficiently provoked Ming could turn his scientists' attentions toward developing Mongo-Tech capable of overcoming the Frigian cold.

After her marriage to Prince Ronal, her demeanor towards the rebels has thawed somewhat, but her first loyalty is to her own kingdom, so she is cautious to outwardly appear at least neutral. Rebels are more likely to find her turning a blind eye to their operations than actively aiding them.

THE COURT

The capital is home to most of the Frigian nobles, and those that don't reside in the city permanently still spend much of their time there. All decrees of import in the kingdom come from the throne, so only the most confident or foolhardy are willing to risk not having input into the queen's decision-making process. Prior to Ronal's ascension to become consort, many used their proximity to present themselves as suitors of the queen.

The Frigian court is more a nest of cold vipers than a hotbed of intrigue. Perhaps due to the fact their land forces them to live in confined spaces in close proximity with their rivals, Frigian nobles tend to address their conflicts more indirectly than in other courts on Mongo. They favor elaborate plots that maneuver their foes into failure rather than direct confrontation.

When not engaged in the tasks of administering their holdings, palace functions, or courtly plots, the Frigian nobles entertain themselves with a variety of athletic pursuits, martial competitions, and organized ice bear hunting expeditions.

NEW GEAR

BASIC EQUIPMENT

Contrafreeze Solution: Developed by Dr. Zarkov, this chemical protects exposed flesh against the worst of the hyperborean cold of Frigia. When used in conjunction with cold weather clothing, it prevents a character from suffering a wound should the unfortunate explorer roll a 1 on his Vigor die to resist the region's extreme cold (see page 67). (75м, 1 lb)

Mineralometer: These sensitive geological scanners are attuned to a specific mineral and often referred to by that name—polarometer, radiometer, etc. They allow miners to locate ore seams quickly beneath the dense ice packs. Each device has an effective range of approximately one mongomile and displays both distance and direction to the nearest concentration of the selected ore. In emergencies, mineralometers can function as navigational tools, guiding miners or adventurers through even a blinding snowstorm, provided there is a known mine or ore seam within range. (150м, 2 lb)

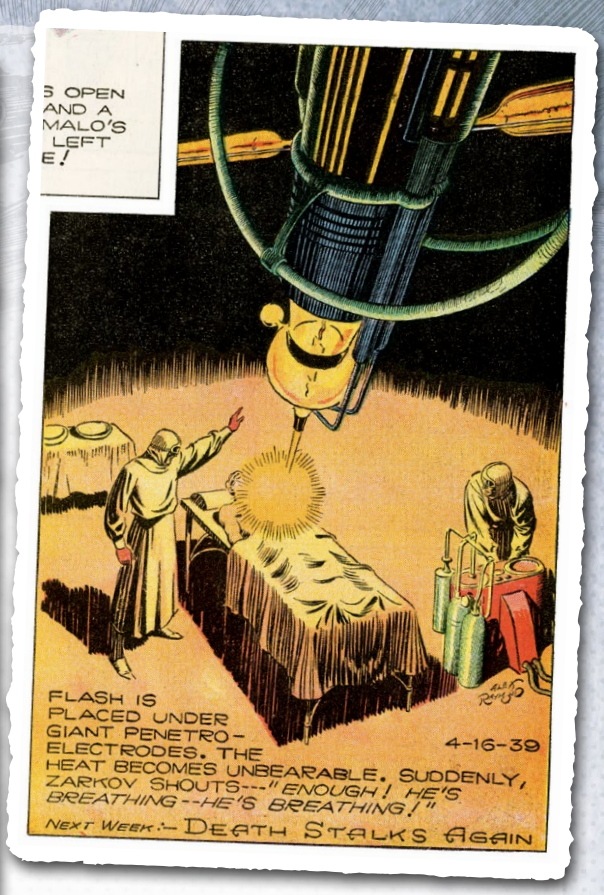
Snowshoes: This ungainly footgear allows the wearer to treat snow of any depth as normal terrain. However, snowshoes are cumbersome and reduce the Pace of anyone using them by one. Furthermore, it is effectively impossible to run in them. (30м, 4 lb)

THE PENETRO-RAY

Frigian scientists have developed the penetro-ray which is capable of quickly restoring function to those who've fallen victim to the fierce arctic cold of Frigia. A character exposed to it may make a Vigor roll each round to recover a level of Fatigue, or two with a raise. However, if the patient rolls a 1 on his Vigor die, regardless of the Wild Die, he sustains a wound from the intensely focused heat of the ray's giant electrodes.

The penetro-ray can restore life to a character Incapacitated or even dead from Fatigue loss to cold hazards, provided he has not yet been thawed (Game Master's call). This requires a successful Vigor roll at −2 to return him to the land of the living, at which point he is Exhausted. If he rolls a 1 on his Vigor die, regardless of the Wild Die, before he succeeds on the roll, the treatment fails and the penetro-ray cannot save him.

Unfortunately, the penetro-ray is quite large and prohibitively expensive, so at the moment, only one of these devices is known to exist. It is housed in the queen's palace in the capital city, so rebels hoping to gain access are likely to need to find a way into Fria's good graces.



WEAPONS

Frigian Shovel: Used by miners in Frigia, these spades have a long, sharp pick molded into one side to allow them to break through ice or simply frozen soil. The pick head makes the tool a formidable, if somewhat clumsy weapon.

Halberd: These pole weapons are found primarily in the hands of Ming's annhilatons. The hammer's head sits atop a shaft nearly 6' long and has a pick on one side and a flat-headed striking surface on the other, making it effective against foes in rigid armor or heavy furs.

Ice Axe: Long-handled ice axes are a favorite of explorers in the Frigian wastes. With a 3' or longer shaft, they serve as walking sticks, as well as impromptu anchors for climbing ropes. Savvy explorers also use them to prod for rotten ice which may have formed a thin layer hiding a deadly pit or ice crevasse. A falling character can even use the pick-like head to arrest a slide or fall along an icy or snow-covered surface by making a successful Strength roll.

HAND WEAPONS

Type	Damage	Weight	Cost	Notes
Frigian Shovel	Str+d6	8	25M	AP 1, Parry –1, 2 hands
Halberd	Str+d8	15	40M	Reach 1, 2 hands
Ice Axe	Str+d6	4	30M	AP 1, 2 hands

Savage Tales of Frigia: Robbing Hoods

A merchant asks the adventurers for help defeating a group of bandits preying on his ore shipments. The party soon discovers no one is who they seem to be at first glance.

Stolen Goods

The heroes are approached by Zam, a merchant visiting Frigia from the south. Zam tells them that he's heard of their exploits and hopes they might help him. He purchases drogue ore from mines within the kingdom and ships it south on the rocket railroad where he sells it in Sky City and to traders in the Land of the Lion Men. Lately, a group of raiders has been attacking his caravans transporting the ore from the mines to the railroad's loading platforms.

Zam initially tries to play on the explorers' reputation and sense of justice. However, if the characters seem of a more mercenary bent, he's willing to offer up to 250ᴍ each to enlist their aid. A successful Persuasion roll convinces him to increase that to 300ᴍ. A second Persuasion roll is necessary to convince the merchant to present any payment upfront. Each success and raise pries 50ᴍ (total) from his purse.

Wolfin Sheep's Clothing

The merchant actually procures the ore for use in Ming's laboratories. The "raiders" are actually guardsmen belonging to Baron Olan, a minor Frigian noble. Baron Olan secretly opposes the emperor and learned of Zam's connections to him. He has detailed his own guardsmen to intercept the merchant's caravans disguised as bandits.

Zam, on the other hand, is fully aware of the rebels' allegiances, or at least their lack thereof, if they don't actively oppose Ming. He plans to play his masters' enemies against each other. If they don't wipe each other out, at the very least he hopes the conflict will cause a rift between potential allies. And, needless to say, he has no intention of paying the adventurers for their services in any case.

The heroes can uncover evidence of Zam's duplicity if they do a little legwork before setting out for the hinterlands. A Streetwise roll at −2 tells them Zam actually sends his ore shipments to Mingo City. A raise on the roll reveals his shipments are regularly picked up by the emperor's own men.

Foiling the Bandits

The mine and loading platform are in a fairly isolated section of southern Frigia, on the border of the mountains ringing Flame World. Zam turns the entire operation over to them, so how they handle it depends on your players. Below are the most likely options the players may suggest. Use them as a basis should the group come up with an unexpected solution.

Ride Along

If they ask, Zam agrees to allow them to travel with the next ore caravan as guards. If that is the case, the merchant does not provide any other guards, citing the expense of hiring the characters as depleting his funds too greatly. Actually, he hopes the two groups will just eliminate each other.

This leaves the party to plan their defense as they see fit. The caravan consists of two rocket sleds pulling three ore carriers each. The sleds travel at Pace 20, so the heroes aren't likely to be able to keep up on foot, even with skis. There is room for only one rider in each sled besides the driver, but any number can ride on the ore carriers—albeit without protection from the cold.

Baron Olan's men block the trail in a narrow pass with a small avalanche, forcing the caravan to stop. They do not open fire unless fired upon. They simply order the carriers uncoupled and send the rocket sled back toward its point of origin.

If a fight breaks out, the guardsmen retreat once more than half their number fall. They immediately honor any who surrender and they do not harm prisoners or anyone who is not fighting back.

Whether a battle erupts or not, every round allow each hero to make a Notice roll at −2. On a success, the sharp-eyed adventurer spots the guardsmen's uniform under the rough clothing they wear as a disguise. Upon even a cursory examination, the characters can immediately discover the true identity of any guardsman who is Incapacitated.

- **Raiders (10, plus 1 per Hero):** Use the Guardsman profile from *Flash Gordon*.

Each is armed with ray gun pistols (Range: 12/24/48, Damage: 2d6+2, RoF 1, AP 2) and wearing plate corselets (+3) and cold weather clothing.

- **Sled Drivers (2):** Use the Citizen profile from *Flash Gordon*. Each is armed with ray gun pistols (Range: 12/24/48, Damage: 2d6+2, RoF 1, AP 2) and wearing plate corselets (+3) and cold weather clothing.

SEARCHING THE AREA

The group may instead decide to patrol or search the area of the attacks. The raids have occurred in a relatively remote section of the trail about a day from either the mines or the rocket railroad loading platform. It's a mountainous region, with numerous natural choke points caused by narrow passes.

It has been over a week since the last caravan was raided, and snow has since fallen over the area. However, the event involved a fairly large number of people, so any Tracking rolls are at only a −2 penalty to find the site. A second Tracking roll at −2 leads the rebels back to the staging area for the bandits.

Searching there, a Notice roll uncovers a crested badge. A Common Knowledge roll (at +2 if the character is from Frigia) identifies the crest as that of a local noble, Baron Olan.

BEATING THE BUSHES

The explorers may decide to go ahead of the caravan in the hopes of catching the bandits as they lay their trap. The guardsmen are waiting for the rocket sleds towing ore carriers, so if the heroes are on foot or driving sleds of their own, the guardsmen do not attack.

The ambushers are hiding in the bluffs overlooking the trail. Spotting them requires a Notice roll versus a group Stealth roll for the guardsmen (see **Group Rolls** in *Savage Worlds*). The guardsmen are actively watching the trail, so if the heroes are trying to sneak up on them, they roll their own Stealth against a group Notice roll for the guardsmen.

How the adventurers proceed once they encounter the "bandits" is up to them, but the guardsmen react as noted in **Ride Along**, above.

- **Raiders (10, plus 1 per Hero):** Use the Guardsman profile from *Flash Gordon*. Each is armed with a ray gun pistol (Range: 12/24/48, Damage: 2d6+2, RoF 1, AP 2) and wearing a plate corselet (+3) and cold weather clothing.

WOLF IN SHEEP'S CLOTHING

Any captured guardsmen deny they're working for the baron unless they're certain the characters are not loyal to Ming. Once their intentions are made clear, the guardsmen provide an introduction to Baron Olan who explains Zam's true allegiances.

Baron Olan can prove to be a powerful Freemen ally. Not only does he open the doors to his barony to them—provided they maintain a low profile, but he uses his influence in the court to get the rebels further access to other nobles in the realm.

No matter the outcome, the merchant Zam has long since left the kingdom by the time the rebels return to confront him.

SAVAGE TALES OF FRIGIA: AVALANCHE!

This adventure takes place while the heroes are involved in a hunting expedition, whether as part of an organized outing (perhaps an extension of Hunter and Hunted in Flash Gordon) or just while they're out to scrounge up some fresh meat.

TARGET-RICH ENVIRONMENT

While hunting in a mountainous area, the characters come across an unusual sight—a herd of snow oxen. Although usually solitary creatures, a number of the animals has banded together. If the heroes are in the company of other Frigians, their guides mention they've never encountered such a large group of the creatures and suggest a number of possible reasons from mating behavior to a concentration of food in the area to a nearby large predator.

Regardless, the herd is a godsend for the expedition, whether the party is out for sport or survival. Unless the group is unusually loud or clumsy, the oxen don't notice the approach of the hunters. The characters have The Drop on the first round if they choose to take shots at the beasts.

- **Snow Oxen (30):** See page 67.

STAMPEDE!

As soon as the first snow ox is struck, the huge beasts bolt. In their panic, they run toward the hunters rather than away from them. And given the size of the animals, getting caught in even a small stampede is extremely dangerous for the adventurers.

Any hero in the area must make an Agility roll (−2) each round to get out of the way of the crazed beasts. On a failure he is kicked and butted by a handful of oxen as they rush past and suffers 2d6+2 damage. If one of the characters rolls a 1 on his Agility die, regardless of his Wild Die's result, he's knocked down and trampled, taking 4d6+4 damage.

Thanks to the deep snow, mobility is a real problem. Unless the hunters are on skis, it takes two successful Agility rolls in a row—or a raise on one—for him to make it to relative safety. Otherwise, the adventurer must withstand the buffeting for four rounds before the beasts manage to get free of the area.

OUT OF THE FRYING PAN, INTO THE ICE

The danger is far from passed, though. The bellowing and rumble of the stampede loosens snow cornices on the peaks high above the valley. A deep crack sounds from above and a thunderous sound rolls down the sides of the mountains, announcing the arrival of one of the most feared dangers in the Frigian wilderness: an avalanche!

SNOWED UNDER

Use the rules for avalanches from Flash Gordon as usual. Characters who fail the Agility roll to avoid the avalanche are buried beneath 5 feet of snow for every point by which they failed their roll, in addition to being swept the usual distance. Heroes trapped under the avalanche must either be rescued or dig themselves out before they suffocate.

This is a Dramatic Task, as detailed in *Savage Worlds*. The trapped character can use Strength or Agility at the usual −2 penalty. Other rebels can assist with either Strength or Agility rolls of their own. If the hero doesn't break through to the surface by the end of five rounds of actions, he is overwhelmed by either the cold or lack of air.



If a Complication occurs, it means the snow has collapsed on the victim, possibly choking him. The hero must make a Vigor roll or suffer a Fatigue level.

This doesn't necessarily mean the character is dead, though. Much like with drowning, the hero remains alive for a number of rounds equal to half his Vigor die. If someone reaches him within five minutes, he can be resuscitated with a Healing roll at −4. Likewise, treatment with the penetro-ray can revive a character who has succumbed to this fate.

AND IT GETS WORSE...

If the your intrepid heroes have too easy of a time with this little run-in with Mother Nature, it's always possible there's a good reason the snow oxen were banding together. Maybe a snow-serpent has taken up hunting among the nearby peaks, and maybe the recent avalanche disturbed its nesting place…

- **Snow-Serpent**: Use the Snow-Serpent profile from *Flash Gordon*.

Savage Tales of Frigia: Faux Pas

The rebels recognize one of Ming's agents at a formal ball in Queen Fria's palace. Unfortunately, she's apparently there as a guest of one of the realm's nobles! To thwart Ming's plans, the team must rely on social, not combat, skills. This adventure could be run following the events of Runaway Rocket in Flash Gordon.

Formal Dress

After the heroes have drawn attention to themselves, whether through a heroic act or just one that's got the capital buzzing, they receive an invite to one of Queen Fria's formal gatherings. The affair is a great chance for them to impress the kingdom's nobles and make an ally or two, maybe even Fria herself.

If they ask around, the characters quickly learn the queen's gatherings are formal affairs. For anyone not of nobility, an invitation alone is a high honor. Guests are expected to be attired in their finest clothes—and to be on their best behavior. Those who violate the unspoken rules quickly find the doors of the palace and other nobles closed to them.

Security and Protocol

The night of the ball, the adventurers make their way to the palace gates. They're greeted by the palace guards. The doormen don't allow any weapons to be brought into the event. Characters can try to sneak small weapons in by making a Stealth roll opposed by the guard's Notice. If they catch anyone trying to smuggle weapons in, it takes a Persuasion roll to convince them to not arrest the offender. Even so, the rebel is turned away from the event unless the smooth-talker got a raise on their Persuasion roll.

Obviously, trying to force their way into the affair is self-defeating and unwise. Although there are only four guards at the entrance, there are countless others close by should a fight break out.

The guards do not prevent underdressed heroes from entering, although their faces and comments make their disdain quite clear.

- **Palace Guards (4):** Use the Snowbird Lancer profile, on page 65. Each is armed with ray gun pistols (Range: 12/24/48, Damage: 2d6+2, RoF 1, AP 2) and wearing plate corselets (+3).

Ming-Ling

Once they get into the event, the characters are free to wander and speak with whomever they want. The party-goers tend to congregate in groups around one or more members who are regaling the rest with tales of adventure or courtly intrigue. The heroes have ample opportunity to impress attendees by recounting some of their own exploits.

Any hero who wants to entertain a group uses the Social Conflict rules from *Savage Worlds*. The rolls aren't opposed, but apply a –2 penalty if the hero isn't wearing appropriate attire for the event. With one or two successes, the crowd politely murmurs appreciation for the tale, but is clearly underwhelmed. Three or four successes indicate the group is suitably impressed, but no more so than with other stories they've heard this night.

If the rebel manages to obtain five or more successes, he garners the respect of the audience, including a couple of influential nobles. He gains a +2 bonus on any further rolls to interact with them in the future.

After the adventurers have been circulating for a bit and have had a chance to spin stories if they're so inclined, allow them to make Notice rolls. The individual who rolls highest spots a woman the group has previously identified as an agent of the emperor moving through the crowd!

Cloak Minus Dagger

Even if it is not immediately obvious to the rebels, openly attacking the spy is unwise. After only a moment, it becomes clear she is in attendance with a member of the Frigian nobility, Count Nalam. She takes the arm of a fairly recognizable—even to outlanders—count and is clearly quite familiar with the man. The two are obviously attending the event together.

Heroes foolish enough to assault the spy at this point find a horde of guardsmen descend quickly upon them. There is effectively no limit to how many guardsmen respond to an altercation; this is the queen's home, after all! Start at six and add four each round until the players get the hint.

SOCIAL CONFLICT

Margin of Victory	Result
Loss or Tie	The heroes are assumed to be libeling troublemakers. They're at a –2 penalty to all further Persuasion rolls to influence Frigian nobility.
1–2	The rebels' case isn't compelling enough to convince the court to take action against the spy, but strong enough to avoid any negative consequences for them.
3–4	Their argument is convincing enough to get the spy ousted from the realm for suspicion of treason.
5+	Melia is exiled, and in recognition of their service to the Frigian court, the characters receive a +2 bonus on all further Persuasion rolls made against the kingdom's nobles.

Assuming they survive any ensuing fight, they find themselves quickly escorted from the palace and possibly told to leave Frigia.

- **Palace Guards (4):** Use the Snowbird Lancer profile, on page 65. Each is armed with ray gun pistols (Range: 12/24/48, Damage: 2d6+2, RoF 1, AP 2) and wearing plate corselets (+3).

EXPOSÉ

Success on a simple Streetwise roll reveals Count Nalam is a loyal subject of the realm. A raise tells the heroes although the count isn't actively opposing the emperor, he has made comments indicating he isn't a strong supporter of Ming either. In fact, if they have any rebel contacts in Frigia, they learn the count was one of the leaders the rebellion considered a possible ally. It's unlikely, in other words, he's aware of his paramour's true allegiances.

The rebels may choose to note the infiltrator but not overtly act against her. If so, they can make sure to feed her false information and either discredit her with her superiors or even lead the emperor's loyalists astray. It is a valid strategy, but doing so relinquishes a chance to score points with the Frigian nobility, including the queen herself.

They may choose to alert contacts in the kingdom behind the scenes. Obviously, they've got an uphill battle to do so, as it turns out the spy is actually a consort of the Frigian count. Count Nalam is a minor, but respected, member of the court, and his companions are given the benefit of the doubt. Sowing doubt this way requires three or four successes on an unopposed Social Conflict at a –2 penalty.

Finally, they may choose to directly confront the spy in the count's presence, possibly even at the ball itself. In this case, Melia defends herself passionately. This is a Social Conflict opposed by the spy's Persuasion.

In either case, refer to the Social Conflict Table below for the outcome of their efforts.

➘ **Melia**: See page 65.

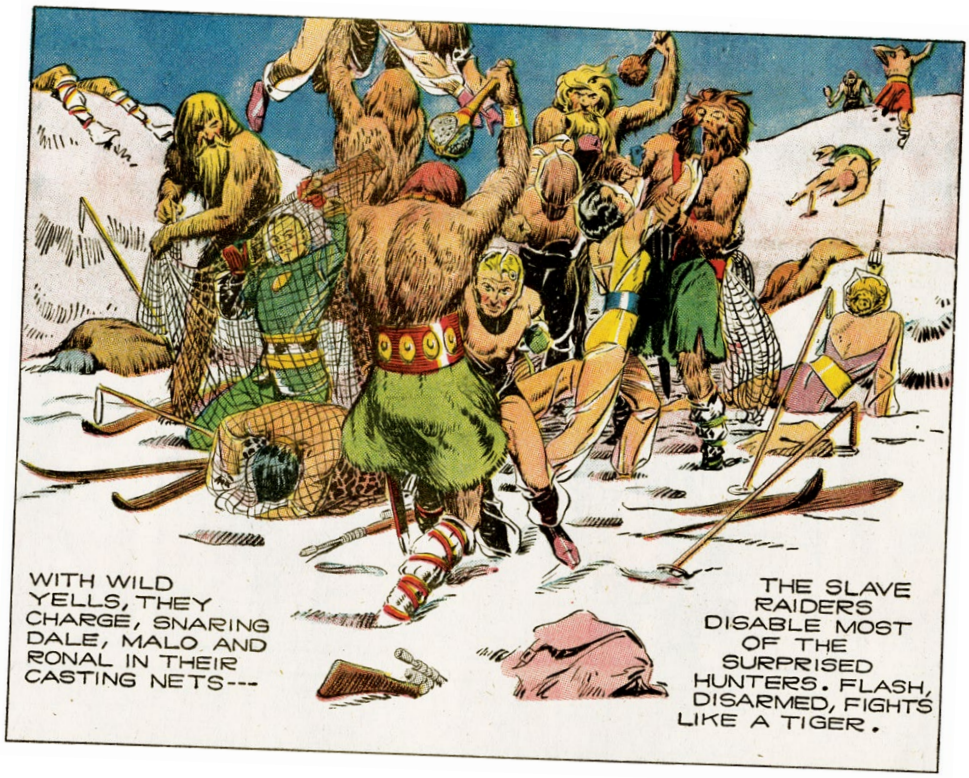
SAVAGE TALES OF FRIGIA: CHANGELING

A remote settlement is being plagued by giant raids. When the heroes step in to help, they find out the giants might actually be motivated by more than simple bloodlust.

UNDER SIEGE

While passing through a small, isolated settlement, the heroes note the residents are erecting several makeshift strongpoints at the entrances to the village. It appears nearly every able-bodied adult—and even a few of the older children—are involved either in the construction or standing guard. With a population of only a few dozen, it is pretty obvious that other tasks in the community, even essential ones like hunting or wood gathering, are being neglected.

Any inquiry quickly reveals the outpost has been plagued by giant raids. The citizens have beaten them back so far, mostly thanks to the few ray guns in their possession. However, the giants are attacking in ever-increasing numbers, so the settlers fear they will soon be overwhelmed.



ATTACK!

Should the adventurers pursue the topic, the Frigians explain the attacks are recent. The village has existed for years without any problems. The nearest giant holding is many miles away in the nearby mountains, and the settlers seldom even see tracks left by the huge humanoids, much less the giants themselves.

Before the explorers have time to get any more details, another band of giants attacks! There are ten settlers present who can fight. Allow the players to control them as Allies. The giants attack until more than three-quarters of their number has fallen, then retreat. Check to see if any Incapacitated giants survive as detailed under the section on *Healing* in *Savage Worlds*.

- **Giants (10, plus 1 per Hero):** Use the Frigian Giant profile from *Flash Gordon*.
- **Settlers (10):** Use the Citizen profile from *Flash Gordon*. Each settler is armed with a ray gun rifle (Range: 24/48/96, Damage: 2d8+2, RoF 1, AP 2) and is wearing cold weather clothing.

INTERROGATING PRISONERS

If the heroes managed to capture any of the attackers alive, communicating with them is difficult. The giants speak a tribal tongue and barely understand the Mongonian language. A Smarts roll is necessary to get even basic ideas across.

Asked why they are attacking the village, a character who makes a Smarts roll is able to gather the giants believe the Frigians stole something very dear to their tribe. None of the settlers seem to have any idea what the giants mean, though. A Notice roll at a −2 penalty spots a guilty look briefly cross one man's face. He denies any wrongdoing if confronted and slips away from the group as soon as possible.

GETTING TO THE BOTTOM

Regardless of the outcome of the initial battle, it is clear the village cannot stand up to sustained combat with the giants. Should the characters talk to any giants who survived the attack, they have reason to suspect there's more going on than just random raids. Even if they didn't, the fact the attacks only recently

began and are worsening should lead them to look for a cause.

The villagers insist they have done nothing to precipitate the animosity. The group may already have a clue in the reaction of one of the settlers, but if not, a Streetwise roll can point them in the right direction.

Some of the town's residents have heard a child's sobbing coming from the house of Svan and Feda late at night. The couple recently lost their son during a blizzard. Svan searched for days and eventually returned from the frozen forest with his son. The boy was wrapped up in furs against the cold, and although the pair swears the boy is recovering, no one has seen him since.

STOLEN VALUABLES

Either by following the suspicious character directly or through rumors they learn through Streetwise rolls, the heroes eventually discover the young couple is holding a giant child captive. Svan actually found a very young giant lost and wandering the frozen forest. In their grief, they decided to replace their own lost child with the giant.

The pair refuses to release the child. Svan argues the young giant would likely have died anyway had he not found it. Obviously, the great god Tao meant for the family to find the boy.

Convincing the couple to return the giant child without a fight requires five successes on Social Conflict (see *Savage Worlds*), with the hero's Persuasion opposed by Svan and Feda's Spirt. With only three or four, they initially refuse, but relinquish the child once the second attack begins (see below).

The party can also simply take the child by force. This heartless act earns the enmity not only of Svan and Feda, but leaves the rest of the town cool toward the adventurers as well.

- **Svan and Feda:** Use the Citizen profile from *Flash Gordon*.

SECOND WAVE

Once the explorers have confronted Svan and Feda, the alarm bell sounds, warning of another giant attack. This time, there are considerably more of the hulking brutes, and their chieftain is leading them. Any surviving settlers from the first battle are joined by five more townsfolk in the defense.

The heroes can avoid the battle altogether if they were successful in convincing the couple to return the giant child. If they only managed three or four successes in the Social Conflict, the pair bring the child out after 1d4 rounds of combat, halting the fight. If they failed to sway Svan and Feda, the battle continues until three-quarters of the settlers have fallen, at which point guilt overcomes grief, and the two turn over the young giant.

The settlers fight to the death, while the giants again fight until their chieftain or three-quarters of their number fall. Regardless, if either the giants are defeated in combat or the child is returned, the attacks on the settlement end.

- **Giant Chieftain**: Use the profile for Brukka, see page 63.
- Giants (20, plus 1 per Hero): Use the Frigian Giant profile from *Flash Gordon*.
- **Settlers (5+):** Use the Citizen profile from *Flash Gordon*. Each is armed with a ray gun rifle (Range: 24/48/96, Damage: 2d8+2, RoF 1, AP 2) and wears cold weather clothing.

SAVAGE TALES OF FRIGIA: OPERATION ANNIHILATON!

The heroes encounter sabotage at a mine supporting rebels against Ming. They soon discover the saboteurs are none other than the emperor's newest weapon for enforcing his will in the frozen lands of Frigia.

BOOM!

The adventure begins as the explorers arrive at a mine that's providing vital polarite shipments to guerillas fighting Ming elsewhere on Mongo. Alternatively, the group can be dispatched to check on the outpost after contact with it is suddenly lost. A heavy blizzard, bordering on an ice storm, is blanketing the region, making piloting a risky proposition and long overland travel nearly impossible.

Regardless of their reasons for being at the mine, a loud explosion rocks the area within moments of them arriving. Debris showers down around the encampment, *"It's those blasted walking bombs, and there are more of them! One's making for the borer!"* The characters see a bulky, humanoid robot

lumbering in a straight line right at a large, tracked drilling machine.

Another yells, *"One's headed for the entrance! We'll be lucky if it doesn't bring the whole mountain down if it gets there!"* Sure enough, a second mechanical man lurches toward the mine's entrance. A few of the miners open fire with ray gun pistols, but the beams seem to bounce harmlessly off the metallic juggernauts.

BOMB SQUAD

There are five miners in the area when the attack begins. Allow the heroes to control them as Allies. The annihilatons only engage characters who get between them and their targets, the borer, and the mine entrance. Otherwise, they move relentlessly forward and are only stopped if the adventurers bring them down—which of course causes them to detonate.

Should a robot reach the borer, it explodes the next round, destroying the expensive piece of machinery. If an annihilaton explodes before it is adjacent to the borer but still catches it in the Large Burst Template, the borer takes 2 wounds, but can be repaired on-site in a few hours.

If an annihilaton reaches the mine entrance, it detonates just inside the mine. This triggers an avalanche (as described in *Flash Gordon*) and sets the efforts there back weeks, at least. If the heroes prevent them from reaching the entrance, but the Large Burst Template still encompasses it, the tunnel is collapsed, but it can be excavated in 1d6 days or 1d6 hours is the borer is still working.

- **Miners (5):** Use the profile for Citizen from *Flash Gordon*. Each is armed with a ray gun pistol (Range 12/24/48, Damage 2d6+2, RoF 1), a Frigian shovel (Str+d6), and cold weather clothing.
- **Annihilatons (2):** See page 66.

ENDING THE THREAT

The mine foreman explains the annihilatons have been harrying the operation for days. The party probably has a good grasp on how the robot bombers work, but if not, the miner explains it. The constructs began chipping away at the miners' defenses, and as the heroes have seen, they have worked their way inward to threaten the very mine itself.

The robots pose a new threat to those who oppose Ming in the kingdom, as until now, the frigid temperatures have protected them from his guardsmen. The annihilatons, however, seem unaffected by the cold. If word gets back to Ming, he is will begin mass-producing the seemingly unstoppable automatons immediately.

Assuming the robots are originating from nearby, the heavy ore concentrations in the surrounding mountains block any long-range radio contact with the outside world. Although the heavy snowfall quickly obliterates the annihilatons' tracks, one unexpected benefit from the weather is that it is preventing any ships from leaving. If the rebels can locate the base camp of the emperor's saboteurs, they might prevent him from learning of his creations' success.

HOMING IN

The characters can try to track the robots back to their point of origin. As noted above, the heavy snowfall makes this very difficult. Any adventurer attempting to follow the annihilatons' trail must make four Tracking rolls at a −4 penalty.

Any hero who noted the annihilatons' stiff lurching may figure out the constructs probably are not able to reliably climb rock faces or even navigate particularly challenging patches of ground. A Survival roll at a −2 penalty lets the savvy outdoorsman deduce there's only one likely direction from which the annihilatons could have approached.

Most reliably, any scientist or inventor who takes some time to study what little remains of the annihilatons can make a Repair roll. With a success, he discovers evidence of a radio receiver, and a raise even tells him the robots weren't really robots, but remote-controlled devices. A Knowledge (Science) or Repair roll lets him construct a device capable of homing in on the source of the signal, a short-range radio transmission. Best of all, it can lead the heroes right to it, in spite of the inclement weather.

Should the rebels look into it, they discover it is difficult, but not impossible to jam the signal. Constructing a device capable of doing so takes 1d6 hours plus a Repair or appropriate Knowledge roll at −2. The jammer can only function when it is within 10 yards (5") of the transmitter itself.

If you want to make things difficult, while the explorers are involved piecing the jamming device together, another wave of annihilatons can arrive to hurry them along.

- **Annihilatons (2):** See page 66.

DEFUSING THE SITUATION

The source of the attacks is a single rocket ship nestled in a valley about four miles from the mine. The ship is currently iced-in and unable to take off, but several annihilatons stand guard outside. Ming's operatives are careful to space the annihilatons at least 4" away from each other to prevent a chain reaction should one detonate.

In addition to the annihilatons, there are several of the emperor's guardsmen at the ship, all led by one of his trusted field operatives, Major Horal. The guardsmen stay back and fire their ray guns. They fight until more than three-quarters of their number or the major falls, and then they surrender.

The major operates the annihilatons using a console inside the ship, moving them into melee as quickly as possible. They act on his action card. Any time one of the robots can catch more than a single rebel in its blast radius, Horal throws a switch and detonates it on his next action. Destroying the ship or otherwise taking the major out stops the annihilatons in their tracks. He does not surrender and fights to the end.

- **Major Horal**: Use the stats for Major Garan, on page 65. Armed with a ray gun pistol (Range: 12/24/48, Damage: 2d6+2, RoF 1, AP 2) and wearing cold weather clothing.
- **Guardsman (1 per Hero):** Use the stats for Guardsman. Each is armed with a ray gun pistol (Range 12/24/48, Damage 2d6+2, RoF 1) and wearing a plate corselet (+3) and cold weather clothing.
- **Annihilatons (3):** See page 66.

ALLIES AND ENEMIES

We've chosen to depict the following characters largely as they are after Flash's adventures in Frigia. However, if your rebels are visiting the region before Flash arrives, there are only minor changes. Queen Fria has not yet met Ronal and might cast her gaze toward a handsome hero, for example—leading Count Korro to conspire against him to protect the throne…



BRUKKA, ICE GIANT CHIEFTAIN

The mighty Brukka leads a band of giants who live in a network of ice and volcanic caves relatively near the realm's capital. Like most Frigian giant chieftains, Brukka tends to rely more on his brute strength than his mental prowess to ensure his position in the tribe. However, he is gifted with an above-average portion of cunning—at least by giant standards—and can sometimes surprise foes who underestimate his intelligence.

Although his tribe was dealt a resounding blow by Queen Fria's snowbird lancers, Brukka and his followers survived to fight another day, albeit with reduced numbers. The giants now keep a low profile, lest they attract further attention from Frigian warriors as they struggle to rebuild.



Attributes: Agility d6, Smarts d6, Spirit d6, Strength d12+4, Vigor d12
Skills: Athletics d6, Fighting d8, Intimidation d8, Notice d6, Stealth d6
Cha: −4; **Pace:** 8; **Parry:** 6; **Toughness:** 12 (1)
Hindrances: Clueless, Mean, Overconfident, Outsider (non-giants)
Edges: Brawny, Command, Fervor
Gear: Thick Furs (+1), war club (Str+d8).
Special Abilities:

- **Big:** Like all giants, Brukka is −2 to use equipment and weapons designed for smaller beings (if a Trait roll is required). He cannot wear gear sized for smaller races including armor.
- **Environmental Weakness (Heat):** He suffers a −4 penalty to resist heat and fire. If he is struck by a fire or heat-based attack, the penalty acts as a bonus to damage.
- **Resistance (Cold):** Brukka receives +4 to any Vigor rolls to resist cold-based hazards (even if wearing minimal clothing). This counts as Armor against cold-based attacks.
- **Size +3:** The giant chieftain stands 15′ tall.

Fria, Queen of Frigia

The ruler of Frigia is the brave and resourceful Fria. Her kingdom's climate and distance from Mingo City grants her some freedom from Ming's direct influence. While she does not openly rebel against Ming, she does not act against his enemies either.

Fria is no sedentary monarch, though. She accompanied Flash and his companions on several dangerous adventures while they were in her domain. She even donned a slave girl's costume to slip a dose of incapacitating asphyxoil to a band of fearsome giants, granting Flash and his friends time to escape.

Smitten with Flash almost from first sight, Fria was willing to abdicate the throne to marry him, but abstained upon realizing the depth and purity of Dale's devotion to the earthman.

The queen is a strikingly beautiful woman, gifted with natural charm and grace. She favors wearing her light blonde hair in elaborate braids and dresses befitting her station while in her palace. Like most royalty on Mongo, she knows her way around a ray gun as well.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d8
Skills: Athletics d4, Fighting d6, Notice d6, Persuasion d8, Shooting d6, Stealth d6, Survival d6
Cha: +4; **Pace:** 6; **Parry:** 5; **Toughness:** 6
Hindrances: Amorous, Impulsive, Loyal, Overconfident
Edges: Noble, Very Attractive
Gear: Fine clothing. On expeditions outside the city, she wears cold weather clothing (glassine) and carries a ray gun pistol (Range 12/24/48, Damage 2d6+2, RoF 1, AP 2).

Korro, Count of Frigia

Count Korro is the most famed of all explorers in Frigia, and also one of the most powerful nobles. He is an older man, with ice-white hair and a French fork beard, but he is still willing to lead expeditions out into the frozen wastes—especially it if serves his purposes. His knowledge of the denizens of the Frigian glaciers is second to none.

Korro is also quite ambitious. As the ranking male noble in the kingdom, Korro had his eyes set on wedding Queen Fria and ascending to the throne. Flash's arrival put a crimp in those plans, as the earthman quickly captured the queen's eye. When one of his schemes nearly killed Flash, the count agreed to save him only after the queen promised the off-worlder would never sit on the throne of Frigia.

The count prefers to work against his enemies indirectly as much as possible. He'd rather conspire to send an unsuspecting rival on a deadly mission than risk a direct confrontation. That said, Korro is motivated

by his own ambitions rather than any political ties, so he poses a danger only to those who he perceives as a threat to his own ambitions.

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d6, Vigor d8
Skills: Fighting d6, Healing d8, Knowledge (Academia) d8, Intimidation d6, Notice d6, Repair d6, Riding d6, Persuasion d6, Piloting d6, Shooting d6, Survival d8
Cha: +5; **Pace:** 6; **Parry:** 5; **Toughness:** 6
Hindrances: Cautious, Jealousy (Minor), Vengeful (Major)
Edges: Charismatic, Fame, Noble, Rich
Gear: Ray gun pistol (Range 12/24/48, Damage 2d6+2, RoF 1, AP 2), cold-weather clothing (glassine).

MAJOR GARAN

Garan, one of Ming's agents in the boreal realm, managed to rise to a relatively high rank in the Frigian military. The realm's extreme environment makes it difficult for the emperor to impose his will directly through military occupation, so he instead relies on a large number of spies and moles to keep an eye on things in the northern kingdom. Although Garan effectively exposed his true identity and ruined his own effectiveness in Frigia when he kidnapped Dale, he is typical of the many spies Ming has placed inside Frigia.

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d8, Vigor d6
Skills: Athletics d6, Driving d6, Fighting d8, Intimidation d6, Notice d6, Persuasion d6, Piloting d6, Shooting d6, Stealth d8, Thievery d8
Cha: −2; **Pace:** 6; **Parry:** 6; **Toughness:** 5
Hindrances: Fanatic (Ming), Mean
Edges: Alertness, Quick Draw, Thief
Gear: Ray gun pistol (Range 12/24/48, Damage 2d6+2, RoF 1, AP 2), cold weather clothing (glassine).

MELIA, IMPERIAL SPY

Melia is a raven-haired beauty with piercing blue eyes that turn colder than the worst Frigian blizzard whenever she's crossed. She's a skilled charmer who relies on her wit and courtly skills rather than physical violence to win the battles she fights for her emperor.



Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6
Skills: Fighting d6, Intimidation d6, Lockpicking d8, Notice d6, Persuasion d8, Piloting d6, Shooting d6, Stealth d8
Cha: +2; **Pace:** 6; **Parry:** 5; **Toughness:** 5
Hindrances: Fanatic (Ming)
Edges: Attractive
Gear: Fancy attire, cold weather clothing (glassine).

SNOWBIRD LANCER

Queen Fria's elite snowbird lancers are the backbone of her nation's military. They serve as royal guards, shock troops, and even do patrol duty to protect the realm's citizens from the various creatures that prowl the icy land. Although not as numerous as some other kingdoms' troops, the lancers are uniquely adapted to their land's hostile climate which gives them an incredible advantage in any conflict on their home ground.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d8
Skills: Fighting d6, Notice d6, Piloting d6, Riding d6, Shooting d6, Stealth d6, Survival d6
Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 9 (3)
Hindrances: Obligations (Major—to their kingdom)
Edges: —
Gear: Lance (Str+d8, AP 2, Reach 2), ray gun pistol (Range 12/24/48; Damage 2d6+2), plate corselet (+3), snowbird mount.

THE MONSTERS OF FRIGIA

Most of the deadly creatures encountered in Frigia are covered in Flash Gordon. These include the giant ice worms, glacial monsters, ice bears, korvias, snow-dragons, snow-serpents, and snowbirds. The primitive Frigian giants also pose a serious threat to any travelers on the glaciers of the Ultimate Icepack, enslaving those they don't immediately devour!

ANNIHILATON

These mindless automatons were developed by Ming specifically to function in the cold of Frigia. By removing all but the simplest processing circuits, Mingo's engineers made the annihilatons immune to the intense cold of the kingdom, able to function in temperatures well below −100°. Their thick insulation, combined with a special protective coating, eliminates the usual robotic weakness to electrical attacks and also renders them effectively invulnerable to common ray guns.

To make up for their lack of internal logic circuits, annihilatons must be controlled by an operator via radio waves. A single operator can command up to as many as ten annihilatons with a single action at distances of over a mongomile. The robots' sensors are patched directly into the operator's control panel, allowing him to see and hear anything in the annihilatons' vicinity.

Standard tactics for employing these combat robots is to march them into melee combat and then detonate them to cause the greatest damage to enemy formations.

Little effort has been expended in making annihilatons appear human, as their primary reason for existing is to kill Ming's foes. Furthermore, the nature of the control interface causes the robots to move in a herky-jerky, mechanical manner, eliminating all doubt as to their synthetic nature.

Attributes: Agility d4, Smarts —, Spirit d4, Strength d10, Vigor d10
Skills: Fighting d6, Stealth d4
Pace: 6; **Parry:** 4; **Toughness:** 9 (3)
Gear: Halberd (Str+d8, Reach 1, 2 hands).
Special Abilities:

- **Armor +3:** These robots are heavily armored.
- **Brainless:** An annihilaton is a brainless construct completely under the control of an operator—who is usually located far away! It uses its operator's skills and attributes for any Smarts- or Spirit-based Trait rolls, with the exception of Spirit rolls to recover from being Shaken.
- **Claws:** Str+d4. Even when disarmed, annhilatons are dangerous melee combatants.
- **Construct:** +2 to recover from Shaken. No additional damage from called shots. Immune to poison and disease. Ignores one wound level



- **Immunity (Cold):** Annihilatons take no damage from cold or cold-based attacks. Additionally, they ignore hazards based on cold.
- **Immunity (Mental attacks):** Due to their brainless nature, annihilatons are immune to psionic attacks based on telepathy or empathy. The psion can influence the robot's operator normally (assuming he is aware of the annihilaton's operator and within range to do so).
- **Lumbering:** Annihilatons cannot run.
- **Ray-Proof Armor:** These robots are covered in ray-proof armor, gaining +6 Armor and ignoring up to 4 AP from beam weapons.
- **Self-Destruct!**: When Incapacitated, an annihilaton explodes, dealing 4d6 damage to anyone within a Medium Burst Template centered on itself. Its operator can also trigger the robot's self-destruction as a standard action.
- **Weakness (Radio Jamming):** Jamming the annihilaton's control frequency renders the explosive robot inert for as long as the jamming continues.

Snow Oxen

Snow oxen are massive, fur-covered beasts standing over 7′ tall at the shoulder. Unlike Earth cattle, snow oxen are largely solitary creatures. They are native to the region, and settlers have domesticated them for use as beasts of burdens on the frontier. They are a favorite for sport hunting, as their size and surly temperament make them a challenge for even experienced hunters.

Attributes: Agility d6, Smarts d4 (A), Spirit d8, Strength d12+4, Vigor d12
Skills: Fighting d6, Intimidation d8, Notice d6
Pace: 6; **Parry:** 5; **Toughness:** 14 (2)
Special Abilities:

- **Armor +2:** Snow oxen have a thick covering of dense, oily fur.
- **Horns:** Str+d6.
- **Gore:** If a snow ox moves at least 6" before attacking, it adds +4 to its damage total.
- **Large:** Attackers receive a +2 bonus on rolls to hit snow oxen due to their size.
- **Resistance (Cold):** Snow oxen are immune to the deep cold of their Frigian homeland and take only half damage from cold-based attacks.
- **Size +4:** Snow oxen stand 7′ tall at the shoulder and weigh well over a ton.

Frigian Hazards

While ice giants, snow serpents, and bears certainly pose serious threats to the safety of any explorers in the frozen mountains of Frigia, the land itself is possibly the greatest danger visitors face. Temperatures in Frigia can easily plunge to under a hundred degrees below zero, quickly overcoming any foolish traveler unprepared for the land's extremes.

You can find rules for avalanches and blizzards in the *Flash Gordon* core rulebook, but if your heroes spend much time in Frigia, they're likely to discover the dangers there are far worse than the run-of-the-mill cold weather they may be expecting.

Extreme Cold

With temperatures frequently reported with triple digits preceded by a minus sign, the normal rules for cold hazards don't apply in a Frigian cold snap. The intense cold is the primary reason Ming's grasp isn't felt as strongly here. He's yet to discover a way to protect his troops from being exposed to the environment for the length of time a large-scale invasion would require.

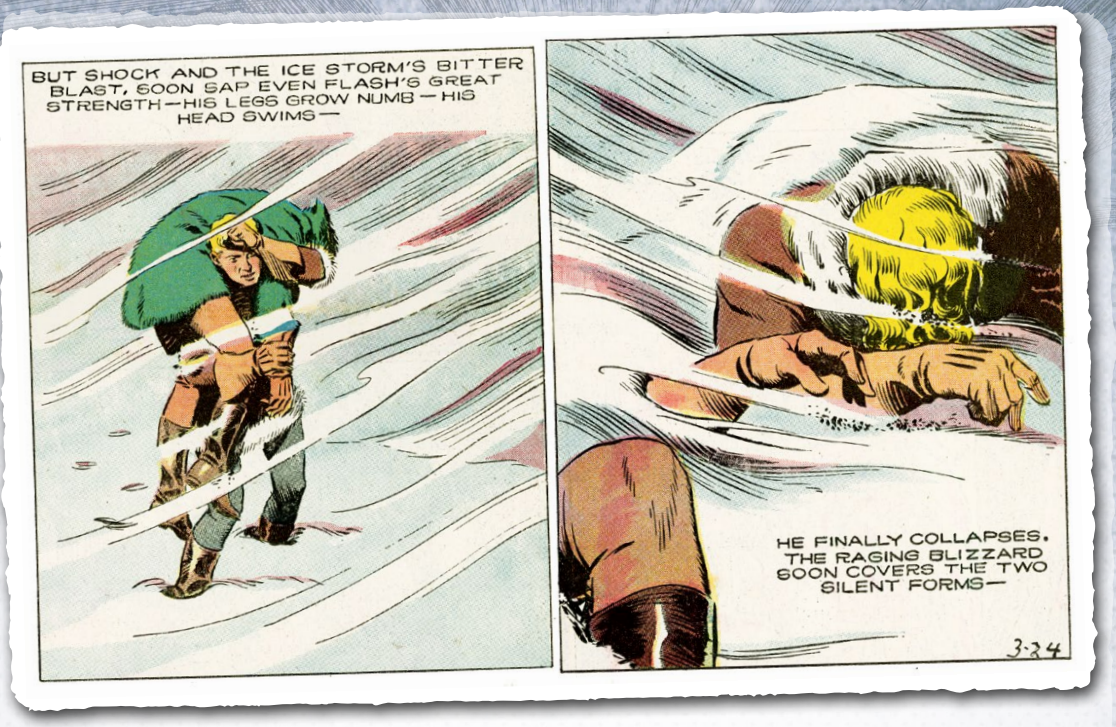
Characters without proper cold weather gear and clothing against the elements in Frigia must make Vigor rolls every five minutes instead of the usual four hours. Applying the usual −1 penalty for every 20 degrees below freezing, this means adventurers caught unprepared are unlikely to last more than a handful of minutes.

Heroes wearing proper cold-weather clothing, whether advanced Frigian glassine or bulkier, mundane varieties, make checks every four hours as normal. Even so, the intense cold can flash-freeze any patch of exposed flesh. Anytime a character rolls a 1 on his Vigor die (regardless of the result of the Wild Die), he takes a Wound from frostbite. An application of contrafreeze spray (see page 53) protects against this effect.

Although they may find it uncomfortable at times, Frigian natives, animals, and monsters (including giants) are all immune to the hazards of extreme cold.

Ice Storms

Frigia has its share of blizzards, which are detailed in Flash Gordon. These are frequent hazards anywhere in the realm, but so common as to be almost daily occurrences on the Ultimate Icepack. Far more dangerous, at



least to air and spacecraft flying in the region, are ice storms. On the ground, their effects are similar to those of a blizzard, but to a vehicle flying above it, they can be deadly.

Every ten minutes of flying inside one of these icy maelstroms requires the pilot to make a Piloting roll. On a failure, the ship sustains a wound as ice accumulates on the vehicle's lift and control surfaces. If the poor aeronaut rolls a 1 on both his skill and Wild Die, it sustains two wounds.

Ice storms typically require 2d6 × 10 minutes to fly through. Should the crew ground their vehicle and wait for the storm to pass, that time instead becomes 2d6 hours.

Wounds suffered from the storm can be repaired as normal in the field without the usual −2 penalty, as the crew only has to remove the ice to make the ship airworthy again rather than repair actual structural damage.

Most rocketships operating in the frozen lands are upgraded with de-icing systems that draw their heat from directly from the engines.

ROTTEN ICE

The deep cold, particularly on the Ultimate Icepack, often leads to crusts of ice atop much less dense layers of snow. Occasionally, a thin layer of ice may even fast-freeze across a depression or crevasse, creating a covered pit waiting to swallow an unsuspecting explorer. These patches of thin ice can be large enough to trap even vehicles.

For every day of travel in regions prone to rotten snow, each character must make a Survival roll. On a failure, he falls through one of these thin crusts, dropping 1d6" and taking normal falling damage as described in *Savage Worlds*. A successful Agility, Riding, or Driving roll as appropriate lets the adventurer avoid the fall. Heroes using ice axes (see page 54) receive a +2 to both rolls.



KIRA

Due east of Mingo City, an immense, inhospitable mountain range hides a kingdom of wonders and perils. The underworld of Kira, the Kingdom of Caves, ranges from vast hollow mountain caverns to cramped tunnel labyrinths. While the great Flash Gordon faced and tamed many hazards on his way to claiming its throne, the kingdom remains a place of stark, deadly beauty.

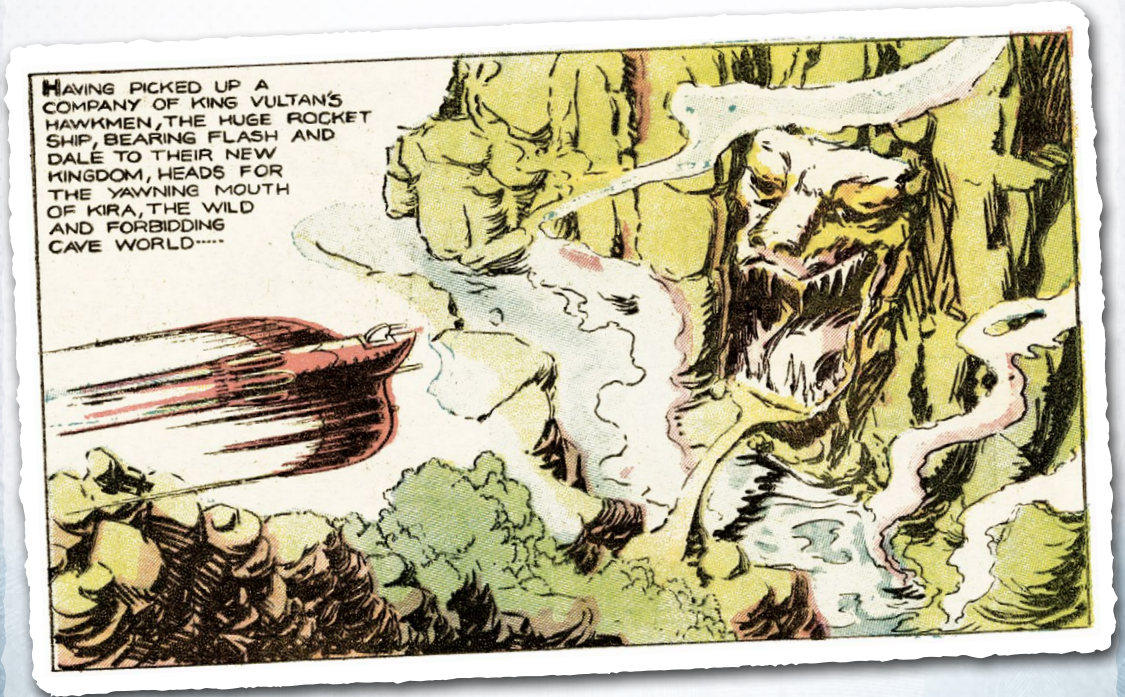
FLASH'S ADVENTURES IN KIRA

Having won several harsh gladiatorial trials for Ming the Merciless' amusement in the Tournament of Death, Flash Gordon was begrudgingly awarded an entire kingdom. True to the emperor's evil nature, Ming turned even this prize into a cruel trick. Kira was not under Emperor Ming's control at the time. It would be up to Flash and his companions to conquer his new kingdom. With Dale Arden and Dr. Zarkov, Flash took a volunteer army of lion men and hawkmen to tame the Kingdom of Caves.

Along the way, the army discovered a village of cavemen living in cliff dwellings. Although these brutes proved aggressive at first, Flash ended up befriending their red-haired chief, Zug. As the war party advanced deeper into the kingdom, they were first ambushed by lizard men, then by Queen Azura and the blue magic men. The queen's sleep-gas attack subdued her foes, whom she ordered taken to Castle Syk.

Fascinated (or perhaps charmed) by the Earthman, the Witch Queen drugged Flash with lethium to make him forget about Dale, and fall in love with her instead. After Flash led the queen's army in defeating his own rescue attempt, Dr. Zarkov and Dale finally turned the tables on their captors and made Azura drink the next dose of the drug of forgetfulness.

While the queen readily turned over her kingdom to Flash, her loyal soldiers saw through the scheme and drove away the Earth heroes. The trio went into hiding



until Dr. Zarkov crafted a machine to turn Flash invisible. Needing leverage, Flash infiltrated Castle Syk and kidnapped Queen Azura, who had since regained her memory. Guards pursued the pair all the way into a forbidden inner cave populated by death dwarfs. Fortunately, Dale and Dr. Zarkov saved the pair mere moments before the death dwarfs would have fallen upon them. Returning to the castle with Azura in tow, the queen informed her soldiers that Flash had saved her life and she passed the throne to the Earthman. Although the wicked general Tahl had seized the throne in Azura's absence, the Earth hero ensured his reign was short-lived. Finally, Flash Gordon took his place as King of Kira.

BACKGROUND

Outsiders seeking entry to Kira must pass through a most uninviting portal. First, only a narrow stone bridge allows safe passage over the boiling acid lake which marks the entrance's perimeter. Next, beyond the bridge, lies a fearsome and immense yawning dragon head carved right into the side of the mountain. Although heroes with the benefit of flight can bypass the bridge, all must pass ominously into the dragon's roaring mouth and down its throat to reach the caverns leading to Flash Gordon's subterranean kingdom.

Beyond the dark, foreboding entrance, travelers discover many caverns lit by the soft glow of white sapphires. While plentiful in the Kingdom of Caves, individually most are no larger than grains of sand and only good for providing dim light.

Fortunately for the well-equipped traveler, both the stone dragon's maw and the subsequent labyrinth of caverns yawn so vast as to permit travel by rocket. Such good fortune eventually runs out, however, and eventually the caverns narrow too dangerously for safe flight. Near the tunnel's constriction, travelers find the cavern cliff dwellings of Kira's cavemen. These simple savages are led by Flash's friend, Chief Zug. As a rule the cavemen distrusts and even hate outsiders but are loyal to King Flash. Freemen who encounter cavemen while seeking refuge in Flash Gordon's kingdom would be wise to quickly declare their allegiance before they find themselves on the wrong end of a spear!

Beyond the cliff dwellings, where the tunnels must be traversed on foot, the dangers multiply. Unprepared explorers might wander into one of the labyrinth's many dead-end branches or into the waiting clutches of bloodthirsty lizard-men, horn snakes, or dactyl bats. Very worst of all would be to encounter Komok, eater of men. These flightless cave dragons would be a challenge even for a fully-armed rocket dreadnought.

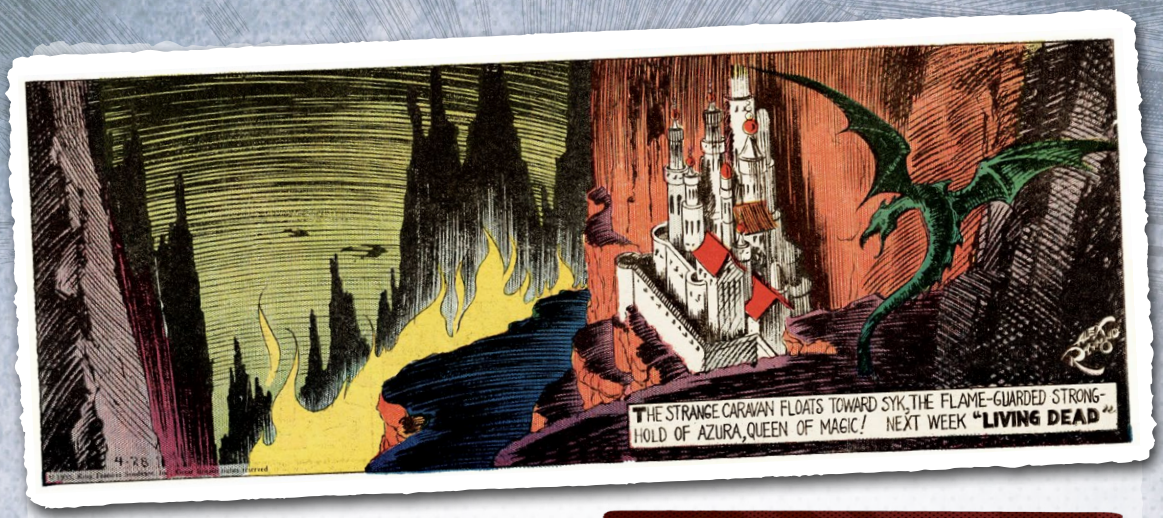
Travelers who survive the underground maze's horrors eventually come to the true Kira. At the tunnel's end, the stone walls fall away into the Grand Cavern, a hollow mountain range so vast as to seem like returning to the surface world. Here too the cavern's ceiling far overhead is coated with fine white sapphire dust which glows in an approximation of daylight and mysteriously dims at night.

The terrain within the Kingdom of Caves largely consists of stone and sand, with only enough grass forage for nomadic grazing. Steep hills and deep valleys force brave travelers to pick their paths carefully. In some ways the underworld resembles the harsh conditions of a rocky Earth desert, including the occasional green oasis and nomadic swine-sheep herders.

Within the Grand Cavern rests the kingdom's seat of power and most magnificent city, Castle Syk. Built as a stronghold against Kira's many dangers, the castle backs against a cavern wall to prevent attack from the rear. A wide moat of perpetual flame encircles the remaining exposed portion, and beyond the moat, a tall city wall.

Inside these rings of protection lies a gleaming bastion of civilization. This castle and the kingdom at large is ruled by the Earthman, Flash Gordon, although in truth the hero rarely stays more than a few weeks at a time before embarking on another adventure. For this reason, Flash installed Kira's former monarch, Azura, the Witch Queen of Mongo, as Regent during his absences. Most of her subjects still refer to her as Queen Azura, a habit she encourages.

Under Flash's protection, Castle Syk is a haven for Freemen seeking refuge from the tyranny of Emperor Ming. Azura welcomes visiting heroes as royal guests and provides them with small but comfortable guest rooms. As Flash's allies, their status in Kira is somewhat greater than a normal citizen although this confers no special authority.



The heroes usually have easier access to Azura, but the relationship works in both directions. When the Witch Queen needs capable hands to solve a problem, she expects their compliance.

Aside from Freemen rebels, Castle Syk is home to thousands of everyday Kirans and the mysterious blue magic men. It is the blue magic men of Kira who practice the Mongomagic responsible for Kira's simulated daylight and weather control. Without the blue magic men, Kira's light would dim and the kingdom would quickly fall into desolation. Likewise, without its brilliant engineers studying Mongo-Tech-powered artillery and other machines of war, the Kingdom of Caves would have fallen to Ming's conquest.

NEW POWER

ILLUSION

Rank: Novice
Power Points: 1+
Range: Smarts × 5
Duration: 3 (1/round)

With a successful skill roll, the *Illusion* power allows a character to paint a realistic image, whether living or not. Examples include a charging shark man or a giant boulder blocking an escape route. With a raise on the skill roll, the illusion extends to auditory cues as well. Each round, the caster pays 1 Power Point for every 4" of illusion. These illusions cannot touch or be touched, and automatically fade if a character with greater than animal intelligence does so.

NEW VEHICLE

COMBUSTION-RAY MACHINE

Tall, heavily-armored tracked tanks that sport top-mounted rotating turrets equipped with flame weapons known as a combustion-rays.

Type: Tank; **Size:** 7; **Acc/Top Speed:** 5/10; **Toughness:** 20 (5); **Crew:** 4
Notes: Heavy Armor, Tracked
Weapons:

- Left & Right Swivel-Mounted Light Acetylene Ray Guns
- Top-Turreted Heavy Flamethrower

SAVAGE TALES OF KIRA

Although all the Savage Tales set in Kira can stand on their own, some can also be combined into a mini Plot Point campaign. Attack of the Rock Slugs serves as the launching adventure for an ongoing threat to Castle Syk, with subsequent adventures seeking to end the danger. These are… Hard Labor at Tsa Vong Zah, Into the Vortex, King Maguro's Lost Treasure, and Murder at the Grand Meet.

ATTACK OF THE ROCK SLUGS

A rare, ravenous rock slug threatens a poor herdsman's simple home. While dangerous enough on its own, the beast is merely a herald of greater destruction to come.

MIGRATION

Ming the Merciless' latest plan to bring Flash Gordon's kingdom to its knees involves awakening a hibernating creature from Mongo's distant past. The Supreme Ruler of

the Universe has sent a trio of agents to seek out and awaken the fabled Kiran rock slugs. These mindless creatures hibernate deep below even the Kingdom of Caves, but every few hundred years they awaken and emerge voracious, migrating to new feeding grounds. The emperor's agents have been instructed to assemble a piece of Mongo-Tech which awakens the rock slugs from their slumber and imprints a single destination for their feeding grounds—Castle Syk!

Cry From the Wilderness

Queen Azura summons the heroes to the throne room where Chaul, a poor herdsman, stands in attendance. The queen orders him to tell the heroes his story:

> *Greetings masters. I have come to ask for help from King Flash Gordon. I own a flock of swine-sheep out in the wild lands. Two weeks ago, three strangers passed through seeking the entrance to a cave deeper within Kira. Their accents were strange but they paid in good silver coins, so I directed them to a crevice not far away. I ain't seen the strangers since, but two days ago some creature crawled up through the same crack in the ground. It destroys everything in its way, and it's heading straight as a ray beam for my home.*

In follow up questioning, the creature is described as a metallic slug larger than a swine-sheep. It is impervious to the shepherd's blade and its slime eats through solid stone or anything else it touches. Queen Azura says that what the herdsman describes is a rock slug, a creature not seen in Kira for several generations.

The Witch Queen sends the heroes to investigate the return of this creature many thought extinct. If possible, they are to return with one for study.

If the heroes do not have other means of transportation, the queen allows them to take horn-horses from the stables. Travel by horn-horse takes half a day. The journey makes an excellent time for side encounters or an Interlude.

Garden Pests

Upon arrival, Chaul leads the heroes to the rock slug, which has nearly reached the shepherd's hut. The creature has eaten a straight, creeping path of destruction through two rock fences and a corner of the shepherd's field. The Kiran begs the heroes for help before the slug destroys his family's home as well.

If Chaul has not already done so, he warns the heroes not to touch the creature, as its skin exudes a highly acidic slime. Rock slugs may be levitated and moved with Mongomancy or Mongo-Tech, but when the effect inevitably wears off, the slug reorients itself like the needle of a compass in the same direction as before (towards Castle Syk).

Characters who succeed at a Notice roll note the creature's path is perfectly straight with no deviation. Whether or not the heroes devise a means of safely moving the creature and saving Chaul's hut, they can either follow its trail backward into the **Crevice** or forward beyond Chaul's hut (to **Slime Highway**) to seek its ultimate destination.

- **Rock Slug (1):** See page 90.

Crevice

The rock slug's shallow trench of dissolved stone and slow-drying slime leads to a narrow crevice beyond Chaul's swine-sheep occupied pastures. This crevice is wide enough for a person and extends 10 yards down before intersecting with another tunnel. Those who make a Notice roll find a metal climbing spike presumably used by the strangers Chaul described. Descending the crevice into the tunnel requires successful Climbing rolls, but the rough surface of the narrow crevice provides plenty of handholds.

This tunnel at the bottom of the crevice is 10" wide and equally tall. The tunnel slopes gently downward in one direction and upward in the other. The floor is churned up and covered in dried (inert) rock slug slime in both directions. Characters who succeed in a Tracking roll trace a single dried slime trail down the crevice wall until it mingles with the slime on the tunnel floor. With one or more raises to the roll, the character uses the churned up rock to determine the direction of travel. Most tracks come from downslope heading upslope.

Heroes who follow the trail downslope the eventually encounter a chasm too deep to plumb. All signs point to the rock slugs having climbed out of the chasm. Heroes who instead follow the slime trail upslope find signs of other Kiran dangers. Heroes who make a successful Notice roll discover a partially dissolved dactyl bat that has fallen victim to some predator. Otherwise, its mate

has the Drop on the heroes as it swoops in for an attack.

- **Dactyl Bat (1 per 2 Heroes)**: Use the Dactyl Bat profile in *Flash Gordon*.

Eventually the heroes catch up with a group of rock slugs traveling in the same direction as them. The slugs completely ignore the heroes, and they are spaced such that the heroes can safely weave between them if they are careful. Following the highway of slugs upward through the tunnel eventually leads to an exit back into the Grand Cavern.

Slime Highway

Dozens more rock slugs slowly ooze their way from a cave mouth and out into the wilderness beyond. Three Mongonians stand near the cave entrance, nervously tending to a small machine connected to a tripod-mounted antenna pointed directly at the tunnel mouth. This machine, which gives off a slight hum, is Mongo-Tech devised by Ming's scientists to awaken the rock slugs and send them to Castle Syk. This equipment has a Toughness of 6.

The soldiers' instructions were to guard the machine as long as possible to awaken the maximum number of rock slugs. Upon spying the heroes, they arrange themselves defensively around the machine and attack with their Ray Gun Pistols.

If the GM intends this adventure to lead into others concerned with solving the rock slug problem, then after two of the three guardsmen fall proceed to **The Migration** below. Otherwise, after all the guardsmen are stopped the heroes may use (perhaps after first repairing) Ming's device to reverse the signal and send the creatures back in the caves deep below the Grand Cavern. Even the stray rock slug threatening Chaul's hut reverses direction.

- **Mingo Spy Captain**: Use the Guardsman profile in *Flash Gordon*, but with Shooting d8 and an Air-Ray Gun (Range: 3/6/12, Damage: 3d10, RoF 1).
- **Mingo Spies (2):** Use the Guardsman profile in *Flash Gordon*.

The Migration

After two of the three solders fall, the ground abruptly collapses into a massive sinkhole the size of an Earth football field and reaching 20" deep. While neither Ming's men nor the heroes are caught in the collapse, both sides see the true scale of the rock slug migration. After the dust settles, they see thousands of writhing slugs righting themselves in the debris and slowly oozing up one side of the pit. The remaining spy laughs maniacally and flees if the heroes permit it.

Although the soldiers are gone, the rock slug migration remains. Breaking the device does not send the slugs back into hibernation nor change the destination of the feeding grounds already programmed into their instincts.

Heroes who make a Smarts roll or a Notice roll −2 calculate the rock slugs' path and their eventual destination. With a raise on the Smarts roll they also calculate the time until the slugs reach the castle. This estimate can be any length of time suitable for the GM to fit in other Savage Tales or Interludes set in Cave Kingdom.

Down With Flash

Some among the blue magic men tire of seeing their queen bowing down to an off-worlder. Even amid a celebration of heroics, the Freemen find themselves enmeshed in a palace coup.

Party Crashers

The heroes begin this Savage Tale at a royal banquet in honor of their previous service to the crown or as a welcome celebration of their arrival. In attendance is Queen Azura, her generals, and several members of the royal court. Most guests are eager to hear of the heroes' exciting adventures, including Azura. With the weight of a royal command, each hero is asked to tell a story of their exploits.

Sadly, not everyone is so starstruck. General Pel acts completely unimpressed and even vociferously challenges some of the actions the heroes describe in their stories. Before the heroes' final story, Pel acts fed up with the praise and excuses himself from the party.

At the party's conclusion the guests leave the banquet hall and are met by fresh, red graffiti reading "Down with Flash" splashed across the outer chamber. This insult sends the queen into a rage. She orders the graffiti removed immediately and those responsible found, arrested, and thrown in the dungeons. Privately, she pulls the heroes aside and asks them to investigate. She blames Ming on brewing rebellion, and in this she is correct.

A search of the room reveals a few clues. Even without a Notice roll, the heroes note the room is strangely vacant, even of customary wait staff. With a success the heroes open a side closet to find the mutilated bodies of a servant and two royal guards. A raise on the Notice roll means they also find a medal from General Pel's uniform under one of the corpses.

AMBUSH

Whether or not the heroes find Pel's medal at the murder scene, the general's actions at the party make him a suspect. On their way to General Pel's quarters, the heroes are ambushed. Use the rules for Surprise in the *Savage Worlds* core book. Half the attackers use net guns while the other half lobs paralyzing gas globes. If the heroes are captured or they surrender then they are taken off the street to Guel's Stronghold, below. If some or all of the heroes escape, at least one of the rebels must survive the fight to lead them on a chase to the same location.

- **Mercenaries (2 per Hero, +2):** Use the Guardsman profile from *Flash Gordon*, but with the addition of net guns and/or paralyzing gas globes.

GUEL'S STRONGHOLD

Whether or not the heroes enter the rebel stronghold willingly, once within the secret headquarters, a thick, steel door slams shut to seal them inside. They find themselves in a large hall decorated in a poor imitation of Flash's throne room. Two dozen menacing soldiers stand at the ready along the walls. A captain demands the surrender of any heroes who were tricked into the room, disarms them, and binds their hands.

- **Mercenaries (24)**: Use the Guardsman profile from *Flash Gordon*, but with the addition of net guns and/or paralyzing gas globes.

When the heroes are safely disarmed and subdued, a scrawny man teleports onto a dais in a burst of blue smoke. With practiced nonchalance, the blue magic man lounges upon the ornate chair serving as a throne. Although he attempts to project an air of authority, clearly he is nervous at the meeting.

If the heroes are paralyzed he waves a hand at the mercenary captain, who binds their hands then uses a healo-ray to negate the paralyzing effects.

Ah, the famed adventurers. So good of you to join me.

Your heroics have helped Kira and endeared you with a certain gullible portion of the population. Sadly, Queen Azura's love for the outsider Flash Gordon has corrupted her adherence to the ways of my people. The Kingdom of Caves must return to its rightful rulers—the blue magic men—with me upon the throne.

[Allow the heroes to respond.]

Enough. I brought you here to give you a chance. Publicly renounce your allegiance to Flash Gordon and Queen Azura, bend the knee to me instead, and you will live. Refuse, and you won't live long enough to regret it!

IT'S A TRAP!

Unless the heroes convince Guel of their sincerity in switching sides (which is unlikely), the blue magic man pushes a hidden button on his throne and opens a trap door beneath the heroes' feet! Those who aren't entangled in a net can make a Notice roll to react to the surprise just in time. Those who succeed can make an Agility roll at −4 to roll with the fall and land in the pool of waist-deep water with no more than bumps and bruises. Those who fail or who were entangled fall 30 feet but only take half damage due to the waist-deep dirty water at the bottom that breaks their fall.



The heroes are not the pit's first guests. A disheveled Mongonian helps them gain their footing after their fall. It is General Pel! Guel leans over the edge and gloats.

> *Goodbye, "brave" heroes. It is time I fulfill my end of the deal with the Supreme Ruler of the Universe. With the throne under my control and Azura as my queen, it won't be long before I have the upstart Flash Gordon in chains. Oh, don't worry, you won't live to see it. My ursodile will make sure of that.*

An underwater grate slides open with a loud clank and Guel cackles with glee. Then in true villainous fashion, the traitorous blue magic man and his mercenaries leave without ensuring the heroes meet their fate.

The ursodile in an adjoining pit doesn't immediately attack, giving General Pel time to untie the heroes and for the group to search the dirty water for weapons. The general has a makeshift club from the bone of a previous victim, of which an alarming number litter the floor. Whether the heroes find any discarded weapons is up to the GM.

Unless the hero is of an aquatic race, their Pace in the watery pit is reduced by 2.

- **General Pel**: Use the Guardsman profile from *Flash Gordon*, but treat him as a Wild Card with Fighting d8 and a club (Str+d4) as his only weapon
- Ursodile: Use the Ursodile profile in *Flash Gordon*.

The trap doors remain open after Guel and his mercenaries leave, offering a chance for the heroes to climb out the same way they came in. Ascending the pit walls requires Climbing rolls at −2. Alternatively, the underwater grate leads through to the ursodile's chamber. A ladder in this chamber leads to a room adjoining Guel's "throne room." The heroes' confiscated gear remains in a pile near Guel's throne.

Coup

When the heroes return to the palace they find a coup in progress. Guel's mercenary forces battle the loyal palace guard, who rally if General Pel arrives with the heroes. The general takes charge of his men to organize a counterattack and tells the heroes to rush to the queen's aid. He shows them a secret staircase leading from the throne room to the royal apartments.

In the royal apartments, Guel and several other blue magic men are facing-off with Queen Azura. Although the Witch Queen has held them off on her own for quite a while, Guel sends a bolt which knocks her unconscious just as the heroes arrive. If the heroes find themselves outmatched, Flash Gordon himself arrives just in the nick of time to reinforce the heroes.

- **Guel**: See page 88.
- **Blue Magic Men (2 per Hero):** See page 89.

Conclusion

With the coup squashed, the blue magic man's full plans can emerge. General Pel does not recognize any of the soldiers as belonging under his command and realizes they are mercenaries sent by Ming. Although Guel had been able to sway a handful of fellow blue magic men to his cause, most remain loyal to the crown.

Hard Labor at Tsa Vong Zah

The heroes are asked to escort a prisoner transport to the Kiran prison mines of Tsa Vong Zah, but the prison has problems of its own.

Hard Labor

Agents of Ming (perhaps survivors of To the Last Breath or Race for the Electric Mole Machine) have been found guilty by Queen Azura and sentenced to hard labor in the prison mines of Tsa Vong Zah. The queen's advisors believe more of Ming's minions will try to free their comrades during transfer, so Azura asks the heroes to oversee transport. Equally important is the return delivery. The quarry mines of Tsa Vong Zah produce the tough, white stone blocks used in the castle walls. More of this stone is needed, either in anticipation of the rock slug menace (if playing the Plot Point) or due to some other attack.

To make prisoner escape more difficult, mechanized travel is forbidden at Tsa Vong Zah. The two day journey to and from the mines takes place on foot or wagon. Prisoners ride in large, caged wagons pulled by horn-horses, and those same wagons return packed with stone blocks quarried from the mines.

For the purpose of this adventure, the GM is free to determine the number of prisoners being transported. A dozen regular Kiran

guards are responsible for guarding the prisoners during the journey. Use the Guardsman profile in *Flash Gordon* for the Kiran prison guards, with the addition of silver shock sticks or electric whips (half of each). Unless the heroes have earned the thanks of the kingdom in the **To the Last Breath** Savage Tale, the guards resent the heroes' presence and the implication that they alone aren't up to the task. It also doesn't help that the guards march on foot while the heroes qualify for horn-horses (if they wish). The guards' starting attitude is Uncooperative as found on the Reaction Table in *Savage Worlds*.

AMBUSH

The journey to Tsa Vong Zah makes a great time for Interludes or additional encounters devised by the GM. As foreshadowed by the Witch Queen, the prison convoy is ambushed by more of Ming's soldiers. This can occur at any dramatically appropriate moment, either on the road or when the caravan stops for the night. One group attempts a diversion while another rushes to free their friends. Both the prisoner cage and the lock on the cage door have a Toughness of 8. Prisoners released from their cage flee rather than stopping to take part in combat. The rescuers withdraw the next round.

- **Ming's Soldiers (16 + 2 per Hero):** Use the Guardsman profile in *Flash Gordon*.

INTO THE MINES

Even if the prisoners escape, the heroes are still charged with returning with a cargo of white stone blocks. The entrance to the Tsa Vong Zah prison mines is marked by a giant, natural hole in the ground leading into yet another cave system. An empty guardhouse overlooks the wagon road spiraling down around the cave's perimeter. No one answers radiophone calls or shouts from the road. Continuing to the mines, they find another empty guardhouse marking the end of the road and the beginning of the mines. Here, a failed Notice roll means the adventurer only notices the overturned furniture, whereas a success notes the deep scratch marks on the door.

All is quiet even beyond the second guardhouse and into the mines themselves. Adventurers who search the quarry and pass a Notice roll find traces of blood but no bodies.



With a success on the roll they discover a broken chain with empty manacles.

Characters who make a Tracking roll detect unusual tracks in the dusty cave floor. While the source of these tracks remains a mystery, they clearly lead in a particular direction. Following the tracks takes the group down to the lower depths of the quarry. There, the smooth work of the miners abruptly changes to rough-hewn tunnel. This is the point at which the miners accidentally broke through into an ant-oid tunnel.

Whether or not they find the ant-oid tunnel on their own, before long an ant-oid drone finds them! This insect attacks as soon as it spots the adventurers.

- **Ant-Oid Drone (1):** See page 89.

FEEDING THE QUEEN

Heroes who continue down the rough passage eventually arrive at a large chamber. Within, a number of ant-oid drones mill about while the queen ant-oid lays her eggs beside the unconscious bodies of several guards and prisoners. The Mongonians can be awoken immediately with a dose of oxygas or in one round with vigorous shaking. The number of survivors is left to GM discretion.

Although the drones attack as soon as they spot the heroes, the queen ant-oid does not unless the heroes attack her or her eggs. The queen's Summon Drone special ability is her most powerful weapon, as it creates continuous reinforcements. Additionally, after six rounds the queen's eggs begin hatching at a rate of three per round and the hungry drones immediately attack.

If the queen is killed, the ant-oids immediately go mad and bite at the ground, one another, and even themselves. Unless the heroes can quickly dispatch the queen, the ant-oid colony is almost certainly too massive to wipe out without reinforcements of their own.

- **Ant-Oid Queen**: See page 89.
- **Ant-Oid Drones (2 per Hero):** See page 89.

Conclusion

If the heroes are forced to retreat without killing the queen, they bring word of Tsa Vong Zah's fate back to Castle Syk. Azura sends heavily-armed reinforcements who wipe out the threat tunnel by tunnel.

For those playing the Rock Slug Plot Point, before exiting the tunnels the heroes find a number of dead rock slugs, victims of the ant-oids. If these natural enemies can be captured alive and transported to the rock slug migration, a natural solution may be at hand!

Haunting of Castle Cyrie

Queen Azura asks the heroes to scout out the long-abandoned Castle Cyrie and determine its suitability for reclamation.

The Haunted Castle

While Castle Syk is the rightful capital of Kira, it is not the only castle in the kingdom. Far to the east lies Castle Cyrie, long-abandoned and now rumored haunted by the ghosts of Kira's past. In truth, the ruins are home to the rarest of individuals, a blue magic man with psionic abilities. Suvet's exile came from seeking to overthrow the throne, and the decades since have been unkind to his state of mind. He now fancies himself a king and uses his abilities to enslave a "royal court" of nomads, explorers, and weary travelers who unwittingly take refuge within the castle's crumbling walls.

A Time for Expansion

This adventure begins like many others—with a summons by Queen Azura for an assignment. If playing the Rock Slug Plot Point then it is to scout a refuge should the Castle Syk be overrun, if not, then it is Flash's command to scout out locations for the Freemen to have their own base away from Castle Syk.

Azura tells the heroes that Castle Cyrie has been abandoned for more than a generation, but at one time it was a thriving outpost. Eventually the castle's ruler rebelled against the kingdom's rightful king and a war brought the city low. Although it undoubtedly needs many repairs, the Witch Queen asks them to investigate the state of the building and put the rumors of haunting to rest. In particular she wants reports on the condition of the outer walls, the castle interior (especially the royal apartments and throne room), and the water pumps.

At the Foot of Castle Cyrie

The journey to Castle Cryie is an excellent opportunity for Interludes or additional complications such as an attack by cavemen, lizard men, or hungry dactyl bats. Once the Freemen draw near, they see a castle similar to Syk but smaller and without the moat of fire. The outer walls show clear signs of the battle which brought it low, crumbling or missing entirely in several places. By contrast, the castle itself is mostly intact. The road to the castle is clear, and the castle gate hangs wide.

Allow the heroes to approach the castle in any way they wish. As they pass through the wall (whether through the broken gate or one of the many gaps, they are greeted with a mournful wail coming from further within. This soul-piercing sound is a *fear* spell cast by Suvet. Resolve it as though cast with a raise.

Castle Ghosts

After facing their fears, the heroes can explore the castle in any pattern they see fit. Within the building, the layout is similar enough to Syk's to help the heroes identify the purpose of many rooms. Meanwhile, Suvet makes use of the castle's numerous secret passages within the walls to stalk his victims. Allow an occasional Notice roll to detect the occasional faint sound coming seemingly from nowhere.

Most rooms and buildings are abandoned and long since picked over by scavengers, but a few areas are noteworthy.

Kitchen: The castle kitchens are attached to an inner courtyard. A Notice or Repair roll reveals at least one set of cooking electrodes are still in good, working condition. A raise on the Notice roll even reveals a brief whiff of cooked meat. Overall, the room seems in better repair than other parts of the castle. As the heroes leave the kitchen, one of the electrodes swivels around (via Suvet's

telekinesis power) and shoots at the last hero in line. Allow the last two people to make a Notice roll, otherwise the device has the Drop. The electrode continues aiming and firing for three rounds or until switched off. Treat this device like an atom pistol (Range: 12/24/48; Damage: 2d8).

Water Well: The explorers find the water pumps in the courtyard not far from the kitchen. Rusted pipes trace in and out of a partially destroyed building. As the heroes approach the door, a fearsome lizard man steps from inside. This monster of a specimen stands nine feet tall and carries a long spear crackling with electricity. This creature may be followed by others if the GM wishes, but they are all illusions. The lizard men roar in fury and charge the heroes, but fade into translucence after touching or being touched by a hero.

The pumps themselves are still partially operational, drawing power from an unknown source and performing their labor with an occasional unpleasant screech.

Royal Apartments: Within the royal apartments, heroes who make a Notice roll detect other signs of recent use. Even those who fail can't help but notice the bed and blankets are relatively fresh. A success reveals a threadbare set of men's robes in a wardrobe and a raise allows them to note the floor is strangely free from dust having been recently swept.

Mad King's Throne

After a suitable amount of exploration, the adventurers encounter the mad king. If they visit the throne room early in their explorations then move him elsewhere such as the royal apartments or even the dungeons. Otherwise…

As the heroes approach the throne room, they notice a light spilling from the door. The throne room is remarkably similar in layout to Queen Azura's, although the tapestries and other decorations are falling apart. The throne itself still sits upright on a raised dais at the end of the hall.

A blue magic man sits upon the throne. He imperiously welcomes the rebels to court and bids them approach the throne. Several other people step from the shadows, including guards, servants, and court attendees. Some are wholly illusionary, whereas others are the king's pitiful slaves cloaked in the illusion of finery. Suvet is quite insane. No matter what the heroes say, eventually he concludes they are spies here to steal his throne. The paranoid king orders his subjects to subdue them and says they'll make fine additions to his court.

Suvet has many powers at his disposal, but prefers using illusions to confuse his enemies. For every actual attacker add an additional illusionary attacker. As the battle turns, Suvet's illusions become more and more fantastic—a pit opens in the floor, a company of soldiers creates a protective wall in front of the throne, and the doorway bursts open as a mighty cave dragon snakes in. Each illusion disappears with a touch and the king becomes more and more hysterical.

↘ **Suvet the Mad King**: See page 88.

- **Court Slaves (1 per Hero):** Use the Citizen profile in *Flash Gordon* with the addition of rusted short swords (Str+d6).
- **Illusionary Court Slaves (1 per Hero):** These illusions act in a threatening manner but fade upon touch.

Cyrie's Demise

With Suvet's demise or capture, the blue magic man's illusions fade away completely. The mad king's slaves, travelers who strayed near the castle for shelter, have gone just as crazy as their master. Most have been trapped in the king's illusions for so long they can no longer tell reality from fantasy. However, now that the "haunting" has been lifted, the Freemen and Kiran engineers can begin rebuilding the abandoned outpost.

Into the Vortex

The heroes are tasked with cave diving in Kira's most dangerous lake to recover a powerful relic. If recovered it could be another important weapon in defense of the kingdom, whether from rock slugs, lizard men, or even Ming's soldiers.

A Favor for Flash

Before switching sides and becoming Flash's ally, Queen Azura impulsively threw her white sapphire crown into the vortex of Black Lake to keep it out of her enemy's hands. With matters between her and Flash resolved, the Witch Queen now wishes the crown recovered. This adventure begins for the heroes with the arrival of a messenger delivering a large crate and a message. The letter reads

Dear chums,

Azura told me of a magic crown which could help her protect my kingdom while I'm away. The only catch is it's in a chest at the bottom of a lake and not even my blue magic men can get to it. That's when I remembered these diving suits. I've had them sent all the way from Coralia, so take good care of them. Please get that crown for my regent. The safety of Kira, and thus the rebellion against Ming, could count on it.

Sincerely,

Flash Gordon, King of Kira

P.S. Azura can give you directions to the lake.

The crate does indeed contain enough diving suits for each of the Freemen that might require one, including any special sizes or modifications for fitting particular races (accordion folds to accommodate hawkman wings, etc.). These armored, full-body diving suits have enough air for one hour and provide +3 Armor.

The suits' weighted boots ensure a swift descent, while releasing the weights allows the wearer to rise back up to the surface. The suits' contain built in aquaphones for communication and head lamps to pierce the inky darkness. Unlike elsewhere, Kira's luminescent white sapphire dust is inactive below the water's surface. Consequently, Notice rolls are at −1 while submerged. Finally, while the suit provides the swimmer with extra armor, strictly speaking, only the sealed helmet is necessary for survival. A puncture to the body of the suit does not automatically mean a watery death. See the Diving Suit entry in *Flash Gordon* for more information.

Into the Lake

Azura provides directions through a tunnel at the rear of Castle Syk, which leads to a large cavern almost entirely dominated by the bone-chilling Black Lake. Few are the number of people foolish enough to explore the lake, given the powerful whirlpool commanding much of its surface. The Witch Queen calmly explains that she threw the chest containing the white sapphire crown directly into the heart of the vortex, but the diving suits' ability to breath underwater should negate much of the danger.

The Freemen barely wade far enough into the water to submerge their suit helmets before finding themselves at an underwater cliff. This is the edge of a stone shaft extending 30" across with the whirlpool at its center. Its depth is anyone's guess. From here, they must step off the ridge, sink to the bottom, and hope they find the chest before their air runs out.

Once they begin their descent, the heroes feel the tug of the whirlpool's vortex. As long as they stay near the edge of the shaft they can resist the current. Heroes who stray more than 5" from the sheer cave wall must make Swimming checks or be caught in the vortex. Those caught in the vortex must succeed at a Dramatic Task (Athletics) to escape the current or be swung around and dashed against the opposite wall, taking "falling" damage equal to 10 feet for each round of Dramatic Task failure.

Dangerous Depths

Many dangers haunt the rocky shaft plunging down from the middle of the lake. The descent makes a good time to introduce an extra encounter such as a rock fall, patch of aquatic strangler vine, or a swarm of ravenous piranha-eels.

As the rebels near the bottom of the seemingly endless vertical shaft, a Notice roll reveals a faint glow from below. Drawing nearer, the heroes see what at first appears to be a glowing spider's web but resolves itself to be the cracked stone lake floor. An orange-red glow emanates from the cracks and the water grows warmer as the heroes draw near. Occasionally super-hot bubbles jet upward from one of these cracks as water and molten lava violently meet.

Due to this ambient light, the heroes are no longer at a penalty for Notice rolls. In fact, even the most non-observant heroes can't help but notice the canyon floor's most prominent feature. Here, the whirlpool's vortex has tightened to a narrow, dancing swirl like a watery tornado before it disappears into a particularly ominous crevice. Those who succeed at a Notice roll make out the silhouettes of small, ruined boats backlit by the indirect glow of magma. On a success with one or more raises, the rebels spy a metal chest resting not far from the dancing vortex. This is the queen's small treasure chest, which holds her precious magic crown.

If the heroes do not first note the chest, a more systematic search of the lake floor eventually reveals its presence—if the freshwater octosak doesn't notice them first!

The Vortex: If using a map and miniatures, draw a circle 30" in diameter. The center is the crevice in which the whirlpool vortex disappears, and the chest with the crown is within 5" of that spot. Randomly draw other lake floor crevices filled with magma, which the heroes must avoid.

A Small Burst Template represents the dancing vortex. When approaching the vortex, draw initiative. On the vortex's turn roll a d12 and use the result like a clock face to determine which direction from center the vortex travels, then roll a d8 to determine distance (in squares) from the crevice. Each round, the vortex twists and dances from one spot to another. Anyone caught in its grip must succeed at a Swimming roll (or Agility –2) roll or be drawn into the crevice for a date with red hot magma!

A Complication

The warm waters of the canyon floor make an ideal nesting ground for a freshwater octosak. One of Kira's previous kings transported several of these blind, squid-like sea creatures to the underground lake for fighting sport. Most—but not all—could not adapt to fresh water and died.

Once the creature detects their presence, it squeezes up from one of the other crevices, lets out an underwater roar, and attacks.

- **Freshwater Octosak**: Use the Octosak profile in *Flash Gordon*. This particular octosak is blind and gets a Notice roll (hearing) to detect the heroes each time they make a noise, including using their aquaphones.

Azura's Crown

Once the heroes have the chest, they can take off their boot weights and float back up to the surface. The crown is a creation of Queen Azura herself, with assistance from Tahl. It was created using a large white sapphire as well as several materials from the above world including fragments of a rare meteorite. It is truly one of a kind.

If the GM wishes this adventure to wrap up the Rock Slug Plot Point, then the crown imparts the *beast friend* power to the one who wears it. Unlike other instances of *beast friend*, the trapping of this one attunes it to creatures native to Kira—including rock slugs. The crown allows the Witch Queen (or one of the heroes) the ability to implant a new destination in the rock slug migration.

Alternatively, if the GM is not running the Rock Slug Plot Point or wants to run more adventures, then the crown merely provides the wearer with a +1 to Mongomancy rolls and the *mind reading* power. This item does not replace a Mongomancer's normal focusing talisman.

King Maguro's Lost Treasure

The castle's librarian has uncovered a map to the tomb of Syk's first king, Maguro. Buried along with the infamous blue magic man is vast wealth and the lost key to reactivating Castle Syk's magic shield.

It Starts in the Stacks

Librinar the Younger chafed at serving in the great library of Castle Syk. He dreamed of wealth and prestige a librarian could never hope to achieve, not even the son of the castle's chief librarian. While deep under the castle in a damp archive serving yet another punishment for daydreaming, Librinar the Younger discovered a damaged book detailing the burial treasure of the very first king of Castle Syk. Over drinks that night, the young man bragged of his discovery to his wayward friends, and before long they plotted to plunder the treasure for themselves.

To Librinar's shame, his typical carelessness caught up with him when his father took note of the book left open on his son's workbench. Realizing the potential importance of the discovery (if not his son's greed), the chief librarian notified Queen Azura.

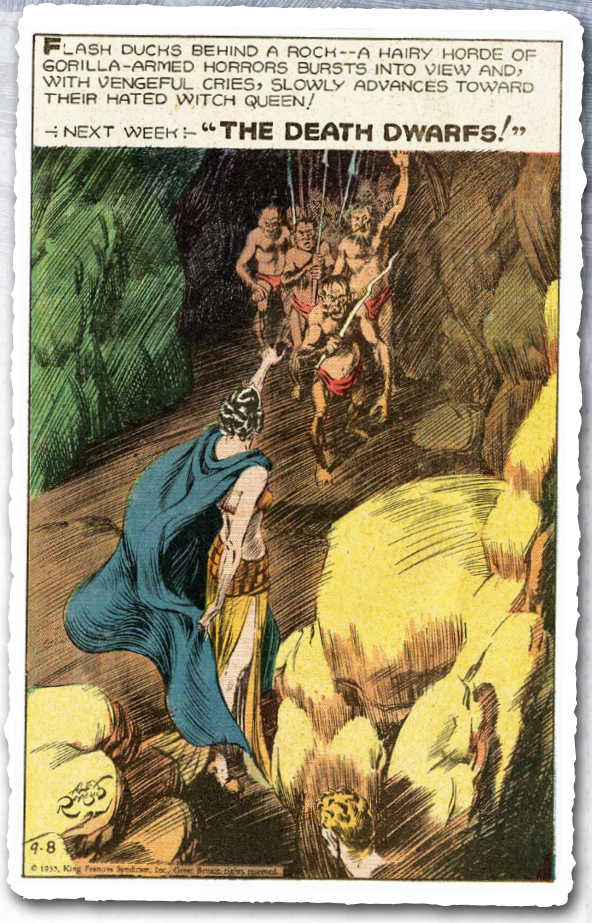
Royal Treasure

The chief librarian and archivist, Librinar (the elder) is profusely appreciative when the Freemen answer a summons authorized by Queen Azura. He assures the heroes he has made a discovery they will wish to see. The elderly librarian leads them to the far end of the library, down one level of a spiral staircase to a poorly lit storage area, and to a plain workbench upon which rests an open book.

Librinar proudly credits his son for discovering the book, a history of the early Kiran kingdom. Its first monarch, Maguro, was a blue magic man who used his power to conquer the Kingdom of Caves. Castle Syk dates to Maguro's reign and is named for his second wife. Although the book is heavily damaged, one legible section

describes Maguro's majestic funeral and the location of his tomb. This alone would not have inspired Librinar to summon the heroes, but the description of the tomb's contents did. Maguro is said to have been buried with a "vast wealth" and the secret to activating Castle Syk's magic shield. This infamous shield played a large role in Maguro' long rule.

Whether the heroes are participating in the Rock Slug Plot Point adventures or just interested in protecting Flash Gordon's castle from Emperor Ming, the magic shield should be a tempting prize. The moldy book describes the tomb's location and Queen Azura fully endorses a quest. From her perspective the tomb's treasure belongs to the castle's royalty, though whether she means Flash or herself isn't quite clear.



Journey to the Tomb

King Maguro's tomb lies deep within death dwarf territory. The death dwarfs live in a series of caverns sealed behind a tough metal door. Many years ago the death dwarfs were driven from most of Kira until they were cornered in these caves and sealed in. Since then the door was only opened to shove through a prisoner sentenced to death, at least until Flash Gordon and Queen Azura found themselves on the wrong side of that door.

The journey to the metal portal is uneventful and makes an excellent time for side encounters or Interludes. Upon arriving at the door, the heroes can't help but note three horn-horses tied up nearby. Their food buckets have not yet been emptied, indicating the owners couldn't have left them long. Even more telling is how the door is shut but unlocked.

The heroes have only the description from the book to guide their way, and the death dwarf tunnels wind for mongomiles. Have the heroes use their Tracking skill to make sure they stay on the right path. When the entire group fails a roll, introduce hazards such as cave-ins, traps, dactyl bats, or other terrors.

In addition to the above, at some point during the journey, the heroes encounter a death dwarf trap. The GM can either generate his or her own or use a pit trap 10 yards deep (2d6+5 falling damage) and requires a Notice roll at −2 to detect. Once the trap is sprung or detected, a band of death dwarfs arrives on the scene to capture the heroes as the main course in their feast!

- **Death Dwarfs (1 per Hero, +2):** Use the dwarf profile in *Flash Gordon*.

Maguro's Tomb

The heroes find the mausoleum of Kira's first king in a high-ceilinged cavern lit with an eerie red glow. The vault sits upon a small, rocky island surrounded by a moat of molten lava. A narrow bridge allows the only passage to the island. The mausoleum itself is a miniature version of Castle Syk measuring 6" × 10." The tomb's door is cracked open and light spills from inside, illuminating three stone statues facing outward. Two of the statues depict death dwarfs and one is of an everyday Mongonian, although all are carved as though holding armloads of coins and jewels. A Notice roll reveals the statues have expressions of terror.

Librinar the Younger and his greedy friends stand just inside the mausoleum doorway. Their loud argument over what to do next leaves their Notice rolls at −2 against the heroes' Stealth. Librinar and his friends are

all loaded with coins and jewels but afraid to cross the mausoleum's threshold—for good reason! Even in death the crafty Maguro had the last laugh. The statues outside the doorway are testament to the strength of the curse preventing Maguro's treasure from leaving his tomb. The greedy scofflaws have not yet resigned themselves to walking away empty handed, and they put up a fight once they notice the heroes' presence. Of course, they are also cowards at heart and have no interest in dying. If more than half their numbers are eliminated, the remainder surrenders or flees back into the death dwarf tunnels to meet an unhappy fate.

- **Librinar**: Use the Citizen profile from *Flash Gordon*. Librinar is armed with a long sword (Str+d8) and a ray gun pistol (Range: 12/24/48, Damage: 2d6+2).
- **Scofflaws (1 per Hero):** Use the Guardsman profile from *Flash Gordon*. All are armed with long swords (Str+d8).

Maguro's Secret

Once the heroes have time to explore Maguro's mausoleum, they find mounds of precious metals and jewels, as well as a jewel encrusted sarcophagus. An inscription on the sarcophagus reads:

> *Herein lies the master and caretaker of Castle Syk's greatest asset. Let fools who lust for wealth learn their folly, while the wise seek power to shield the helpless. Wisdom comes from within.*

Indeed, within the sarcophagus lies a desiccated corpse who holds a white sapphire larger than a dinner plate. Unfortunately, for centuries this crystal powered a magic shield preventing the lava from rising and destroying the island and the mausoleum atop it. Removing the sapphire causes the shield to fail and the lava to rise. The heroes have 10 rounds to escape back across the stone bridge before the tomb is engulfed.



Branching Outcomes

If this adventure serves as the conclusion of the Rock Slug Plot Point, then when the heroes return to Castle Syk with the white sapphire, the blue magic men know exactly where it belongs. The jewel is returned to a special pedestal in the castle and a shimmering shield springs forth. Even the rock slugs can't climb its surface and mill about restlessly near the flame moat until they fall back into hibernation.

If the GM wishes for the Plot Point to continue with other adventures (or not play the Savage Tales as a Plot Point at all), the heroes discover the crystal's prolonged use has drained its energy. A Mongomancy or Mongo-Tech roll reveals the crystal likely only has enough energy to shield all of Castle Syk for a day or two at most.

Murder at the Grand Meet

At the annual nomad Grand Meet, a tribe leader with a secret weapon turns up murdered.

Seeking Favor

Not all Kirans live within the safety of Castle Syk. Many dwell in simple herdsmen huts or live the nomadic life of shepherds. A nomad clan leader by the name of Master Vodaught discovered a patch of exceedingly rare and valuable herbs called Crystal Sage. After harvesting and hiding the herbs in a locked chest, he sent word to Queen Azura. According to the message, the nomad had a valuable weapon he wished to sell her.

As on other occasions, Queen Azura turns to the heroes for help. Within the relative privacy of her royal apartments, the Witch Queen sends them to the Grand Meet, an annual nomad gathering where the clans meet and mix to trade stories, arrange marriages, sell wares, and hear the nomad council settle disputes. The queen wishes the heroes to act as her agents and meet with the nomad leader Master Vodaught. They are to find out what weapon the man has in his possession, whether it is truly valuable, and his asking price.

The Grand Meet

Nomad clans from across Kira gather at the Grand Meet near a natural oasis several mongomiles from Castle Syk. The White Oasis takes its name from the white sands of its beaches, but it is also the most green, verdant area of Kira. Lush fields of grass provide needed fodder for the nomads' horses and other grazing beasts. The heroes' trip to the White Oasis is a perfect time for Interludes or side encounters.

At the approach to the Grand Meet, the Freemen see hundreds of tents stretching around the spring-fed lake. The heroes only have to stop one of the many nomad children tending their herds at the perimeter to ask for directions to the tent of Master Vodaught. A successful Streetwise roll also imparts some gossip (see **The Unusual Suspects**) or directions to the Bazaar for shopping.

Too Late

When they arrive at the great tent of Master Vodaught, the heroes find a small crowd gathered around the entrance. They learn the nomad tribe's leader was found murdered only an hour earlier. His body still lies inside while members of the nomad council argue over likely culprits. The presence of the outsiders creates a buzz in the crowd and shortly after, a tall, intense man steps from the tent to see what the fuss is about. Spying the strangers, he says:

Ah, you must be the Queen's representatives Vodaught bragged about. I am Master Huld. I am afraid you are too late. Enter, and see for yourself so you may report to the Queen.

Master Vodaught's body lies not far from the tent flap, face up with a knife plunged deep in his heart. A beautiful woman kneels beside the victim and softly weeps, oblivious to the blood soaking into her dress. Two other men stand nearby, scowling at one another. Huld introduces them as Master Jarm and Master Yngway, fellow members of the nomad council.

The three are at an impasse over naming the murderer. The other two break into argument but Vodaught's wife, Kie, interrupts:

You jackaloids will never avenge my husband's death. Let these agents of the royal court find my husband's killer. She points to an open chest. Their treasure was stolen by the murderer, so they have as much interest in finding him as any of you.

Although none of the nomad masters seem keen on the idea, they agree it is the least disagreeable option. They each volunteer to tell the heroes what they know, but only privately.

Gathering Adventure

The Great Gathering is an excellent backdrop for any number of side quests, rumors, fights, or opportunities for romance. Here are a few suggestions to get you started:

Muscles: The Great Gathering includes several contests and feats of strength or skill. Jango the Bold is a giant of a man and the strongest of the strong. Any who can last 60 seconds in the wrestling ring with him wins a great prize.

Pickpocket: Any time so many strangers gather, the morally bereft follow. A gang of pickpockets works the Bazaar area and attempts to steal something valuable from one of the heroes.

Romance: It seems one of the nomads has become smitten with one of the exotic adventurers and is shyly following them all about the Gathering, watching timidly from afar. What trouble does this young man or woman encounter by following on their heels?

Rumors: Freemen who take the time to listen and make friends with the nomads—or who visit the mysterious fortune teller—can learn any number of interesting bits of news, including plot seeds for upcoming adventures and information about the suspects of Vodaught's murder.

CRIME SCENE

Master Vodaught was stabbed in the heart, possibly indicating he knew his attacker. The knife belonged to the nomad himself. If the heroes perform a thorough search of the tent, a Notice −2 roll reveals the sheath discarded nearby and a raise reveals a small smear of blood on the lip of the open wooden chest. If the heroes specifically search the couple's belongings, a Notice −4 roll reveals a bloody dress balled up at the bottom of a sack of clothes.

QUESTION AND ANSWER

The top three suspects are a rival named Opeck, a merchant named Kizar, and nomad clan leader and fellow council member, Master Jarm. The heroes should search for clues and interview each of the main suspects, plus the widow Kie and anyone else they think relevant.

Kie: The nomad leader's wife corroborates information about the other leaders. She says she was on her way to the bazaar when she heard the alarm and ran back to their tent.

In truth, the beautiful Kie stabbed and killed her husband. She longed for the handsome Opeck, who promised her they could afford to run away together if she stole the treasure her husband was selling to the queen. Unfortunately, Vodaught returned to his tent just in time to find his wife breaking the lock on the chest containing the herb. After stabbing her husband in a panic, she changed out of her bloody clothes and slipped away to hide the sack of crystal sage in a saddlebag. After the alarm was raised, she had no choice but return and pretend surprise.

Kizar: This crafty businessman is from Castle Syk, like the heroes. He is one of several merchants who come to the Great Gathering to trade goods with the nomads. Kizar claims Master Vodaught paid for a new wagon with fake gems. In this he is correct, but the fakes were paid to Vodaught by Master Jarm. Kizar is known as a cutthroat businessman willing to sell his own mother if it means making a profit. The merchant was witnessed making a scene outside the Vodaught's tent. Although the nomad leader was not home at the time, Kizar was heard delivering several heated threats to Vodaught's wife.

Master Jarm: This leader of a rival nomad clan has clashed with Master Vodaught over grazing rights on more than one occasion. This year the two brought their feud to the nomad council, but Vodaught won the dispute and Jarm was forced to pay his rival a penalty. Jarm is a stocky man with dark, shifty eyes. The nomad leader was standing watch over his flock of sheep so his sons could meet eligible young women. This means he was alone, with no one to vouch for his whereabouts.

Opeck: This handsome, proud man is a decade younger than Vodaught. It is well known he wanted to be clan leader and was impatient for the Master to step down. His formal challenge to Vodaught's leadership was narrowly voted down by the nomad clan, leading to an even deeper grudge.

Opeck knew he would be blamed for the theft of Vodaught's treasure, so he established an alibi while Kie was to perform the theft. Opeck's claim to have been out drinking with neighboring clans can be corroborated with some legwork and a Streetwise roll. A raise on the roll also reveals Opeck has a reputation as a lady's man and that he and Kie have been giving each other long looks.

Opeck wants the treasure and leadership of the clan more than he wants Kie, so the reckless young man turns on her if the heroes blame him for the murder.

JUST DESSERTS

If the heroes have trouble determining the identity of the killer and thief, Kie and Opeck bring things to a head themselves. Opeck becomes paranoid that Kie is about to admit her guilt or, even worse, find a way to blame him. The heroes find a note addressed to Kie, arranging a rendezvous. At the appointed time and place, she arrives with the sack of crystal sage only to have Opeck try to kill her. Assuming the heroes intervene, the widow confesses her crimes and turns over the herb.

- **Opeck**: Use the Citizen profile in *Flash Gordon*, with the addition of Fighting d8 and a long sword (Str+d8).

SAGE SECRET

Unfortunately the late Master Vodaught kept secret the location of the crystal sage patch, but the herb's properties are well known. When dried and ground into a fine powder, it forms a highly potent, concentrated form of Trance Drug. Rather than working for hours, its effects are measured in weeks or months. If the heroes are playing the Rock Slug Plot Point, this unique herb is one of the few substances not affected by the creatures'

acidic slime. A dose of this substance sends the slugs into hibernation and suppresses the slugs' acidic slime such that they can be relocated far from the castle.

Even if not playing through the Rock Slug campaign, the potent drug can be used against Mongonians as well—even Emperor Ming himself! This substance may also play a part in the **Down with Flash** Savage Tale.

Race for the Electric Mole Machine

Although the narrow caves do not permit rockets or other flying machines to pass, the devious Emperor Ming has captured one of Arborian Prince Barin's electric mole machines and sent it straight through the mountain above the Kingdom of Caves.

Ming's Menacing Mole Machine

Over the years, Ming the Merciless has made many attempts to conquer the Kingdom of Caves, but the capture of Prince Barin's ingenious electric mole machine opens a whole new approach. The emperor has sent the captured device with a four-person crew on an expedition to Kira. Although the electric mole is no match for Castle Syk's Magnificent Artillery Units (M.A.U.), if one such craft succeeds then it will lead the way for hundreds more. Luckily for the Kingdom of Caves, the electric mole encountered a cave dragon and was damaged. Now the craft is issuing a distress beacon, heard by both Ming's agents and Kiran engineers alike.

The heroes are summoned to the throne room, where Queen Azura has one of her scientists describe the presence of an unfamiliar distress beacon in the caverns not far from caveman territory. Azura asks the heroes to investigate, but warns the beacon could be a trap or signifying the presence of a greater peril. The heroes are given a tracking device which beeps faster as the signal grows stronger.

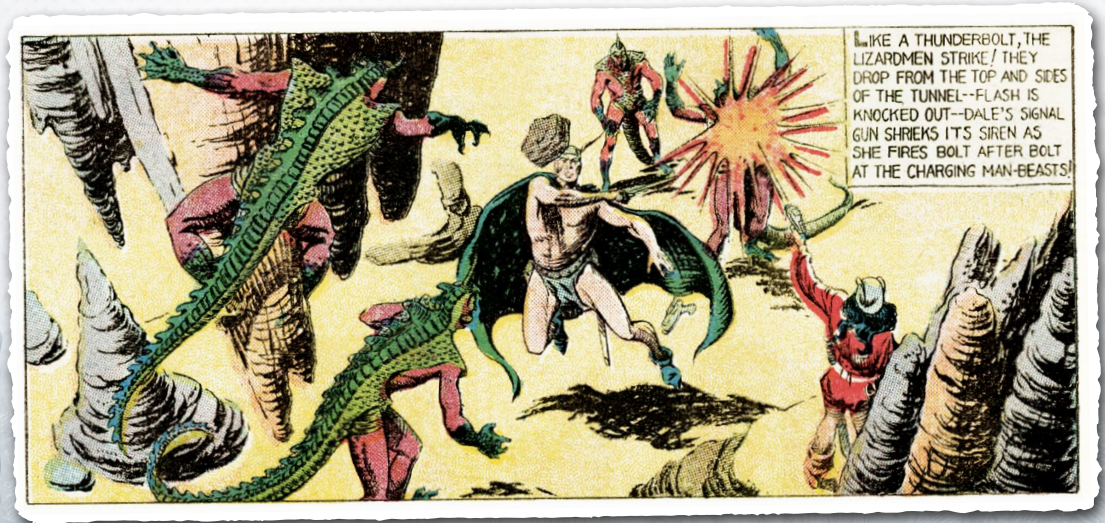
Clash of the Cavemen

The journey to caveman territory takes quite a long time, allowing plenty of opportunities for side encounters or Interludes.

The heroes must pass through the cavemen's territory on the way to the beacon. The heroes first encounter the cavemen, who are distrustful of outsiders with the exception of Flash Gordon, in the form of a hunting party. The primitives encircle the Freemen with spears bristling. Level-headed heroes who succeed at a Persuasion roll convince the primitives of their goodwill. With a raise, Zug even offers three warriors to accompany the heroes.

- **Cavemen (2 per Hero)**: Use the Caveman profile in *Flash Gordon*.

Heroes accompanied by caveman guides have a 50% chance of avoiding a tunnel passage containing a raiding party of lizard men. Without the guides, the signal tracker leads them right into the raiding party approaching them. The lizard men are using Stealth on their approach to the caveman cliff dwellings, so they get the Drop unless the heroes succeed in a Notice roll.



- **Lizard Men (2 per Hero, plus 1 per accompanying caveman):** Use the Lizard Man profile in *Flash Gordon*.

LATE, BUT NOT TOO LATE

The handheld signal tracker beeps a steady staccato as the heroes turn a bend in the tunnel and behold the opening to another large cavern. It is at this moment they see they are too late. A team of Ming's soldiers are crawling over the electric mole making repairs to a damaged track while others stand guard.

Unless the heroes pass an opposed Stealth roll, the guards shout a cry of alarm at sight of the Freemen. Draw initiative, but after one round of combat see the complication below.

- **Ming's Soldiers (4 per Hero)**: Use the Guardsman profile in *Flash Gordon*.

After the first round of combat, a mighty roar echoes through the cavern. Komok, the cave dragon, eater of men, is drawn by the sounds of combat and stomps into the cave from a side tunnel. Most of the guardsmen are frozen in horror (though one shouts "See, I TOLD you!") until the cave dragon's mighty neck snaps down and it devours one of the soldiers whole. Some stand and fight while others throw down their weapons and flee screaming down another tunnel.

Whether or not the heroes choose to help Ming's soldiers, their prize lies within the cave dragon's lair. Those of Ming's soldiers who stay behind are willing to call a temporary truce, but the same cannot be said of the cave dragon! If the heroes find themselves hard-pressed to damage the mighty dragon, a Notice roll reveals two large pulverizers mounted on the front of the electric mole. (See the entry for the electric mole in *Flash Gordon* for more information.)

- **Cave Dragon (Komok)**: Use the Cave Dragon ("Komok") profile in *Flash Gordon*.

ALL'S WELL

Assuming the heroes survive the fight with Komok and settle their differences with any surviving guardsmen, the electric mole still waits. Luckily, Ming doesn't believe in trying the same trick twice so Kira is likely safe from further electric mole incursions.

TO THE LAST BREATH

While the blue magic men sustain Kira's artificial sunlight, even they cannot produce fresh air. The colossal fans which bring fresh air to the Kingdom of Caves have been disabled, threatening all life in Kira.

FEARSOME FAN FOLLY

Life in the Kingdom of Caves depends on a pair of giant fans, one of which blows stale air through a tunnel to the surface world and another which draws in fresh air. The existence of Kira's critical machinery is a secret closely guarded by the blue magic men. They keep a permanent illusion over the cavern vents, making them look like regular rock ceiling. For centuries these vent tunnels have remained hidden deep in the impassible mountain range above Kira, but a lucky discovery by Ming's minions has betrayed their location. Now the evil emperor has ordered a team of imperial guardsmen to disable the fans to suffocate the kingdom into submission of his rule.

A STALE BREEZE

This Savage Tale can be introduced to the heroes seamlessly near the end of another adventure. Describe an unexpected shortness of breath as the brave Freemen battle some nefarious foe. Afterward, the shortness of breath does not abate and they discover everyone is Kira is struck by the same affliction. This condition can come on suddenly or over as much time as the GM wishes.

Before long, the stale air weakens the underworld denizens such that everyone not using an aircon breathing apparatus (like Ming's saboteurs) gains a level of Fatigue. Considering aircons are designed for use in Skyland, these devices are all but unheard of in the Kingdom of Caves. Alternately, a dose of oxygas temporarily removes the Fatigue effect for three hours.

Needless to say, panic is quickly spreading across the kingdom. Citizens throughout Castle Syk and beyond clamor for answers from Queen Azura, and rebellion is imminent. Eventually Azura the Witch Queen summons the heroes to her court, clears the room, and explains the cause of the thinning air. She describes how first the blue magic men who tend the fans went silent, and then the team of scouts she sent never reported back. Clearly this is a job for experienced heroes.

Perilous Journey

As a security measure, the landing area near the fans is purposefully designed to be too small for most flying craft. While the blue magic men can levitate themselves to the fans, the heroes must use a catapult tube. This device launches a small missile just large enough inside for two people. The missile arcs up to the ceiling of the cavern over Castle Syk toward the ledge of a stone outcropping.

Although the blue magic men do their best to aim, catapult tubes are an imprecise method of travel due to differing weight distributions each flight. One occupant of each missile makes a Piloting roll to use a crude pilot's stick to adjust the missile's fins in flight. On a failure, the missile misses the ledge entirely and its nose cone crunches into solid stone. The missile tube clings to the cavern ceiling like a dart in a dartboard thanks to a grapple device for just such an occasion, but now the adventurers must exit the dangling craft and climb along the ceiling like spiders until they reach the ledge. Without ropes this is a Climb −4 roll.

With a successful Piloting roll, the missile tube lands on the ledge but with one end precariously hanging over the edge. Each occupant makes an Agility roll to exit their missile onto the landing ledge. Unless both occupants fail Agility their roll, it won't tip over the edge and crash into another outcropping further down. If they do, treat it similarly to the failed Piloting roll above.

Finally, if the Piloting roll is a success with one or more raises then the missile lands perfectly in a landing net.

The Winding Way

From the landing ledge, a stone staircase zigzags back and forth up a stairwell to the fan control chamber above. After roughly three flights lay the bodies of the two scouts previously sent by Queen Azura. Heroes who make a Healing roll determine the cause of death. Even those who fail know the scouts were shot, but a success allows them to identify ray gun wounds.

Allow the heroes to make a Notice roll to detect the ambush waiting above them, but give them a +1 to the roll if they discovered the scouts' cause of death. Two of Ming's soldiers stand watch at the top of the staircase. Due to their elevated position they have Medium Cover. They also wear aircons, meaning they do not have a level of Fatigue like those from Kira.

- **Ming's Saboteurs (2):** Use the Guardsman profile in *Flash Gordon*.

The Great Chamber

A corridor at the top of the staircase splits in two directions. One direction is marked "air intake" and the other "exhaust." Regardless of which direction they take, the adventure remains the same.

The corridor opens into an enormous chamber nearly half the size of Castle Syk and extending upward into darkness. Level with the edge is an enormous, idle fan with blades each larger than a rocket ship. A control booth sits not far from the staircase entrance. The enclosed booth has a Toughness of 10 and is currently occupied by a scientist brought by Ming's saboteurs. The scientist, Henkat, threatens to destroy the controls unless the heroes surrender, but a Notice roll reveals a slave collar under the man's tunic. Anyone who tries Intimidation against him gets a +1 to the roll. Persuasion rolls are made at +2.

- **Henkat**: Use the Citizen profile in *Flash Gordon*.

While the control booth can engage the fan, as an extra precaution Ming's saboteurs have disabled the atomic power plant at the fan's center. Should Henkat's life be spared, he shares this information willingly. Otherwise the heroes must make a Repair roll to deduce the problem once the control booth fails to restart the fan.

The usual path to the fan's atomic power plant is a narrow metal scaffold just wide enough for one person. One of Ming's more loyal saboteurs guards the power plant door at the end of the scaffold. Alternately, since the fan is stationary the heroes can also climb onto one of the giant blades and walk to the center. Stationary or not, this risky maneuver on the sloping fan blade requires a successful Climbing roll −1 or Agility roll at −2.

Fight for Power

The remainder of Ming's saboteur team can be found inside the atomic power plant. Once they notice the heroes, the entire group launches from the top of the power plant using rocket cycles and attacks the heroes. Fortunately, parked nearby are the four unused rocket cycles of the two guards at the stairs, Henkat, and the scaffolding

guard. The heroes either need to use these rocket cycles for aerial combat or use ranged weapons to pick them off. (See Sky Battles in Flash Gordon for more information.) Once the saboteurs are defeated or surrender, the heroes must make a Repair roll to turn on the power plant or get Henkat's help.

- **Ming's Imperial Captain**: Use the Guardsman profile in *Flash Gordon*, but with Fighting d10 and Shooting d8. The Captain also rides a rocket cycle.
- **Ming's Saboteurs (2 per Hero):** Use the Guardsman profile in *Flash Gordon*. All ride rocket cycles.

With the air restored, the heroes can pilot their new imperial rocket cycles to Castle Syk and the thanks of a kingdom.



Allies and Enemies

Azura, Queen of Magic

The young Azura became orphaned after her rocketship crash landed in Kira. Sensing her strong potential for wielding magic, the mystical blue magic men took in the orphan and taught her the secrets of Mongomancy. After maturing into an adult of such power as to awe even the blue-skinned natives, the beautiful Azura ascended the throne and became Kira's monarch.

During Flash Gordon's campaign to conquer the Kingdom of Caves, Witch Queen Azura fell in love with her enemy and later abdicated the throne to him for saving her life. In return, the new king named her Regent to rule during his absences in support of the Freemen and his friends across Mongo.

Attributes: Agility d8, Smarts d10, Spirit d6, Strength d4, Vigor d6
Skills: Fighting d6, Mongomancy d10, Notice d6, Persuasion d6, Piloting d4, Shooting d6, Stealth d4
Cha: +4; **Pace:** 6; **Parry:** 5; **Toughness:** 5
Hindrances: Arrogant, Enemy (Emperor Ming), Stubborn
Edges: Arcane Background (Mongomancy), Attractive, Noble, Power Points (×2), Rapid Recharge
Powers: *blast*, *detect/conceal arcana*, *deflection*, *dispel*, *elemental manipulation*, *farsight*, *fly*, *slumber*, *telekinesis;* **Power Points:** 20
Gear: Knife (Str+d4).

Guel

In many ways Guel is a typical blue magic man only with greater ambition and a longing for Queen Azura which turned to anger when she fell for Flash Gordon. The Mongomancer made a deal with Emperor Ming to capture and deliver the troublesome Earthman in exchange for mercenaries to help overthrow Castle Syk.

Attributes: Agility d4, Smarts d8, Spirit d6, Strength d4, Vigor d8
Skills: Fighting d4, Mongomancy d8, Notice d6, Shooting d4
Cha: −2; **Pace:** 6; **Parry:** 4; **Toughness:** 6
Hindrances: Mean, Vow (Overthrow Kira)
Edges: Arcane Background (Mongomancy)
Powers: *blind*, *bolt*, *slumber;* **Power Points:** 10
Gear: Knife (Str+d4), atom pistol (Range 12/24/48, Damage 2d8, RoF 1, AP 2).

Suvet the Mad King

Suvet is a blue magic man born with telepathic psionic talents. Full of ego from a young age, Suvet was eventually exiled for organizing a palace coup. The decades in exile have driven him mad, so he uses his psionic

powers to enslave unwitting explorers as his "royal court." These poor unfortunate souls cannot tell illusion from reality and obey their king from fear and madness. Suvet has many powers at his disposal but favors illusions.

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d4, Vigor d6
Skills: Fighting d4, Mongomancy d8, Notice d6, Stealth d8
Cha: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 6
Hindrances: Arrogant, Delusional
Edges: Arcane Background (Psionics), Extra Power Points
Gear: Knife (Str+d4).
Powers: *confusion*, *fear*, *illusion*, *puppet;* **Power Points:** 20
Gear: Knife (Str+d4).

THE MONSTERS OF KIRA

ANT-OID DRONE

Species of ant-oids can be found in many corners of Mongo. These creatures resemble ants from Earth but grow to the size of a pony. Although ant-oid drones typically feed upon vegetable matter or cave moss, they frequently forage for their omnivorous queen. The bite of an ant-oid drone can cause paralysis, the better to drag living prey back to its queen into its hive.

Attributes: Agility d8, Smarts d4 (A), Spirit d4, Strength d8, Vigor d6
Skills: Fighting d6, Notice d6
Pace: 6; **Parry:** 5; **Toughness:** 5
Special Abilities:

- **Bite (Str):** Ant-oids have tough mandibles usually used for tunneling underground but are equally suited for fighting enemies.
- **Burrowing (3"):** Ant-oids can move at half their pace when burrowing underground.
- **Poison (–2):** Victims who are damaged or receive a Shaken result from an ant-oid bite must make a Vigor roll at –2 or be paralyzed for 2d6 rounds.
- **Wall Walker:** Ant-oids are as adept at traveling along cavern walls or ceilings as they are on level ground.

ANT-OID QUEEN

Although lacking the agility of ant-oid drones, queens make up for it in size and smarts. The queen's greatest weapon is her ability to telepathically command the other ants in her colony. There can be only one ant-oid queen per colony.

Attributes: Agility d4, Smarts d6 (A), Spirit d6, Strength d8, Vigor d8
Skills: Fighting d8, Notice d6
Pace: 4; **Parry:** 6; **Toughness:** 6
Special Abilities:

- **Bite (Str+d4):** Ant-oid queens sometimes have to fight one another for control of a colony, thus their mandibles are particularly deadly.
- **Poison (–2):** Victims who are damaged or receive a Shaken result from an ant-oid bite must make a Vigor roll at –2 or be paralyzed for 2d6 rounds.
- **Summon Drone:** As a move action, an ant-oid queen can telepathically summon d4 drones from her colony.
- **Wall Walker:** Ant-oids are equally adept at traveling along cavern walls or ceilings as they are on level ground.

BLUE MAGIC MAN

The blue magic men of Kira are physically identical to most Mongonian races, but their diet of food and water saturated with powdered white sapphire permanently turns their skin blue, similarly to the effect of ingesting colloidal silver. This same diet also imparts the Crystal Sensitivity Edge.

The blue magic men are a somber race who jealously guards their Mongomancy secrets. Their collective power produces the artificial light and simulated weather which supports life in the underground kingdom. For generations this power over life in Kira meant a blue magic man would be monarch. Although Flash is now king, without the cooperation of the blue magic men, the Kingdom of Caves would fall back into literal darkness.

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d4, Vigor d6
Skills: Fighting d4, Mongomancy d8, Notice d6, Shooting d4, Stealth d4
Cha: –2; **Pace:** 6; **Parry:** 4; **Toughness:** 5
Hindrances: Ugly
Edges: Arcane Background (Mongomancy), Power Points
Powers: (pick any three) *blast*, *bolt*, *detect/conceal arcana*, *deflection*, *dispel*, *elemental manipulation*, *fear*, *mind reading*, *slumber*, *telekinesis;* **Power Points:** 15
Gear: Knife (Str+d4).

PIRANHA-EEL

Piranha-eels make their home in a variety of different watery lairs ranging from warm, tropical rivers to cold, subterranean lakes. A swarm of these aggressive snakelike fish can strip an unwary victim of its flesh within minutes. Piranha-eel swarms occupy a Medium Burst Template and strike all targets straying within.

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d6, Vigor d10
Skills: Notice d6
Pace: —; **Parry:** 6; **Toughness:** 7
Special Abilities:

- **Aquatic:** Pace 6.
- **Bite:** Piranha-eel swarms inflict hundreds of bites each round. They hit automatically causing Str+d4 damage to all victims in the template.
- **Split:** Piranha-eel swarms can split into two smaller swarms (Small Burst Templates) if necessary. The Toughness of these smaller swarms is lowered by −2 (to 5 each).
- **Swarm:** Parry +2; As the swarm is made up of hundreds of fish, cutting and piercing attacks do no damage.

ROCK SLUG

These creatures weight 400 pounds or more and their acid slime allows them to eat through anything from rock to the strongest metal. Their diet of minerals gives them a metallic skin with the occasional twinkle of white sapphire. The unique properties of their skin reflects all manner of rays and makes it impervious to most environmental effects. When hibernating, rock slugs do not exude their slime, making it the easiest time to handle the creatures.

Attributes: Agility d4, Smarts d4 (A), Spirit d6, Strength d8, Vigor d12+2
Skills: Fighting d4, Notice d6
Pace: 5; **Parry:** 2; **Toughness:** 9
Special Abilities:

- **Acid Slime (2d10+4):** Rock slugs exude a layer of acid slime which helps them dissolve and digest their food, as well as keeping their metallic skin pliable. This compound rapidly breaks down once exposed to air, so slime damage only lasts one round.
- **Burrowing:** The slugs' acidic slime allows them to burrow through solid rock, albeit at a pace of 2.
- **Fearless:** Rock slugs are all but brainless and thus immune to Fear and Intimidation.
- **Hardy:** If a rock slug is Shaken, further Shaken results do not cause a wound.
- **Invulnerable:** Rock slugs can only be Shaken by most forms of damage, including poison, mind based attacks, physical or elemental damage, and so on.
- **Wall Walker:** Rock slugs are equally adept at traveling along cavern walls or ceilings as they are on level ground.
- **Weakness (Ant-oids):** Rock slugs take normal damage from their natural enemies, ant-oids.
- **Weakness (Crystal Sage):** Rock slugs are susceptible to dried and powered crystal sage, which sends them into deep hibernation.
- **Weakness (White Sapphire Crown):** Queen Azura's lost white sapphire crown is imbued with the *beast friend* power attuned to the creatures of Kira. It is one of the few ways of reaching the rock slugs' primitive brains.

"DON'T YOU DARE DELAY MY VENGEANCE WITH ANY OF YOUR LIES! I'VE WAITED TOO LONG FOR THE TIME WHEN I COULD INFLICT THE SUPREME PENALTY ON THIS REBEL!"
-MING THE MERCILESS (11/21/'37)



RADIUMA AND SKYLAND

Radiuma and Skyland were visited by Flash and his companions during the reign of Ming's son, Kang the Cruel. Based upon the events of those visits, both kingdoms are presented here as if Flash's adventures already occurred, but can easily be adjusted to work in an earlier period.

FLASH'S ADVENTURES IN RADIUMA & SKYLAND

Flash, Dale, and Zarkov discovered Skyland by accident while escaping Mingo City aboard a rocket ship after a failed uprising. En route to Radiuma to get hold of rockets and atom weapons to arm the Freemen, Zarkov noticed strange blue clouds moving about which were actually the camouflaged airships of Skyland! After shooting one of these ships down, the skymen captured their ship and brought them up to their cloud-castle.

They were brought before King Ozon, the leader of Skyland, who sentenced Flash to exile for shooting down Skyman Volor—which meant being thrown out of Skyland without a parachute! Fortunately, Ozon's daughter Arial took a shine to Flash and begged her father for his life. Ozon consented, but the trio from Earth were to remain captive.

Arial took Flash off on a tour of Skyland and then out flying on a sky-sled where they were attacked by a swarm of vicious madbirds! They survived, but the sky-sled was badly damaged and plummeted to the ground below—to Radiuma!

Radiuma and Skyland were at war, and King Radom and his Radiun soldiers quickly captured the two survivors. Flash asked Radom to help his cause for global freedom, by Radom was enticed by Kang the Cruel's offer of a substantial reward for Flash's capture! Flash used a hidden gun to escape his imprisonment, freed Arial, and repaired the damaged sky-sled to allow them to return to Skyland.

Their return brought another surprise: by leaving Skyland with Arial, Flash had unwittingly broke one of their laws, and had to marry Arial or be permanently exiled, along with Dale and Zarkov! Flash agreed, but only if he overcame Ozon's enemies in Radiuma first. Together with Volor, the Earthman led the skymen's armada against Radiuma, flying down in sky-sleds camouflaged as storm-clouds. Though beset by Radiuma's



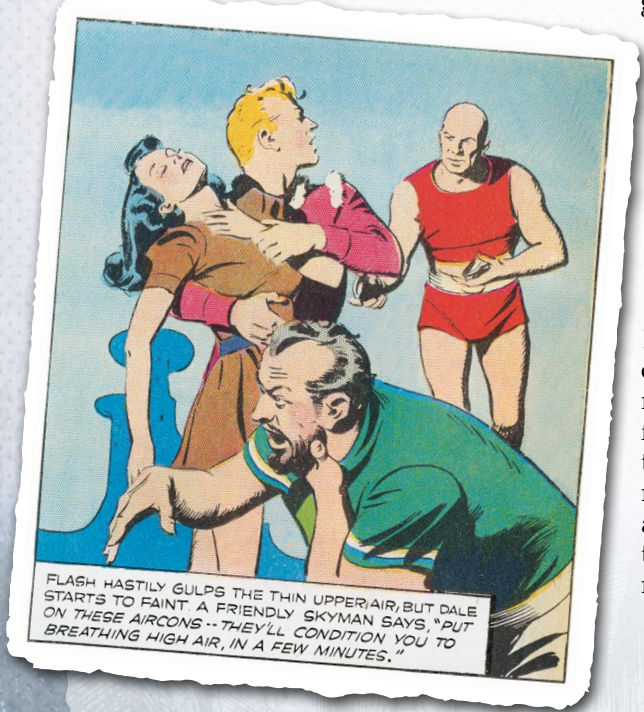
THIN ATMOSPHERE

Thin, high-altitude atmospheres have little breathable oxygen, and the pressure can cause physical trauma as blood vessels expand and rupture. Characters require pressurized spacesuits or aircons to operate safely in thin atmosphere. Any breach of the suit (or failure of the aircon) forces the individual to make a Vigor roll every minute to avoid gaining a level of Fatigue (assuming there is at least some breathable air present). This can lead to death. The victim recovers a Fatigue level every 10 minutes if returned to standard atmospheric pressure.

NEW EDGE
ATMOSPHERIC ACCLIMATION (THIN)

Requirements: Novice

Travelers who have spent substantial time in high-altitude can learn breathing techniques to negate its ill effects. Atmospheric Acclimation allows the character to operate normally in that environment—he doesn't have to make Vigor rolls.



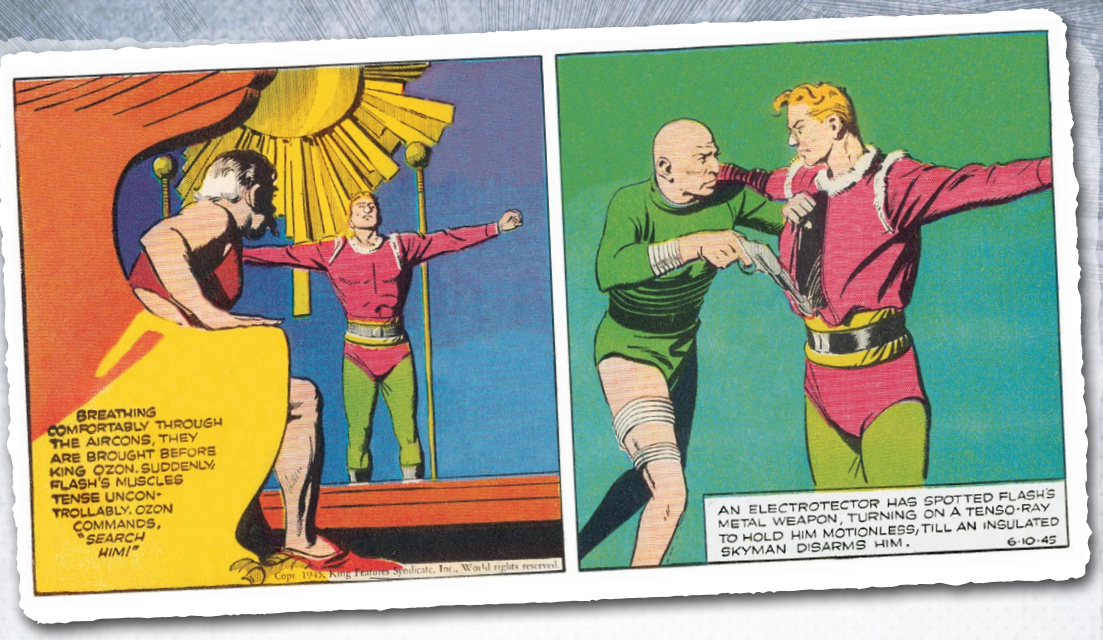
ray-towers, they managed to fight through and capture King Radom, seizing his armory.

After the victory, Arial demanded Flash go ahead with the marriage—but the leader of the Freemen refused! She demanded her father carry out the death penalty for both Flash and Dale, but that's when Zarkov enacted a secret plan, sabotaging Skyland's anti-gravity clouds and causing the city to drop out of the sky! Ozon pleaded with Flash to save Skyland, and told him that he could take Radiuma's atom weapons to free Mongo from Kang. Zarkov suspended the plummeting city just short of a crash. Arial still demanded their execution, and they agreed to immediately be thrown from Skyland—to the ground only fifteen feet below! As they were being "exiled", Volor flew off with Arial in a sky-sled.

BACKGROUND

Skyland, the cloud kingdom ruled by King Ozon, is the sole enemy of Radiuma, the industrial nation located thousands of feet beneath it 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 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 where it was soon after renamed Skyland.



SKYLAND

Skyland is a castle-like city floating high in the atmosphere above the enemy nation of Radiuma. The city is held aloft by anti-gravity clouds created by massive generators at the heart of Skyland. The city is ruled by King Ozon, who rules over his people known as skymen (the term applied to both genders). The city is largely a self-sufficient nation, as the city's scientists maintain both hydro-farms and foodbird pens to keep the population fed. The skymen are also quick to recycle any available resource, as evidenced by their dismantling of Flash's rocket ship for building-metal and power-fuel shortly after their arrival in Skyland.

CLOUD MINING

Skyland's primary exports are various upper-atmospheric gasses 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 to allow for silent, engineless approaches.

Skymen soldiers patrol the cities on sky-sleds, being wary of the approach of outsider ships as potential spies from Radiuma. Under cover of clouds generated by their sky-sleds, the skymen track the movement of anyone traveling too close to the city. If any problems arise, the skymen use their sky-sleds to board the vessel, then neutralize the crew with the electro-stun charges from their sky pistols and sky rifles.

Because of its remote location, Skyland gets very few visitors. Those who find themselves in the city quickly discover there is little breathable oxygen, and suffer the effects of Thin Atmosphere (see page 92). Skymen usually provide anyone affected by the thin atmosphere with aircons (see *Flash Gordon*) to allow them to process the notoriously thin high air.

COURT OF THE SKYMEN

The Court of the Skymen is in an impressive chamber containing the golden throne of King Ozon and a large, winged, red sun, the symbol of Skyland. Here, King Ozon can address all of Skyland via sonic-phone broadcast as well as receive visitors.

King Ozon is very protective of his people and understandably suspicious of outsiders. Anyone setting foot in Ozon's court must relinquish their weapons. In his court, Ozon's soldiers watch over an electrotector hooked to a tenso-ray. Anyone who enters the court carrying a hidden weapon may find their subterfuge discovered by the electrotector, immobilized by the tenso-ray, and disarmed by the skymen guards.

LAWS OF SKYLAND

Skyland has a couple of particular laws worth noting. Major transgressions against Skyland and its citizens, such as shooting a Skyman out of the sky, colluding with Radiuma, or disobeying an order to marry (see below) carries a sentence of exile. Exile is carried out by throwing the transgressor off the edge of Skyland–without a parachute!



If a man and woman ever leave Skyland together, upon return they are required to marry each other under threat of exile. The reasons for this are unclear, but Princess Arial nearly married Flash when he unwittingly broke this law!

War with Radiuma

Ozon wants nothing more than to defeat Radiuma and seize the Radiun throne for himself. Ozon's army is commanded by a soldier named Volor.

Radiuma

Radiuma is a heavily industrialized nation beneath the city-nation of Skyland ruled by the conniving and greedy King Radom. A war-like people, the Radiuns are in constant conflict with their skyward neighbors. While Radiuma has a stronger industrial base and unlimited raw resources, they lack Skyland's anti-gravity technology, giving the skymen an advantage in mobility.

Radiuns patrol the ground in their lead-lined radium mine-trucks. If trouble arises, they send out a force of mobilguns to pursue and capture potential enemies of Radiuma. The Radiuns are keen to unlock the secrets of Skyland's anti-gravity technology, and any captured sky-sleds are quickly turned over to Radiun war scientists.

While Radiuma is not directly allied with Emperor Ming and his cohorts, King Radom has shown his willingness to work with them if it means a sizeable reward (or expanded mining and manufacturing contracts). Radom was prepared to hand over a captured Flash to Kang the Cruel in return for a billion mingols.

Radium Mines

The nation of Radiuma was so named for the many radium mines scattered across its landscape, the largest deposits found on Mongo and greater than anything on Earth. Radiuma uses their radium resources to build weapons of war, primarily used against Skyland.

After a return visit to Earth, Flash Gordon returned to Mongo to secure a trade agreement between the alien planet and Earth so the Earth's military could start building ray-beams to protect itself from invaders. Flash never managed to negotiate the deal with Radiuma, instead leading the skymen in capturing the kingdom.

During his capture by Flash Gordon, King Radom claimed that turning a massive atom-ray on his mines would annihilate Radiuma, if not all of Mongo. Whether this is true or not is unclear, and no one seemed willing to put the theory to the test.

Radium mines are highly radioactive, and many of the buildings around Radiuma are lead-lined to provide protection, including the throne-room of King Radom. Without lead-lined rooms or vehicles, proper radiation suits, or any other type of radiation resistance, organic beings suffer from radiation poisoning per the *Savage Worlds* core book. The areas outside the mines and in the weapons manufacturing areas are considered low-rad,



while the areas inside the mines and refining areas are considered high-rad.

The Radiuns who work the mines wear radiation suits, but the constant exposure has still taken its toll on them over time. Some get sick from radiation poisoning, while others develop strange luminous skeletons which can be seen in the dark. Some are fortunate enough to build up a resistance to the radiation, while others develop beneficial mutations which help them with their work.

Nightmarish atomic mutations have been created by the radiation from the mines, resulting in further dangers to those who venture into the radium mines. Kragg lizards and bone-cracking creepers become constant dangers to miners, and many are lost to these hungry beasts. Shafts have been sealed to keep these creatures at bay, but fissures have allowed these creatures to hunt for prey in the Radiuman wilderness as well.

THE RAY-TOWER DEFENSE

Radiuma is prepared for potential attacks from Skyland or other outside forces. Their main city is ringed by a series of giant ray-towers. These tall, fortified structures house mega-sized atom-splitting rays which make short work of any who venture within range of these deadly weapons. When Flash led the sky-sled armada attack on Radiuma, many soldiers were dissolved by the deadly rays before they managed to close on the towers and turn the atom-splitting rays on the other towers.

RADIOACTIVE DUNGEONS

Enemies of Radiuma are thrown in the dungeons deep under the court of King Radom. These underground dungeons were once radium mines, now depleted. However, the walls of the dungeon are still radioactive, and prisoners chained there suffer low levels of radiation poisoning (see the *Savage Worlds* core rulebook).

RADIOACTIVITY

The Radiuns have lived by and worked in the radium mines for generations, and utilize radium to power their weapons and vehicles. Such a constant exposure has granted Radiuns certain alterations to their physiology.

EDGE: RADIATION RESISTANCE

Requirements: Native Radiun, Novice, Vigor d6+

Over the generations, some Radiuns have built up a resistance to the effects of radiation. They treat radiation exposure as one level lower than normal. See radiation poisoning in the *Savage Worlds* core rulebook for more details.

HINDRANCE: LUMINOUS BODY (MINOR)

Some Radiuns exhibit a peculiar physiological trait: a luminous body! A character's body appears luminous in the dark, with the skeleton showing through the skin. Such unfortunates are nicknamed "ghosts" to those who notice their ailment.

Aside from being quite disconcerting for non-Radiuns (−2 to Charisma when dealing with outsiders who see it), a character afflicted with this condition suffers a −2 to Stealth checks in Dim lighting conditions and –4 to Stealth in Dark lighting conditions. The luminosity can be concealed by wearing head-to-toe radiation suits or heavy armor.

NEW GEAR

BASIC EQUIPMENT

Electrotector: Electrotectors are stationary sensor systems installed in a room to detect hidden objects, hooked up to a monitoring display console. Anyone using the device can see through up to 6" of anything but solid stone, metal, or other dense material, and grants +4 to vision-based Notice rolls. Electrotector controls are sometimes combined with tenso-ray devices to immobilize hostile targets (see below). (200 lbs., 2500ᴍ)

Pressure Suit: Pressure suits are airtight bodysuits complete with a sealed helmet, gloves, boots, and canisters providing eight hours of breathable air. While not as robust as full spacesuits, pressure suits provide adequate protection against the effects of exposure to thin atmospheres. If the wearer suffers a wound, the suit starts leaking oxygen at a rapid rate, reducing the hours of air to minutes, unless patched. (8 lbs., Cost 750ᴍ)

Recordar: Recordars are devices the size of a large suitcase capable of receiving, recording, and playing back visicasts, large-scale broadcasts of visuals and sound. Mingo City has one of the largest visicasting stations, which Ming has used to broadcast his demands to other nations across Mongo. (15 lbs., 200ᴍ)

Tenso-ray: This device appears as two tall metal poles topped with large metal globes. These are typically installed in a room and wired to a trigger or sensor (like an electrotector). When activated, anyone within a Large Burst Template must make a Vigor roll at −4 or be completely immobilized, unable to move or take any actions. This continues until the tenso-ray is turned off or the immobilized target succeeds at their Vigor roll. Rolling a 1 on the Vigor roll causes the victim to take a level of Fatigue. Specialized insulation suits can render a person immune to the effects of the tenso-ray and are typically worn by guards to disarm people immobilized people. These suits are about 5 lbs. and 200ᴍ each. (200 lbs., 5000ᴍ)

PERSONAL WEAPONS

GAS GUN

A gas pistol fires a stream of nerve gas at an area, potentially debilitating to those who breathe the fumes. In addition to providing Cover (−2 to attacks), those in the gas cloud who breathe the fumes must make a Vigor roll at −2 or be knocked Prone and Incapacitated for 2d4 rounds. Those who attempt to hold their breath while moving through the cloud gain a +2 to the Vigor roll, but –1 on all other actions until they can breathe normally again. Those who are Incapacitated by the gas suffer a level of Fatigue until they rest for an hour.

The gas cloud stays in the projected area as a Medium Burst Template for 3 rounds before dissipating, but may be shifted in the direction of a strong prevailing air flow.



Hand Weapons

Weapon Name	Range	Damage	RoF	Shots	Weight	Cost
Gas Pistol	Cone	See Notes	1	5	7	500M
Notes: Vigor roll –2 or be knocked Prone and Incapacitated for 2d4 rounds. Gas cartridge: 25M, 1 lb.						

Sky Weapons

Weapon Name	Range	Damage	RoF	AP	Shots	Weight	Cost
Sky Pistol	15/30/60	2d6	1	2	50	3	350M
Notes: SA, Stun setting. Ray pack: 20M,.25 lb.							
Sky Rifle	30/60/120	3d6	3	2	100	9	900M
Notes: 3RB, SA, no recoil penalty, Stun setting. Sky pack: 20M,.5 lb.							

Atom Cannons

Weapon Name	Range	Damage	RoF	Shots	Mods
Light	150/300/600	2d10	1	100	1
Notes: AP 5, HW, Reaction Fire.					
Medium	150/300/600	3d10	1	100	2
Notes: AP 10, HW.					
Heavy	150/300/600	4d10	1	100	3
Notes: AP 15, HW.					
Super Heavy	150/300/600	6d10	1	100	5
Notes: AP 25, HW.					
Massive	150/300/600	8d10	1	100	7
Notes: AP 40, HW. Size 14 and Larger mounts only.					
Mega	150/300/600	10d10	1/2	100	10
Notes: AP 50, HW. Size 16 and Larger mounts only.					

Atom Splitting Rays

Weapon Name	Range	Damage	RoF	Shots	Mod
Light	100/200/400	3d8+2	1	U	3
Notes: AP 5, HW, Reaction Fire.					
Medium	100/200/400	4d8+2	1	U	4
Notes: AP 10, HW.					
Heavy	100/200/400	6d8+2	1	U	6
Notes: AP 20, HW.					
Super Heavy	100/200/400	8d8+2	1	U	8
Notes: AP 30, HW.					
Massive	100/200/400	10d8+2	1	U	10
Notes: AP 40, HW. Size 14 and Larger mounts only.					
Mega	100/200/400	10d8+2	1	U	12
Notes: AP 50, HW. Size 16 and Larger mounts only.					

Sky Weapons

Sky weapons are used designed by the scientists of Skyland in the defense of their heavenly city. While they function most like ray guns, they also have a stun setting, allowing them to incapacitate targets at close range.

- **Stun:** Once per round as a free action the weapon can be switched to its stun setting, allowing the user to fire off a short-range electro-stun charge. The range changes to 2/4/8 for pistols and 4/8/16 for rifles. Targets who are hit must make a Vigor roll at −2 or fall Prone and Incapacitated. At the start of each subsequent action, he makes a Vigor roll to revive. Success means he revives but is Shaken for the round and can recover on the next round as usual. A raise means he revives instantly and is not Shaken.

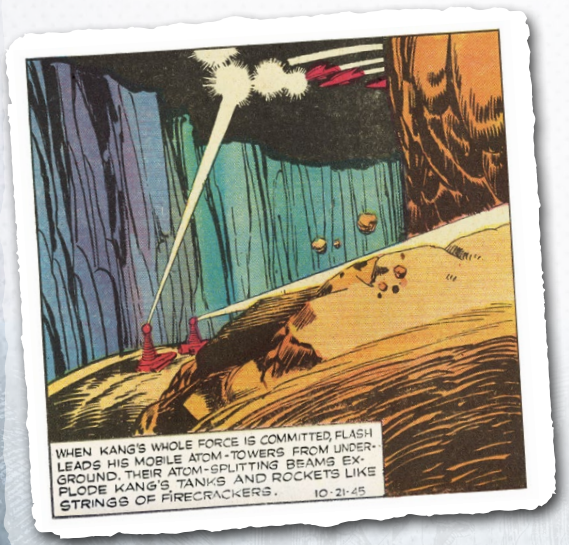
Vehicular Weapons

Atom Cannon

Atom cannons are effectively vehicle-sized versions of ray guns. Ray guns of this size burn through solid materials and flash-boil flesh.

Atom-Splitting Rays

Atom-splitting rays fire a deadly steam of intense atomic energy. Because the weapon fires a stream, a raise on the attack roll causes +2d6 damage instead of the usual 1d6. Atom-splitting rays are effectively unlimited when connected to a continuous power supply. If not, an atom-power core can be attached providing 100 shots (the price is listed for each weapon below).



Vehicles

Like heavy weapons above, most vehicles are owned and operated by the military, thus the lack of costs listed as most of these would be unobtainable by even the wealthiest Mongonian.

Vehicle Qualities

Aircraft, Anti-Grav: The vehicle is an aircraft powered by anti-gravitic propulsion. It can hover or fly, and has an Acc/TS of 30/100 and a Climb of 2.

Exposed Crew: On a Crew critical hit, the vehicle's armor provides no protection.

Handling: Listed as a rating between one and three, which provides a bonus to Driving or Piloting rolls.

Radiation Shielding: Provides shielding versus low levels of radiation for the occupants of the vehicle, keeping out low levels of radiation and grant a +4 to rolls to resist high levels of radiation. For purposes of vehicle modifications, it costs 1 Mod slot, reduces Acc for 2 and TS by 5, and costs 1000M × Size.

Stealth System: Attempts to attack or spot the vehicle subtract 4 from their roles. The effect is triggered as a free action, but is negated any round in which the vehicles fires a weapon or emits some other non-cloakable signal such as radio signal, fast movement, or active sensor search.

Tracked: The vehicle has tracks instead of wheels and can climb over small obstacles. Ignore penalties for difficult terrain. On the table-top, every inch of movement is treated as 1.5".

Mobilgun

The Radiuns use armored mobilguns as their heavy attack vehicles, with increased armor and firepower.

Armored Mobilgun: Size 8, Acc/TS 8/15, Toughness 61/49/37 (42/30/18), Crew 6, Remaining Mods 7.

Notes: 12 × Heavy Armor (Frontal), Crew Reduction, Speed, Tracked.

Weapons:

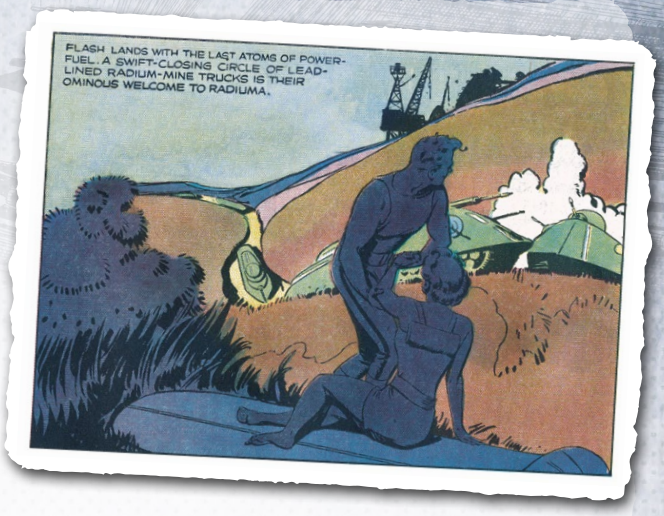
- 2 × Light Atom Cannon
- Super Heavy Atom Cannon

Mobile Atom-Tower

While the main city of Radiuma is protected by fixed atom-towers with mega atom-splitter rays, they also have mobile versions of the

atom-towers. The mobile atom-towers are slow-moving but powerful battle platforms, capable of mass destruction from the gigantic atom-splitting rays they carry. Flash used Radiuma's force of mobile atom-towers in an invasion of Mingo City, using them to destroy Kang the Cruel's tanks and rockets.

Mobile Atom-Tower: Size 14, Acc/TS 5/10, Toughness 40 (9), Crew 80, Remaining Mods 40.
Notes: —
Weapons:
- Massive Atom-Splitting Ray



RADIUM MINE-TRUCK

The Radiuns jealously guard the precious radium which provides them with the power for their war machines and allows them to barter for the wealth of other nations. Even their mine-trucks are armored and weaponized, allowing them to protect their radium stores and divert them quickly for battle.

Radium Mine-Truck: Size 6, Acc/TS 8/20, Toughness 24 (9), Crew 1+7, Remaining Mods: 12.
Notes: 2× Heavy Armor, Radiation Shielding, Speed, Tracked.
Weapons:
- 2 × Light Atom Cannon
- Medium Atom Cannon

ARMORED SKY-SLED

As an airborne people, skymen have mastered piloting of small open-topped sky-sleds. Fast and maneuverable personal vehicles, the skymen use them assault vehicles in the wars with Radiuma. Using cloud cover generators, the sky-sleds allow the skymen to make stealthy attacks from above.

The basic sky-sled models (see *Flash Gordon*) are used by both skymen guards patrolling Skyland and civilians. The armored versions are used for attacks on Radiuma, sacrificing some maneuverability for armor to withstand powerful Radiun weapons.

Because of the open tops of the sky-sleds, crew must either wear pressure suits or aircons in the thin atmosphere or suffer from its effects (see the **Thin Atmosphere** sidebar).

Sky-Sled, Armored: Size 2, Acc/TS 30/100, Toughness 11 (4), Crew 1+1, Remaining Mods 0.
Notes: Aircraft (Anti-Grav, Climb 2), 2 × Heavy Armor, Exposed Crew, Stealth System.
Weapons: None

SAVAGE TALES OF RADIUMA & SKYLAND: DANGEROUS DIPLOMACY

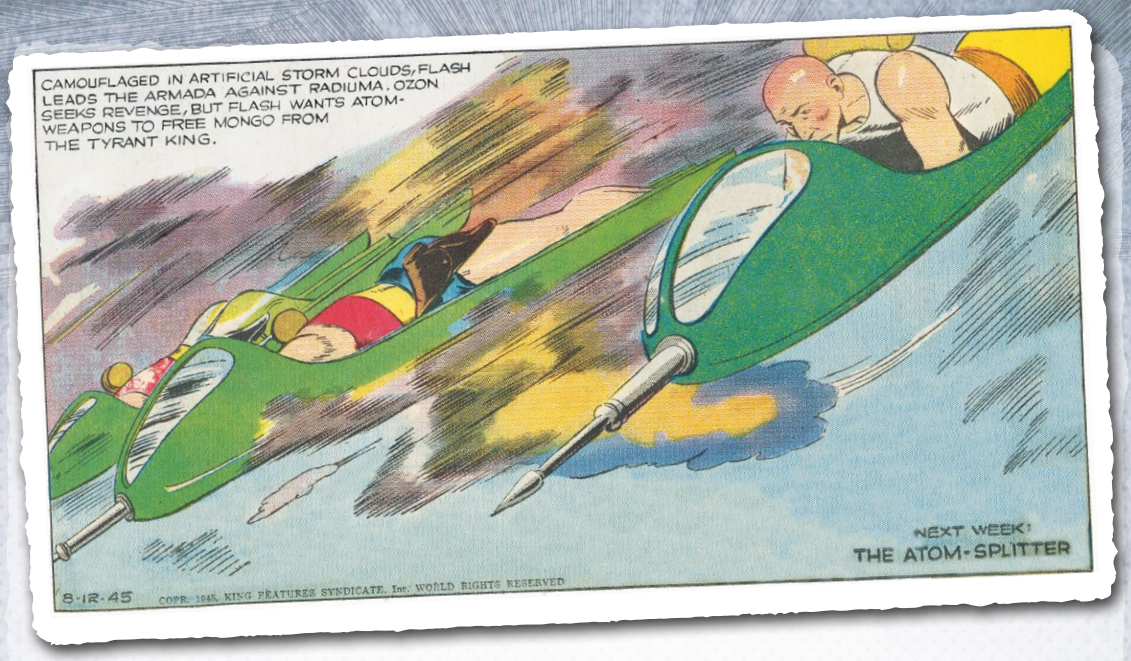
The following Savage Tales are set in the warring kingdoms of Radiuma and Skyland. It is assumed players have some degree of recognition and respect on Mongo. The Savage Tales presented here can be run as a continuing series, or as one-shots. "Dangerous Diplomacy" is a good introductory scenario for players to the region, as it brings them to both kingdoms via diplomatic missions.

The kingdoms of Radiuma and Skyland have long been in conflict, but the ongoing war weariness has some citizens of both nations desiring peace. After a series of tense communications, they have agreed to explore preliminary peace treaty negotiations. As part of the agreement, they would like an outside party to act as an impartial arbitrator in the process.

OUTSIDE ARBITRATION

The heroes' reputation on Mongo elevates them to the status of a possible third-party arbitrator. They are contacted by one of their allies regarding the treaty negotiations, requesting their involvement.

Aside from brokering peace between two nations, this is an excellent opportunity to potentially gain allies and resources in the war



against Ming. Skyland's sky-sled armada and anti-gravity technology as well as Radiuma's weapon stores and radium mines are all valuable assets. Due to the xenophobic nature of the kingdoms, trust must be earned first.

NEUTRAL GROUND

The job of the peace negotiators is multifold. First, they must secure a safe third-party location for the negotiations to take place. The location needs to be outside of the bounds of Radiuma and Skyland, and ideally not directly associated with either Ming's Empire or the Freemen, as they currently want to maintain their neutrality. The place must also be safe from danger, and accessible by land and air.

The players may have a location in mind from their past adventures, or they may try to seek out some other place which serves their purpose. If they have trouble selecting a location, one of their allies might suggest a safe location, possibly some countryside retreat within the Land of the Lionmen to the south or even Sky City to the east.

Since players are coming up with the location, they have the opportunity to set up security measures ahead of time. This could be in the form of hired guards, reinforced structures, robotic guard drones, or whatever other measures they can come up with the resources they have. Although they can request recompense from the kingdoms for providing arbitration, it would weaken the players' position as a neutral third party if they did so before the actual meeting.

MEETING ROYALTY

Second, the negotiators must present themselves to the rulers of both kingdoms. Both King Ozon and King Radom want to ensure the peace negotiators are trustworthy, and having a formal interview is a required part of the process.

The only way to reach Skyland is by rocket. The heroes can either fly there and be escorted in by skymen on sky-sleds, or arrive on the ground below and be flown up to the city. They must follow all the protocols for Skyland, including having no weapons when entering the Court of the Skymen. If anyone tries to sneak something into the court, there is a chance the electrotector discovers the hidden weapon and the violator is subjected to the tenso-ray (see the Court of the Skymen section and New Gear section earlier in this chapter). Princess Arial is another complication, and if there is an attractive male amongst the visiting heroes she may try to ensnare him as her husband.

Radiuma can be reached by land or air, although anyone approaching by air receives warning blasts from the atom-ray towers surrounding the city. The Radiuns are always on guard against attacks by the skymen and are ready to fend off any potential invaders.

Once the heroes enter the city, they escorted by lead-lined radium mine-trucks past the many radium mines and industrial factories to the palace and lead-lined throne-room of King Radom. As long as they keep to lead-lined vehicles and buildings or possess

radiation suits, the heroes are safe. Otherwise they have to deal with radiation exposure from the radium mines.

In either case, the leaders of the respective kingdoms greet the heroes, then asks them to prove they are who they say they are and not spies from the other kingdom. This is a good opportunity for players to brag about their adventures on Mongo to convince the kings of their credentials. The kings also want to hear about the plans for the meeting place, judging the heroes' competence by the effort they put into securing a safe location.

King Ozon and the skymen come across as a bit xenophobic, but anyone who understands the history of Skyland can understand why. Ozon suspects King Radom is going to use this peace treaty as a ruse to either capture the skymen delegation or launch a sneak attack on Skyland, and must be reassured the proper security measures are being taken.

When meeting King Radom, the players may suspect King Ozon's fears are well-founded. He imparts an air of disdain for the peace negotiations, commenting on how his enemy is suing for peace like a coward. Radom asks many questions about the security steps being taken to ensure he's not being tricked into a trap.

Both kings start off as Uncooperative but can be increased to Neutral or better with a successful Persuasion roll. Modifiers should take into account gifts, proper respect and etiquette, obeying the kingdom's laws, and the planning which went into the secure location. If the result ends up Uncooperative or worse, the king still agrees, but demands certain conditions, such as extra guards, compensation, etc.

Of course, any threats made by the heroes in either of the king's courts ends poorly for them. There is a heavy contingent of guards in either court, and likely results in the heroes facing exile from Skyland (which could mean a one-way journey to the ground below), or being sent to the radioactive dungeons of Radiuma. In any case, the negotiations break down until more civil negotiators can be agreed upon by both kingdoms.

A MEETING OF MINDS

As part of the agreement, each party is to only bring a handful of representatives to the meeting. Aside from the kings themselves, they can bring along a couple of peace negotiators and a small contingent of personal guard to ensure their safety to and from the meeting. Unless other preparations have been made by the players, the leaders provide their own method of transportation to the event.

King Ozon arrives in an armed rocket ship with Princess Arial and Captain Volor, along with an escort of a half-dozen skyman soldiers on armored sky-sleds. King Radom arrives in a mobilgun with Gian and another war scientist named Kolor, along with an escort of two radium mine-trucks.

When it comes time for the negotiations, the peace treaty members are brought to the table minus their escort soldiers. Both parties remain armed unless security protocols say otherwise. Even if no weapons are permitted, King Radom tries to smuggle in his gas gun—anyone specifically looking for hidden weapons needs to succeed on an opposed Notice roll versus Radom's Stealth roll. If found Radom feigns ignorance, while King Ozon points it out as an example of Radom's treachery.

THE SKYLAND CONTINGENT:

- **Sky-Sleds (6):** Operated by skyman soldiers.
- **War Rocket:** The main vehicle for King Ozon, Princess Arial, and Captain Volor.
- **Skyman Soldiers (6):** See page 110.
  - **King Ozon**: If a confict breaks out, King Ozon's first priority is to see his daughter to safety. See page 108.
  - **Princess Arial**: Princess Arial is not a fighter, and flees at the first sign of danger. See page 110.
  - **Captain Volor**: Like King Ozon, Captain Volor seeks to protect Princess Arial in a fight. See page 107.

THE RADIUMA CONTINGENT:

- **Radium Mine-Trucks (2):** Operated by Radiun soldiers. See gear section earlier in this chapter.
- **Mobilgun:** The main vehicle for King Radom, Gian, and Kolor. See gear section earlier in this chapter.
- **Radiun Soldiers (6):** see page 109.
  - **King Radom**: King Radom tries to neutralize enemies with his gas gun to cover his escape, but presses any advantage he encounters. See page 108.

- **Gian**: Gain is trying to restore his favor with King Radom, and tries to protect him at any cost. See page 108.
- **Kolor**: Use the Radiun War Scientist profile on page 110.

TENSE NEGOTIATIONS

There is the usual initial posturing by both parties, with the kings hurling verbal insults at each other. Once this settles down—hopefully with the aid of the heroes in their role of negotiators—the real negotiations get underway. Both sides come out with strong demands of the other side, and it's up to the heroes to try and work out a compromise, or at least a temporary cessation of hostilities.

King Ozon wants an end to the hostilities initiated by Radiuma against Skyland. They also want reparations for the damages caused by the war against the people of Skyland. Finally, they want a partial disarmament of Radiuma's war arsenal so Skyland no longer has to worry about future aggression.

King Radom also wants an end to the war by uniting Radiuma and Skyland into one people under his rule. He wants Skyland to come down from the sky and become Atmonia once again. Finally, Radom wants Ozon to share the secrets of his anti-gravity technology with the Radiun war scientists.

Treat the peace negotiation as a Social Conflict (see *Savage Worlds*), but with each round consisting of two negotiations—one for Skyland's interests and the other with Radiuma's interest. King Radom is an aggressive negotiator with Radiuma's impressive war arsenal to back him up, and so uses Intimidation instead of Persuasion for these rolls. Remember to factor in the King's Charisma bonuses as well.

The trick is neither side wants to feel as if they are getting the bad end of the deal, so if there is any difference in the number of successes in each round of negotiation, the player gets a −2 against the party who made the most compromises.

In the end, if either or both sides result in a tie, the peace negotiations are for naught as no compromise can be found. If there are critical failures in the negotiations, as things escalate into open hostilities with everyone drawing and firing weapons while retreating to their vehicles to escape! Otherwise, a tentative peace is found with whatever compromise the heroes could negotiate, and open warfare between the two kingdoms is ended—for now.

RADIUN TREACHERY!

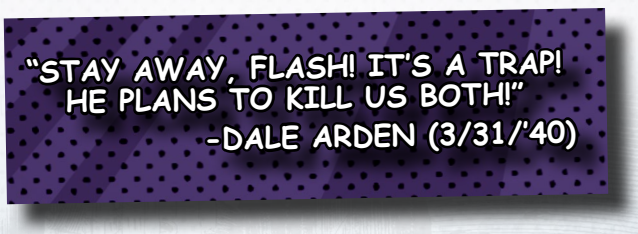
Unfortunately, King Radom's treachery knows no bounds, and he wants to use the peace negotiations as an opportunity to rid himself of his rival. He sends a small team of Radiun Marksmen who were hiding in a secret compartment of the mobilgun to sneak into King Ozon's ship and plant an atom-bomb on it. Unless the players' security measures catch them, the ship is destroyed moments before King Ozon and his entourage board.

- **Radiun Marksmen (1 per Hero)**: See page 109. All are armed with ray gun pistols.

King Radom pleads ignorance of the attack, claiming it was an act of warmongering extremists who do not want peace between the kingdoms. How this affects the results of the negotiations is up to the heroes.

CONCLUSION

The heroes are granted a certain measure of respect by both nations for conducting the negotiations, and this opens the door for further discussions. Depending on how the negotiations carried out, they may be granted hospitality in the courts of Skyland or Radiuma.



SAVAGE TALES OF RADIUMA & SKYLAND: RADIUM RETRIEVAL

Flash Gordon was originally sent by the United States military to secure a radium trade agreement from the planet Mongo so Earth could arm itself with ray weapons in defense against Emperor Ming's attacks. While Flash did actually make it to Radiuma, he instead seized control of the kingdom's war arsenal to arm his Freemen in an attack on Mingo City and Kang the Cruel's forces who held it at the time.

The Earth's military is still concerned about the threat of the Planet Mongo to Earth, and wants to renew efforts to set up the radium trade agreement. One of Earth's military representatives gets a dispatch to the Freemen, who in turn contacts the heroes about this mission. As Radiuma has the largest stockpile of radium on Mongo, they are likely the ones most wiling to engage in trading the precious resource. The goal is to reach out to King Radom and get him to agree to at least open up negotiations with a trade ambassador from Earth. The heroes have some options on how they want to go about this task.

ABOVE BOARD

If they played through "Dangerous Diplomacy" the heroes may have already established diplomatic relations with Radiuma, in which case they can pay a visit to the court of King Radom to discuss what he wants. Otherwise, the heroes have to contact the Radiuns to discuss meeting with them, along with a formal interview in the Court of King Radom. Once Radom is satisfied with the heroes' reputation on Mongo, discussions of trade negotiations can begin. Unfortunately, King Radom is quite power-hungry, and getting an agreement from him will not be easy.

Assuming there are no former hostilities between the heroes and Radiuma and they are not openly allied with Skyland, King Radom is willing to meet with any foreign envoy. Any valuable gifts brought to him immediately increases his starting attitude towards the heroes from Uncooperative to Neutral, as it satisfies his greedy nature.

King Radom is extraordinarily greedy and mean. He seeks nothing more than aggressive domination of his neighboring kingdoms, and wealth from trade of his precious radium stores. The biggest obstacles preventing him from achieving his goals are opposition from resourceful kingdoms like Skyland, and the profit margins he desires from radium trade. While King Radom controls the largest deposits of radium on Mongo, they are not the only stores, and other kingdoms have found their radium supplies elsewhere. However, the war with Skyland has been expensive for King Radom, and he needs more mingols to build new war machines to conquer his hated enemies living among the clouds above Radiuma.

King Radom is willing to discuss trade negotiations with Earth, as long as the heroes are willing to do something in service to the kingdom. The following three tasks are presented in order of King Radom's preference:

TASK 1: SKYLAND ESPIONAGE

King Radom has long desired to unlock the secrets of Skyland's anti-gravity technology so he can develop new and faster assault ships to counter the sky-sleds of King Ozon's armada. Fortunately for Skyland, they've managed to keep their sky-sleds out of the hands of Radiuma's war scientists.

King Radom proposes the heroes journey up to Skyland to conduct a stealth mission



to either steal one or more sky-sleds, or preferably to kidnap a skyman scientist. In either case, King Radom would gain an advantage over Skyland, although if the heroes were to be discovered by Skyland it would be considered an act of war and they would be branded as Radiun spies.

This is a very difficult mission, involving many squads of skyman soldiers led by Captain Volor himself.

- **Captain Volor**: see page 107.
- **Skyman Soldiers (2 per Hero per squad):** see page 110.

TASK 2: TROUBLE IN THE MINES

The flow of radium is vital to maintain the strength and wealth of Radiuma. Unfortunately, in some of the deepest mines with the richest veins of radium, miners are going missing. A squad of Radiun soldiers sent to find the miners has gone missing as well, and the veteran miners whisper stories of something hunting them in the mines.

They're actually right: some creepers have found the flesh of miners tasty and so have become bolder in their attacks. Clearing out the creepers from the mines earns the respect of the miners and King Radom.

- **Creepers (1 per Hero):** see page 110.

TASK 3: KRAGG ATTACK

The network of large atom-towers around Radiuma provides an excellent defense against most attackers. Unfortunately, enormous kragg lizards attracted by the refined radium powering the atom-towers have starting slithering out of ground fissures, destroying the towers, and eating both the guards and the radium. King Radom would like to put an end to these attacks.

- **Kragg Lizards (1 plus 1 for every 2 Heroes)**: See page 111.

Achieving any of the aforementioned tasks pleases King Radom, and he allows an Earth ambassador to begin trade negotiations with Radiuma.

SEIZE THE RADIUM!

Of course, the heroes may be unwilling to deal directly with the likes of King Radom. After all, he did capture Flash and was prepared to sell him off to Kang the Cruel for a reward! They also may have had bad dealings with Radom in the past, either by angering him during earlier meetings or openly siding with Skyland.

In any case, instead of setting up a trade ambassador, the heroes can try to seize enough of the kingdom's radium stockpile to load up a rocket ship bound for Earth. While not as ideal as an ongoing radium trade, it provides Earth with enough radium resources to boost their ray weapon arsenal.

Assuming they have established diplomatic relations with Skyland, the heroes may want to approach King Ozon for help. After all, they have a mutual enemy in King Radom, and depriving Radiuma of their radium stockpile means fewer weapons used against Skyland.

The following are two ideas heroes might come up with through their own reconnaissance or through discussions with King Ozon.

TACTIC 1: MINE-TRUCK HEIST

The lead-lined radium mine-trucks carry their precious cargo from the radium mines to the refining plants. They are armed and armored, to protect themselves from atomic mutations like the kragg lizards which lurk around the mines, and also from outsiders seeking to steal the radium. The mine-trucks travel in convoys of two or three, taking the most direct route to the refinery. If the heroes target an outlying mine-truck convoy, they can try to capture the trucks before they reach the safety of one of the nearby atom towers. Depending on the heroes' plan, this can be conducted as a personal skirmish, vehicle combat, or by using the Chase rules (see *Savage Worlds*).

- **Radium Mine-Trucks (3):** See the Gear section earlier in this chapter.
- **Radiun Soldiers (1 + 1 per Hero):** See page 109.

Tactic 2: Undermining

While the traditional entrances to the radium mines are well-protected, there are alternative routes for those brave enough to try them. Navigating natural fissures can bring people deep enough to get access to the radium ore itself. Climbing the caves is dangerous, the mining process is slow without proper equipment, and the natural caves are also home to predators like creepers and kragg lizards. Likewise, it's inevitably going to be discovered by miners or surface patrols by soldiers. The heroes may be able to bribe the miners into working for them, but they'll still need to deal with the beasts in the caves and soldier patrols.

- **Creepers (1 per Hero):** Creepers tend to stalk their prey, getting into a good position to attack them unaware, gaining the Drop as a result. See page 110.
- **Kragg Lizards (1 plus 1 for every 2 Heroes):** Kragg lizards are a bit dim, but know when it's an advantage to use their breath weapon. See page 111.
- **Radiun Soldiers (2 + 1 per Hero per squad):** See page 109.

Conclusion

In the end, the heroes may have provided Earth with much-needed radium. If a trade negotiation could not be reached, the heroes may need to plan additional resource strikes into Radiuma, or keep an eye out for another nations willing to provide the precious commodity.

Savage Tales of Radiuma & Skyland: War-Sleds of Radiuma

Ever since Atmonia rose into the sky to escape the attacks from Radiuma, King Radom has longed to seize the secrets of the skymen's anti-gravity technology. When Flash and Princess Arial had a controlled crash landing with their sky-sled into Radiuma, King Radom's war scientists managed to study the captured vehicle.

The war scientists discovered the key thing missing in their prototypes was the compressed and magnetized mongonium-helium mixture used to generate the anti-gravity clouds and lift in the sky-sleds. The skymen had a ready supply available from their sky-mining, but the Radiuns lacked such resources. While they could not replicate the mixture entirely, they did manage to build prototype sky-sleds with a radium-helium mixture, dubbing them "war-sleds." Expensive, slower than regular sky-sleds, and lacking the stealth technology, the war-sleds make up for it with armor and vehicular weapons. Now, Radiuma plans a sneak-attack on Skyland to overthrow King Ozon, seize their labs, and build a whole armada of war-sleds!

A Spy From the Sky

Fortunately, the skymen's constant vigilance paid off. A spy named Atmos planted in Radiuma discovered the manufacturing site of the prototype war-sleds, and knew he had to get word to King Ozon. He dispatched a warning to King Ozon via visicaster, but was caught in the act by Radiun soldiers and was in turn forced to aid in the construction of the war-sleds.

King Ozon fears the war-sleds may finally give Radiuma the edge they need to win the war with Skyland, and realizes he needs to stop them before it's too late. The problem is the manufacturing site is heavily protected by multiple atom-towers, so a sky-sled assault could meet with disastrous results.

The only successful offensive Skyland had against Radiuma was when Flash helped lead the sky-sled armada in a surprise attack on King Radom's palace. So despite King Ozon's xenophobia, he realizes he needs outside assistance.

A Plea for Help

If the heroes have established friendly diplomatic relations with King Ozon, they are contacted directly by him. Otherwise the heroes receive a message from their contacts within the Freemen who explain the value the skymen could potentially bring to their cause. The heroes are asked to visit the Court of the Skymen in Skyland with all haste.

When the heroes arrive, King Ozon greets the heroes with the regular formalities, but then gets to business. He explains the impending war-sled attack by Radiuma and fears the only hope for Skyland is to destroy the prototype war-sleds before there construction is completed.

PLANNING THE STRIKE

King Ozon asks for the heroes' help in planning a pre-emptive strike. Ideally, it would be a surprise attack targeting the war-sled factory. Before he was captured, the spy provided the following information on the site:

- The war-sleds are being produced in a factory in the center of an industrial area of Radiuma.
- The war-sled factory is guarded by a tight ring of four atom-towers, joined by high walls forming a compound around the factory. A single gate provides entry into the compound.
- Each atom-tower is locked and manned by a squad of Radiun soldiers.
- Radium mine-trucks bring refined radium to the factory for the production of the radium-helium mixture daily. They are searched by Radiun soldiers upon entry before delivering their shipment into the factory.
- The construction of the war-sleds is being done by slaves and overseen by war scientists.
- The grounds of the compound are patrolled on foot by four squads of Radiun soldiers backed up by a mobilgun. The soldiers also have two more mobilguns with drivers and gunners ready for deployment near the factory.
- The atom-towers and factory have alarms which can be triggered by Radiun soldiers inside either, sending a wailing alarm throughout the compound and setting everyone on high alert.

King Ozon is willing to provide whatever support the heroes ask for within reason. While he knows there is risk involved in the mission, he is not willing to needlessly throw away the lives of his soldiers. In terms of armaments, they lack the advanced weaponry of Radiuma, being limited to small arms fire, sky-sleds, and a few war rockets. Any further supplies for the mission must be gathered from Freemen allies or stolen from the Radiuns.

There are plenty of creative ways the heroes can carry out the strike, so feel free to add in additional details when necessary. What follows are a couple of ways to carry out the attack based on the players' approach.

TACTIC I: SURGICAL STRIKE

The players may have a cunning plan involving infiltration of the war-sled factory. They may ambush a radium mine-truck and disguise themselves as Radiun soldiers or sneak in past the atom-towers and guard patrols. They might plant stolen bombs from a Radiun arsenal to blow up the war-sleds, then escape on the last one remaining. They may ask for a distraction from the skymen by doing a fly-by with their sky-sleds. In any case, this can be run as a regular roleplaying encounter, using the stats outlined below.

- **Radiun Slaves (30):** Forced labor in the construction of the war-sleds. Unless otherwise demanded by their masters, the slaves cower behind cover when a conflict breaks out. See page 109.
- **Radiun Soldier Squads (2 + 1 per Hero):** See page 109.
- **Radiun War Scientists (10):** The war scientists attempt to avoid direct conflict, preferring to escape or send their slaves after the heroes. See page 110.
- **Radium Mine-Trucks (2 per convoy):** Used to bring radium into and out of the factory. See stats in the Gear section earlier in this chapter.
- **Mobilguns (3):** Used to protect the factory. See stats in the Gear section earlier in this chapter.
- **Prototype War-Sleds (20):** Still under development, but one or two might be made functional with a successful Repair roll at −4. If successful, treat as armored sky-sleds but reduce Acc/TS by 10, add a light atom cannon, and remove the stealth system.
- **Radiun Towers (4):** Treat the towers as fortified bunkers, Toughness 60 (50), armed with Mega Atom-Splitting Rays. The towers are actually within firing range of each other, so can be used to destroy each other much like Flash did in his attack on Radiuma!

Note: Since the Radiuns are fighting on home ground, the heroes have a limited amount of time before reinforcements arrive. If things aren't resolved within 10 rounds, expect a contingent of Radium Mine-Trucks and Mobilguns to arrive!

TACTIC 2: BATTLE FOR THE WAR-SLEDS

Depending on the heroes' plan and the scope of the conflict desired by the Game Master, the conflict can also be handled with the Mass Battles rules (see *Savage Worlds*). The Radiuns start the battle with 10 tokens, the skymen with 6. In addition to the token differential, battle modifiers to the Knowledge (Battle) roll for each side include:

- Sky-men on sky-sleds bring +1 to +2 Air Support depending on the size of the attack force.
- Unless destroyed, the atom-towers provide a +2 Artillery Support.
- Battle plans provides +/ –tokens depending on the plan; surprise attacks are a good to take into account.

While the skymen forces start underpowered compared to the Radiun forces, the heroes' actions in the mass battle rules can alter the course of the fight significantly.



CONCLUSION

Assuming the heroes destroy the war-sled prototypes, Skyland is saved from the impending attack and they gain the eternal gratitude of King Ozon and promises of future alliances with the Freemen. Depending on the visibility of the heroes during the attack on the factory, King Radom swears vengeance on them, effectively ending any diplomatic relations with the despicable tyrant.

ALLIES AND ENEMIES

All of the major characters presented here are presented as they are following the adventures of Flash Gordon during Kang the Cruel's rule. If players encounter them earlier, the can be used as presented without the events and knowledge of Flash Gordon's future intervention.

CAPTAIN VOLOR

Captain Volor is a respected leader of the skymen's soldiers. He is loyal to King Ozon, but is vengeful towards any wrong done against himself. He long held a grudge against Flash Gordon after he was shot off his sky-sled at Skyland, and when Volor thought Flash was trying to steal away the love of Princess Arial.

When Volor realized Flash wasn't his enemy, they worked together in a sky-sled assault on Radiuma. When it was clear Flash had no interest in Princess Arial, Volor tried to invoke Skyland's marriage law by spiriting away Arial from the city on a sky-sled. To Volor's regret, Arial spurned Volor's affection and convinced her father to not invoke the marriage law. Volor still holds a torch for Arial, and becomes jealous of any of her would-be loved interests.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8
Skills: Fighting d8, Intimidation d6, Knowledge (Battle) d6, Notice d6, Piloting d8, Repair d6, Shooting d6, Stealth d6
Cha: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 6
Hindrances: Loyal, Vengeful (Minor)
Edges: Ace, Alertness, Atmospheric Acclimation (Thin), Combat Reflexes, Command
Gear: Sky-pistol (Range 15/30/60, Damage 2d6, RoF 1, AP 2, shots 50, stun setting), parachute.

GIAN

Gian is Radiuma's chief war scientist. He is responsible for the creation of Radiuma's atom-fire weapons arsenal, powerful weapons capable of setting their targets ablaze. Although a brilliant scientist, Gian is also susceptible to a pretty face, and was easily manipulated by Dale Arden into revealing where King Radom's hid the atom-fire weapon arsenal.

Gian was convinced by Flash to join the Freemen in their attack on Mingo City, arming them with the atom-fire weapons. Gian went on to aid the Freemen in securing Mingo City, but was seduced away by Evila to aid Kang the Cruel instead.

Although Gian was presumed to be dead from an atom-fire rocket explosion, he managed to survive and made his way back to Radiuma where he threw himself on the mercy of King Radom. Knowing Gian's value as a war scientist, Radom accepted him back to Radiuma, but keeps him on a short leash.

Attributes: Agility d6, Smarts d10, Spirit d6, Strength d6, Vigor d6
Skills: Fighting d6, Investigation d6, Knowledge (Academia) d10, Knowledge (Science) d10, Notice d8, Repair d6, Shooting d6
Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 6
Hindrances: Amorous, Arrogant, Big Mouth
Edges: Brawny, Jack-of-All-Trades, McGyver, Scholar (Academia , Science)
Gear: Atom-fire Pistol (Range 12/24/48, Damage 2d10+2, RoF 1, AP 5, shots 8), two extra atom-fire packs.





KING OZON

King Ozon is a fierce protector of Skyland and its people. He despises King Radom, and wants nothing more than to seize the Radiun throne below in the name of Skyland. Despite his strong will, King Ozon has a soft spot for his daughter, Princess Arial, and is sometimes manipulated by her demands.

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d6, Vigor d6
Skills: Fighting d6, Intimidation d6, Knowledge (Science) d8, Notice d6, Persuasion d8, Piloting d6, Shooting d6
Cha: +2; **Pace:** 6; **Parry:** 5; **Toughness:** 5
Hindrances: Overconfident, Enemy (King Radom)
Edges: Atmospheric Acclimation (Thin), Command, Noble
Gear: Sky-pistol (Range 15/30/60, Damage 2d6, RoF 1, AP 2, shots 50, stun setting).

KING RADOM

King Radom is the vicious and greedy ruler of Radiuma. He seeks wealth and power, and is willing to exploit the resources of Radiuma and conquer Skyland to get it. He has willingly allied himself to Kang the Cruel, capturing Flash in return for a sizeable bounty.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d6
Skills: Fighting d8, Intimidation d8, Knowledge (Battle) d8, Notice d6, Piloting d6, Shooting d8, Stealth d6
Cha: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 5

Hindrances: Greedy (Major), Enemy (King Ozon), Mean
Edges: Command, Combat Reflexes, Noble
Gear: Gas pistol (Range Cone Template, See Notes, RoF 1), short sword (Str+d6).

Radiun Marksman

Radiun marksmen are elite soldiers who regularly escort King Radom.

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d6, Vigor d8
Skills: Fighting d8, Intimidation d6, Notice d6, Driving d6, Shooting d10, Stealth d8
Cha: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 7 (1)
Hindrances: Loyal
Edges: Combat Reflexes, Marksman, Radiation Resistance
Gear: Armored bodysuit (+1 armor), Ray gun pistol (Range 12/24/48, Damage 2d6+2 with stun setting) or ray gun rifle (Range 24/48/96, Damage 2d8, RoF 1, with stun setting).

Radiun Slave

Radiuns have a slave caste, primarily to work the highly-radioactive radium mines, but also to act as personal servants. They are kept destitute, usually possessing little more than simple clothes to cover themselves.

Attributes: Agility d6, Smarts d4, Spirit d4, Strength d6, Vigor d6
Skills: Fighting d4
Cha: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 5
Hindrances: Lumonius Body
Edges: —
Gear: None.

Radiun Soldier

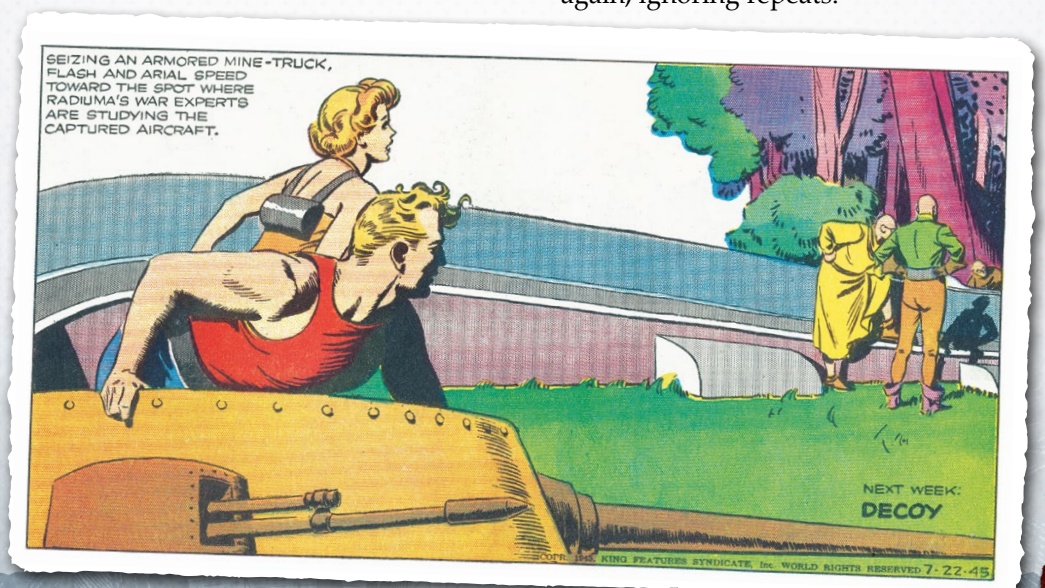
Radiun soldiers are extremely capable and trained for war. They are trained to wield and operate a wide array of weapons and vehicles.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d8
Skills: Fighting d6, Intimidation d6, Notice d6, Driving d6, Shooting d6, Stealth d6
Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 6
Hindrances: Loyal
Edges: Combat Reflexes, Radiation Resistance
Gear: Ray gun pistol (Range 12/24/48, Damage 2d6+2 with stun setting) or ray gun rifle (Range 24/48/96, Damage 2d8, RoF 1, with stun setting).

Radiun Veteran Miner

Radiun miners work in the highly-radioactive radium mines, providing Radiuma with the rich resources needed for its power and weapons. While many miners are outfitted with radiation suits, they are still constantly exposed to radiation. While many miners fall victim to radiation poisoning, others develop a resistance to it. Still others are changed by it, developing mutations which allow them to perform their work more efficiently.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d8
Skills: Fighting d6, Intimidation d6, Notice d6, Driving d6, Stealth d6
Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 6
Hindrances: Luminous Body
Edges: Radiation Resistance, Roll d6 for a random mutation: 1–2: Low-Light Vision, 3–4: Claws (Str+d6), 5: Wallcrawler, 6: roll again, ignoring repeats.





Gear: Mining drill, mining pick (Str+d6), radiation suit.

Radiun War Scientist

Radiun war scientists are experts in radium weaponry. While they are extremely proficient in weapon design, they have yet to crack the secrets of Skyland's anti-gravity technology. Any opportunity to study captured sky-sleds is eagerly anticipated.

Attributes: Agility d4, Smarts d10, Spirit d6, Strength d4, Vigor d6
Skills: Investigation d6, Knowledge (Academia) d10, Knowledge (Science) d10, Notice d8, Repair d6, Shooting d4
Cha: 0; **Pace:** 6; **Parry:** 2; **Toughness:** 5
Hindrances: Curious
Edges: Scholar (Academia, Science)
Gear: Ray gun pistol (Range 12/24/48, Damage 2d6+2, RoF 1).

Princess Arial

Princess Arial is the daughter of King Ozon and the heiress to the throne of Skyland. While she is intelligent and attractive, she is also spoiled and manipulative, often bullying her father into taking action on her behalf. During Flash's visit to Skyland, Arial repeatedly tried to force Flash into marrying her, and flew into a rage every time she was denied.

After Flash left Skyland, Captain Volor tried to invoke the marriage law by spiriting her away from the city on a sky-sled to invoke the same marriage law she used to trap Flash. But after a fit of rage she convinced her father to forgo the law, leaving Volor heartbroken.

Princess Arial still has an eye for any handsome men who come to Skyland, looking for a suitable husband to become her Prince.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d4, Vigor d6
Skills: Notice d6, Persuasion d8, Piloting d6, Repair d6, Taunt d8
Cha: +4; **Pace:** 6; **Parry:** 2; **Toughness:** 5
Hindrances: Mean, Stubborn
Edges: Attractive, Atmospheric Acclimation (Thin), Noble
Gear: Sky-pistol (Range 15/30/60, Damage 2d6, RoF 1, AP 2, shots 50, stun setting), parachute.

Skyman Soldier

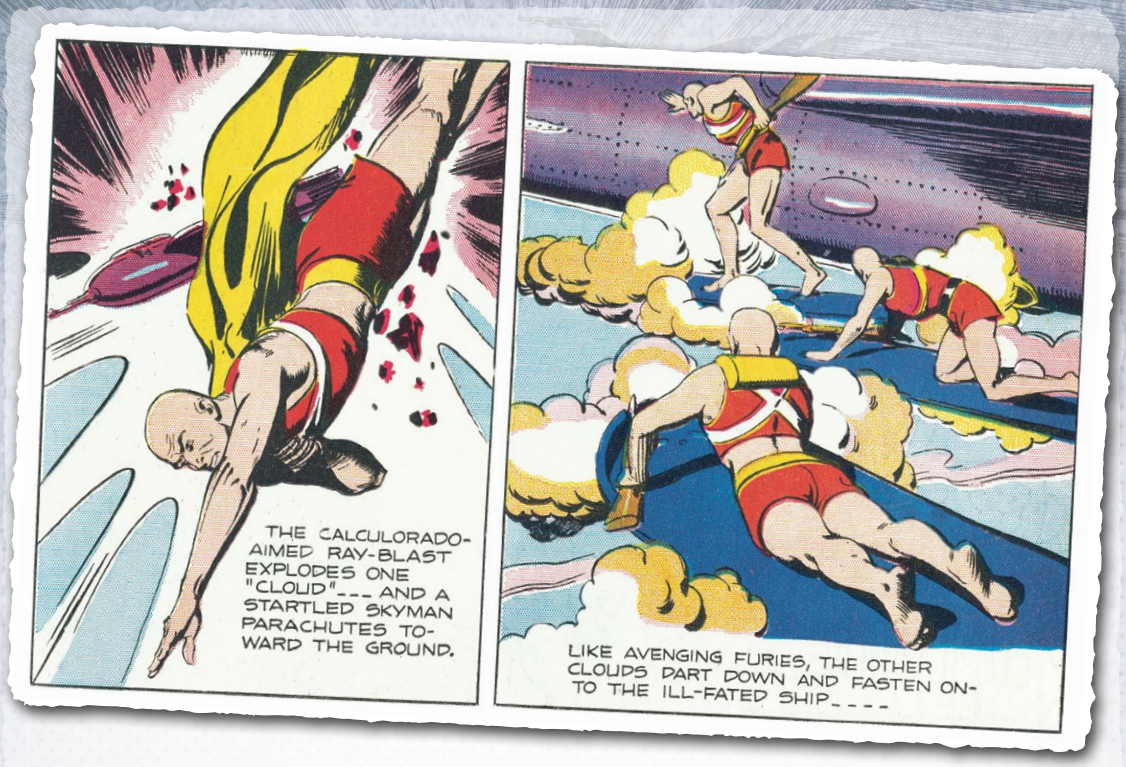
Skyman soldiers guard the city of Skyland and patrol the skies in their highly maneuverable sky-sleds. They wear light clothing and keep their heads shaved to make themselves as streamlined as possible. Unless fighting against the enemy soldiers of Radiuma, skymen typically try to capture their enemies alive by closing in and using electro-charge stuns from their sky-guns.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d8
Skills: Fighting d6, Intimidation d6, Notice d6, Piloting d8, Repair d6, Shooting d6, Stealth d6
Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 6
Hindrances: Loyal
Edges: Ace, Alertness, Atmospheric Acclimation (Thin)
Gear: Sky-pistol (Range 15/30/60, Damage 2d6, RoF 1, AP 2, shots 50, stun setting).

The Monsters of Radiuma

Creepers

Creepers are silent and deadly hunters who lurk in the radium mines and wilderness of Radiuma. They appear similar to thin, hairless apes with grey skin, long limbs, and sharp claws and teeth. They possess an animal cunning and a preternatural ability to remain hidden in their environment until they are ready to strike, usually to devastating effect. Creeper lairs tend to have large amounts of cracked and broken bones with the marrow sucked out.



Some say the creepers are a result of Radiun miners who became lost in the mines and went feral. The mutations which sometimes occur in the veteran miners give an air of truth to this legend.

Attributes: Agility d10, Smarts d6 (A), Spirit d6, Strength d6, Vigor d6
Skills: Fighting d8, Notice d8, Stealth d10
Pace: 6; **Parry:** 5; **Toughness:** 6 (1)
Special Abilities:

- **Armor +1:** Leathery skin.
- **Chameleon Skin:** The creepers' grey skin can blend in with their surroundings, granting a +4 to Stealth rolls.
- **Claw:** Str+d6.
- **Darkvision:** Creepers can see in total darkness.
- **Poison Bite:** Str+d6, plus victim must make a Vigor roll at −2. If failed, the victim suffers a level of Fatigue from a powerful paralytic poison. The victim recovers Fatigue at a rate of 1 per hour.
- **Radiation Resistance:** Creepers treat radiation levels as if they were one level lower.
- **Wallcrawler:** Creepers can crawl up walls and across ceilings at their regular Pace.

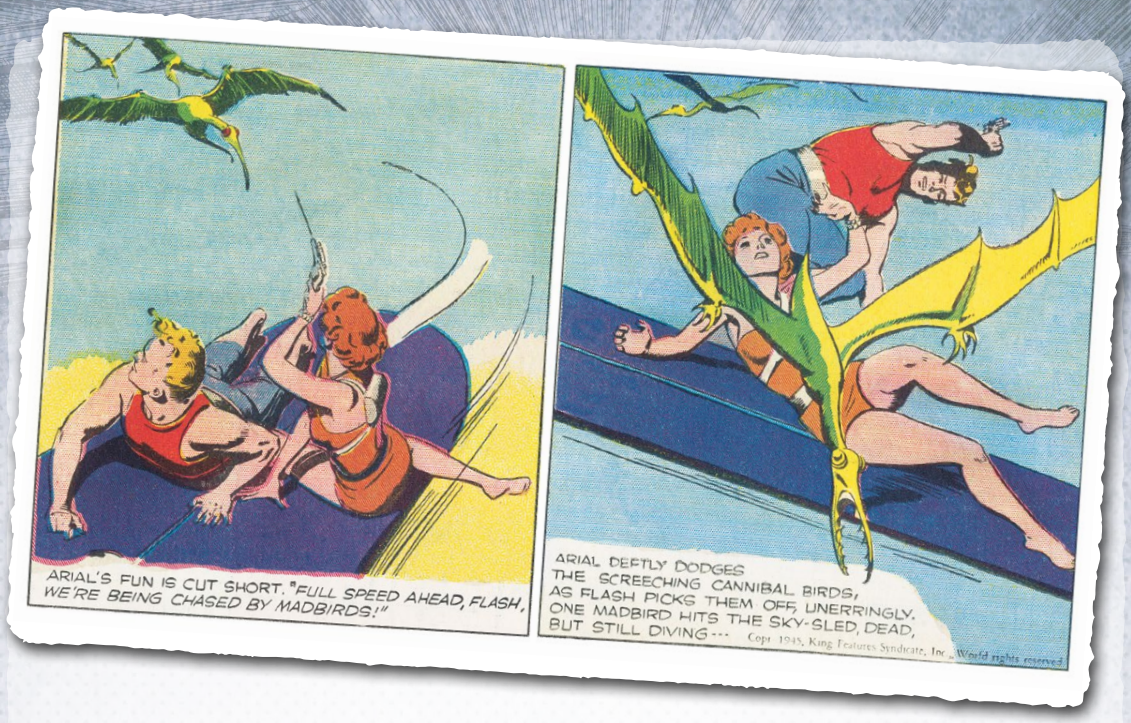
KRAGG LIZARDS

Kragg lizards are large, radioactive creatures born from atomic mutation from the radium mines of Radiuma. Once small and harmless reptiles, they have grown enormously in size and possess terrible radioactive attacks. The kragg lizard diet consists mainly of whatever meat they can find as well as raw radium.

They are normally found in the radium mines of Radiuma, but some make their way through fissures in the rock to the crags and wilderness areas nearby, much to the horror of the Radiuns. Thankfully, kragg lizards are usually encountered solo or in small packs.

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d10, Vigor d10
Skills: Fighting d8, Intimidation d6, Notice d6, Stealth d6
Pace: 8; **Parry:** 6; **Toughness:** 11 (2)
Special Abilities:

- **Armor +2:** Leathery hide.
- **Claw/Bite:** Str+d6. Those hit must make a Vigor roll or suffer from radiation poisoning (see *Savage Worlds*).
- **Darkvision:** Kragg lizards can see in total darkness, their eyes emitting a green, radioactive glow.
- **Radiation Immunity:** Kragg lizards are immune to the effects of radiation.



- **Radioactive Breath:** Kragg lizards can make a cone attack once every other round, doing 3d6 radiation damage and affecting the least-armored areas. Those hit must make a Vigor roll at −2 or suffer a level of Fatigue from radiation poisoning (see *Savage Worlds* core rulebook). Radiaton suits and similar protection provide wearers with Armor 2 and +2 to Vigor rolls versus these attacks.
- **Size +2:** Kragg lizards are roughly the size of a horse.
- **Tail Sweep:** Kragg lizards can attack everyone in their rear arc within 2" with a powerful tail sweep. It is a single Fighting roll doing Str+d4 damage on a hit. Those hit must make an Agility roll or be knocked Prone.

"I'M PREPARED TO OFFER THE OFFICER RESPONSIBLE FOR THE CAPTURE OF FLASH GORDON, DEAD OR ALIVE, A KINGDOM AND ONE MILLION GOLD MINGOLS!"
-MING THE MERCILESS (9/25/'38)

MADBIRDS

Madbirds are flying creatures similar to Earth's prehistoric pterodactyls, with leathery wings, a long serrated beak, and sharp claws. They fly in flocks of varying sizes through the skies between the floating city of Skyland above and the lands of Radiuma below, with nesting habitats in the Lambent Mountains.

Madbirds are fairly swift flyers that can swoop down on unsuspecting prey. The creatures are very aggressive, even attacking skymen on sky-sleds.

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d8, Vigor d8
Skills: Fighting d6, Notice d6, Stealth d6
Pace: 4; **Parry:** 5; **Toughness:** 6 (1)
Special Abilities:

- **Armor +1:** Leather hide.
- **Claw/Bite:** Str+d6.
- **Flying:** Pace of 12", Climb 2.
- **Size −1:** Madbirds are roughly the size of a large dog with a wingspan of 6'.
- **Swoop:** If a madbird can fly at least 6" and descend 2" before attacking, it adds +4 to its damage.



SKY CITY

Once a place of barbarism and violent splendor, Sky City has become one of Flash's most important allies in the battle against Ming. Arriving as slaves, Flash and his companions quickly showed their mettle, frustrating the arrogant Prince Vultan and his lustful desire for Dale, and sabotaging then saving the entire city. Seeing the error of his ways, Vultan declared his loyalty to Flash, and since that day the brave hawkmen have faithfully stood beside their friend in his epic struggles.

FLASH'S ADVENTURES IN SKY CITY

Although he and Vultan have since become fast friends and loyal allies, Flash's first experience in the great Sky City was anything but pleasant. After their failed attempt to attack Ming's palace from below with the amazing electric mole, Flash and Barin were sentenced to death in the tigron pits, and later joined by Prince Thun. Forbidden by tradition to kill his prisoners once they had escaped the pits, Ming instead sentenced them, as well as Zarkov and Dale (for whom his ardor had unaccountably cooled, only to flare up again later) to be worked to death as slaves in Sky City, ruled by his then-ally Vultan. Though their rocket crashed in the Magnetic Mountains, all were eventually captured by the hawkmen and taken before the arrogant Vultan and Princess Aura, who demanded the right to judge the prisoners.

Chained and forced to choose between Aura and death by torture, Flash naturally chose a slow and painful demise, but Aura could not bring herself to kill the man she loved, and let him linger on in Vultan's cells for a time. Meanwhile Dale Arden's charms once more proved irresistible to the men of Mongo, and Vultan demanded that she marry him and join his harem. To protect Flash, Dale pretended to go along with the prince's plans, while constantly scheming to free her friends. In the harem chambers, Dale faced the wrath of Vultan's favorite wife Lura, who refused to see herself displaced by the beautiful Earth woman.

In his cell Flash contrived to fake a seizure, then broke free when his jailers opened the door. Fighting his way to Vultan's skyrooms, he arrived just in time to save Dale, who had been flung to her death by the prince's jealous wives. Recaptured, Flash was then sent to toil in the atom furnaces until he died, but there found new hope when he met his old allies, Barin, Thun and Zarkov. Within moments Flash led a rebellion by the other prisoners,



which was quickly put down, but later he was able to cause a massive explosion by throwing his shovel into a radium bin, allowing him and his companions to escape once more.

While Zarkov and Barin sought to find a way to sabotage the atomic furnaces, Flash and Thun raced to rescue Dale, but encountered Sulpha, sacred dragon of the hawkmen, whose very breath was deadly poison. Escaping the dragon, the pair was befriended by the renegade hawkman Hanak, whose daughter Lura was taken by Vultan. Flash left the wounded Thun in Hanak's care and arrived in Vultan's chambers just in time to save Dale from a fate worse than death, eventually felling the lustful prince with a crushing right uppercut.

Attempting to link up with their friends to flee Sky City, Flash and Dale were captured yet again, and this time the enraged Vultan sentenced Flash to death by firing squad. Before the sentence could be carried out however, the entire city began to rock and tilt precariously, for Barin and Zarkov had succeeded in their plan to sabotage the atom furnaces. Zarkov then demanded that Vultan set his prisoners free, lest he allow the entire city to crash disastrously to the Mongonian surface. Finally sensing his captives' bravery and noble spirit, Vultan agreed.

In a secret chamber beneath the atom furnaces, Zarkov had constructed a highly advanced and super-efficient atomic light solidifer, which he then used to strengthen the light beams supporting Sky City, and once more the great metropolis ascended into the air. True to his word, Vultan freed the prisoners and swore eternal friendship to Flash and his companions. His days as a villain and lackey to the evil Ming were forever at an end.

As amends for his cruelty, Vultan offered Flash and Dale a royal wedding, but their plans were put on hold with the arrival of Ming's air fleet. The emperor himself stepped from his armored flagship, demanding that Flash Gordon be turned over to him for judgement. Vultan refused the demand and instead invoked ancient law that allowed any of the princes of Mongo to call for a Tournament of Death, with the victor awarded his own kingdom to rule. As a result of this tournament, Barin was declared ruler of Arboria, Flash was granted the savage cave kingdom of Kira, and Mongonian history would never be the same.

Flash's subsequent adventures in Sky City have not been chronicled, but he returned there many times to aid his friends, and since that day the hawkmen have often flown into battle under Flash's standard and the once-cruel Prince Vultan has become a champion of Mongonian freedom and justice.

BACKGROUND

In ages past the hawkmen were a primitive and barbaric race, living in tribal aeries in the peaks of the Magnetic Mountains, fighting each other with simple bronze and iron weapons for petty scraps of territory on windswept mountainsides. Contact with the other races of Mongo was often violent, but in time the hawkmen began to appreciate the amazing technological wonders that existed beyond their realm, and a few dared to dream of a greater future, where the hawkfolk took their place among the great Mongonian nations.

It was Vultan's ancestor Thaltan, first prince of the hawkmen, who is credited with beginning his people's rise to greatness. Working with an elite corps of warriors and scientists educated in Mongonian universities, he began to build a united state, allying with the willing and ruthlessly conquering those who resisted. Within a few years the hawkmen were united, and Thaltan began to lay plans for a mighty new capital, a floating city in the sky that would demonstrate the hawkmen's power and worthiness as a great race of Mongo.

The new city utilized a secret technology discovered by Thaltan's hawkman scientists—transforming the electrical energy generated by mighty atomic furnaces into beams of solidified light that could support the vast mass of an entire city and even, with significant expenditure of energy, move the city to a new location. Construction of the city took an entire generation, and had to be completed by Thaltan's successor, Princess Jerala.

The princess and her chieftains also set about reforming the hawkmen's military, organizing tribal warriors along more modern lines. It was at this time that the elite First Lancers, the most celebrated of Sky City's elite units. The first of the Lancers' signature steel gauntlets were crafted in those days as well, and many of these valuable items are still carried into battle, borne by the most senior and distinguished Lancers.

Though they now commanded the mighty Sky City, and their science continued to develop, outpacing that of many other Mongonian kingdoms, the hawkmen nonetheless remained a violent, warlike race. Hawkmen fought continuously to prevent encroachment on their territories in both the sky and in the Magnetic Mountains below, where their mines produced the rare elements needed to fuel the radium furnaces and keep the city aloft. In those days the cruel hawkmen forced slaves to labor in the mines and in their city, a practice eventually ended by Prince Vultan.

It was at this time that the hawkmen's high priest of Tao received a vision of a mighty beast that dwelled in the caverns of the Magnetic Mountains, and that if any hawkman was brave and resourceful enough to capture the beast, it would forever serve as guardian of its people. Soon thereafter, slave miners broke into a vast subterranean cavern, where slumbered a mighty beast with armored hide and a fearsome sulphurous breath. Many slaves died when the great creature, dubbed Sulpha, awoke and a band of bold hawkman hunters were immediately dispatched to the caves to capture the beast. Of these hunters, only the fearless Furon emerged, leading a band of slaves who dragged the bound dragon back to Sky City. From that day Sulpha dwells in the hawkmen's capital, and no foes save Flash Gordon and Prince Barin have ever escaped its horrific burning rage.

As Ming the Merciless rose to power in Mingo City he saw in the brutal winged folk worthy allies, and sought their friendship. The hawkmen gave their cooperation grudgingly, realizing that even they could not hope to stand against the sheer might of Ming's armed forces. Hawkmen served in Ming's military, and also fought as mercenaries in wars across Mongo.

By the time Prince Vultan took the throne the hawkmen were at the height of their power and development, and began to chafe under Ming's yoke. Vultan frustrated Ming by coming up with excuses to avoid sending troops to join the empire's forces, and Ming's demands for tribute increased every year. Though outward relations between Sky and Mingo Cities were cordial, trouble smoldered beneath the surface—trouble that was ignited into full-blown rebellion with the arrival of Flash Gordon and his companions.



After Flash's adventures and Dr. Zarkov's brilliant improvements in Sky City's support system, Vultan realized that his people needed to change. Forsaking his wicked ways, Vultan declared Sky City independent of Ming's rule and demanded that a Tournament of Death be held so that Flash could fight for his freedom. The results of the tournament shook Mongo to the core, for it resulted in the ascendance of both Prince Barin and Flash as Mongonian monarchs.

Flash's ascent as king of the Cave Realms signaled new conflict however. When war broke out between Ming and Flash, the emperor called for reinforcements from all of his subject kingdoms. In a sign of the defiance and struggles to come, only Vultan and Barin refused the call, instead sending their own brave warriors to help Flash. The resulting war was terrible, with many deaths on both sides—the brave First Lancers distinguished themselves, fighting ferociously and challenging Ming's control of the skies. The war raged on, culminating in Flash's capture, escape and flight to Arboria. Eventually Sky City joined with Arboria and

the other kingdoms to overthrow Ming and form the Republic of Mongo.

Since then, Vultan remained true to his word. His hawkmen were among the most effective freedom fighters on Mongo, and a special guard that included several First Lancer volunteers joined with Flash when he became ruler of Kira. Sky City maintained an uneasy truce with Ming, for the cruel emperor did not wish to destroy the city, but rather capture it through treachery in order to plunder the scientific secrets of the hawkmen. Though hawkmen often fought Ming's forces, relations between Sky and Mingo Cities remained below a state of open war.

GEOGRAPHY

Sky City hovers some 5,000 feet above the Magnetic Mountains, a wilderness equidistant from the Flame Kingdom, Frigia, the Land of the Lion Men, and the cave kingdom of Kira. From this strategic location, hawkmen can observe and travel over a wide area, both on wing and aboard their own rocket transport. The city's support system affects the surrounding atmosphere somewhat, creating great drafts and pockets of turbulence. Sometimes great cyclones whirl in the air nearby, making navigation difficult or impossible, but the very forces that help create these atmospheric disturbances also hold them at bay from the city, creating a bubble of calm air around it. Since Zarkov's improvements, the hawkmen have been able to manipulate atmospheric conditions somewhat, calling up winds to aid in travel, or summoning storms to aid in the city's defense.

The city was constructed on the land, its foundations sunk deep into the bedrock of the Magnetic Mountains. When it was elevated, the city brought its massive foundation with it, and now resembles a great city-crowned island of rock suspended in the air. The foundation stones are riddled with tunnels and workshops used during the city's construction and elevation—most are abandoned now, but some contain forgotten equipment and technology. It was one of these chambers that contained the devices that Dr. Zarkov used to save Sky City after his own sabotage. It is also rumored that these tunnels contain wild creatures such as savage gockos that emerge at night to feed on hapless hawkmen, but most consider these stories to be mere fairy tales to frighten children.

Above the foundations, the hawkfolk live in tall towers clustered around the central edifice that is Vultan's grand palace. These towers are divided into districts, containing businesses, public spaces, entertainment facilities, military barracks and industrial areas. The hawkfolk themselves live at the highest levels, swooping in and out of private aeries with no need for stairs or ladders, though access can be provided for non-flying guests.

The outer ring of the city is studded with air defense positions containing lightbeam artillery emplacements, lightning projectors and atomic cannons, all used to protect the city from attack by Ming's air armada, or any other flying foes. These positions constitute a potent barrier and so far, Ming has avoided any direct assaults on the city. In extremity, he could probably destroy Sky City, but the cost of such an operation would be enormous, and the loss of scientific knowledge extreme. If Ming wishes to capture the city intact, it would have to be through guile and treachery.

Five thousand feet below the city, the Magnetic Mountains remain wild and unsettled, which is exactly how the hawkmen like it. Not only does it allow them to hunt and adventure in a rugged wilderness, it discourages unwanted visitors. Craggy and trackless, the mountains are the domain of the mountain dwarfs, who have managed to survive in the bleak wilderness and make it their own. The mountains are all but barren save for small valleys where the dwarfs raise their crops, and isolated patches of forest. There are few rivers here, and even these represent the merest trickle of water. Both the dwarfs and the animals of the mountains are extremely hardy and resourceful creatures.

FLORA AND FAUNA

Though one would not expect there to be much wildlife in the bleak skies over the Magnetic Mountains, there are in fact a number of interesting life forms there. The upper atmosphere of Mongo harbors its own unique ecosystem, with creatures such as the aerocetus, a great lumbering beast that moves with the wind and is supported by huge gas-filled bladders. Resembling an aerial version of the terrestrial whale, the aerocetus derives sustenance from sunlight and the clouds of airborne flora that are blown along by the Mongonian Jetstream.

Violence is never far away on Mongo, even in the peaceful reaches of the sky, and the huge aeroceti are hunted both by adventurous hawkmen and by the fearsome sky-sharkon, a flying terror that resembles its oceanic cousin. Traveling in schools, the sky-sharkons conceal themselves in clouds and emerge to surprise their prey, which can sometimes include unwary hawkmen or lone rocket-cyclists. Other aerial predators such as the deadly whiphawk and harpy bat are also sometimes encountered in above the Magnetic Mountains.

Another swift killer, the pteroclaw, resembles Earthly flying dinosaurs, but is highly intelligent and hunts both land and sky creatures, paralyzing them with saliva that contains fast-acting paralytic poison, then scooping up their helpless victims in huge serrated beaks, carrying them off to mountaintop lairs to consume at their leisure.

The most impressive denizen of the sky realm is the mighty wind-dragon, a serpentine beast that glides and spirals effortlessly through the air. Little is known about these fierce creatures, for not even the bravest of hawkman hunters has ever killed or captured one, and the only information available is from the occasional corpse that falls to the ground or fetches up in Sky City.

On the surface, life remains as precarious and competitive as on the rest of Mongo. Packs of wild armored wolvrons rove the land, pursuing their prey, which includes the wily mountain-bounder—a multi-horned goatlike creature with the ability to throw its voice to mislead pursuers—and the rock serpent—a feathered reptile with the ability to spread its ribs and fly for brief distances. The mountain dwarfs also fear the wolvrons, but band together to hunt down especially troublesome packs. Other predators such as the hardy terrot and predatory droks may be encountered and from time to time the tunneling gocko may make an appearance to terrorize the region for a time, but these creatures prefer the deep underground and never stay long, to the great relief of the dwarfs.

The plant species of the mountains are similarly tenacious and predatory. While the mountain dwarfs cultivate root crops, berries and some fruit trees, they must constantly be on the lookout for more dangerous species such as constrictor plants, which normally hang from cliffsides seeking to prey on climbers and careless birds, but have been known to creep into the more fertile soil of the dwarfs' protected valleys.

PEOPLE

The two races who dwell in and around Sky City could not be more different. The mighty hawkmen are creatures of the sky, flying gracefully on the soaring winds and bearing the weapons of their own super-science, while the mountain dwarfs live in simple tribal groups, scraping out a bare living in the barren peaks and valleys of the Magnetic Mountains. Once enemies, the two groups now maintain a mutually beneficial truce, each helping keep intruders out of the others' territory.

HAWKMEN

Once a savage, violent and distrustful race, the hawkmen have evolved into bold warriors and skilled freedom fighters—Flash Gordon's constant allies in the struggle against Ming's tyranny. Their monarch, the boisterous Vultan, has become a far more subtle ruler than anyone imagined, for he manages to tread a delicate diplomatic line, avoiding open war with Ming while opposing the emperor's schemes at every turn. For his part, Ming is content to bide his time, hoping to take Sky City and its secrets by guile rather than force of arms. So far, the destruction of Sky City is a risk that the cunning emperor chooses not to take, but times being what they are, this situation might end at any moment.



Hawkmen and -women are tall and impressive humanoids, with broad chests to support the powerful musculature that controls their great feathered wings. In flight they are as graceful as birds, but in an instant can transform into deadly fighting machines, armed and armored, ready to swoop into battle.

With a reputation for bravery and quick tempers to match, the hawkfolk have always been warlike. In the distant past they ruled their lands in the Magnetic Mountains jealously, driving out or capturing intruders and forcing them into slavery. The mountain dwarfs of the mountains suffered particularly at the hawkmen's hands and lived a life of fear, constantly hiding and fleeing from their oppressors. When the hawkmen raised the great Sky City things only got worse, for from their supreme vantage point, the winged ones could swoop down to snatch or slay victims at will.

As their science and technology advanced, the hawkmen grew somewhat less barbaric, though they were still a quarrelsome people, bound by honor and ready to fight at the slightest offense. Never more than reluctant allies of Ming, the hawkmen sent their warriors to the empire to learn new tactics and gain weapons and other technology, and also served as mercenaries in the many conflicts that raged across Mongo. When Flash Gordon and his companions arrived, hawkman society was poised on the brink of great change, and Vultan's quick conversion to Flash's views on freedom was simply the final stage of a long evolution of a once-brutal people.

The hawkfolk remain a warlike people, but their violent tendencies have been tempered by the teachings of Flash, Dale and Zarkov, and informed by the example of Prince Barin, who rules the Forest Kingdom with mercy and wisdom. Vultan is the same loud, boastful and suicidally brave hawkman he always was, though his attentions are focused on battling Ming's schemes while also maintaining an uneasy armed stalemate with the forces of Mingo City.

The hawkfolk's barbaric past is evident in their mode of dress. Both males and females dress minimally both out of tradition and to conserve mass while flying, usually clad only in flying harnesses, often fitted with holsters and sheaths for weapons. Though they fight with swords and spears, the hawkfolk are also masters of atomic weaponry, having developed several highly advanced and specialized firearms, often modified specifically for use in the air.

Despite their relatively immodest mode of dress, the hawkfolk also favor baroque, elaborate decoration, often embellishing their helms and harnesses with gold or silver flourishes, and individually crafting their weapons into one-of-a-kind devices designed specifically for their bearers. Rich red and gold cloaks are popular, as are jewelry and cosmetics, often mimicking the markings of predatory birds.

Hawkmen and -women generally live in mated pairs, raising children in cozy dwellings still called aeries, even in the modern confines of Sky City. Contrary to popular belief, the hawkwomen do not lay eggs, but give birth to live offspring, whose wings develop quickly, allowing youngsters to fly by their second or third birthday. Hawkchildren are expected to fend for themselves quickly, but parents and family are also kind and loving, supporting their offspring and defending them if needed.

In the past, hawkman nobles kept harems of wives and concubines, a practice continued by the flamboyant Vultan. Since the turmoil caused by his infatuation with Dale however, Vultan has become a far more caring and considerate husband, treating his wives with considerably greater respect and kindness. His beloved Lura, still his favorite, has since trained with weapons and accompanied her husband on hunts. Vultan has a good number of children, but Kiros, his son by Lura, is his chosen successor, though the boy is presently only 10 years old and lacks the experience and maturity to rule. Lura is also growing wiser in the ways of ruling Sky City, and might serve as Vultan's successor or as Kiros' regent should tragedy ever strike.

The hawkfolk still pursue many of their old ways as well—hunting in the Magnetic Mountains remains a popular pursuit. Hunters are usually armed only with swords, spears and crossbows, and face down the armored wolvrons and other creatures directly, without the unfair advantages of firearms or vehicles. Once, the hawkmen hunted the unfortunate mountain dwarfs for sport, but in these more enlightened days the two groups work to their mutual benefit, and the hawkmen have found greater success in hunting down predators that trouble the dwarfs. Hunting the great creatures of the

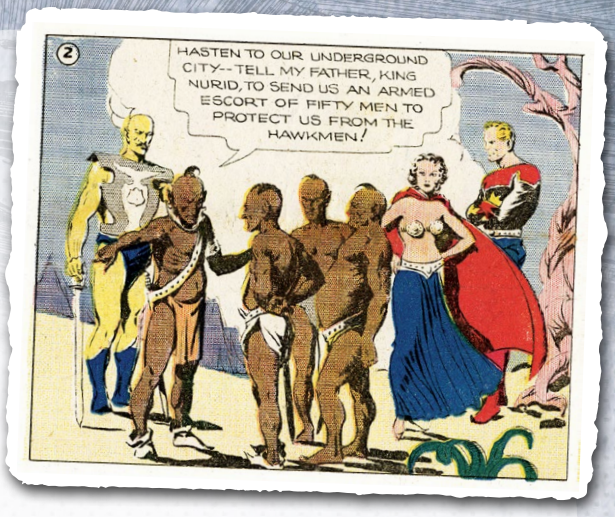
wild sky is also a popular sport for especially bold and daring hawkfolk.

Gladiatorial combat is still practiced in Sky City's arenas, although since Flash's arrival most duels are to first blood rather than to the death. Especially serious disputes may end in fatalities however, for causing death in a fair duel of honor is not considered murder. Those accused of crimes can still demand trial by combat, though sometimes an especially infamous accused criminal may find himself facing justice dispensed by Sulpha the sacred dragon. Such trials invariably end in conviction.

Athletic contests are another substitute for the old bloodsports. Flash Gordon's descriptions of Earthly football, soccer and polo inspired the hawkfolk to create the game of skyball, in which two teams endeavor to maintain control of a ball and pass it through floating goalposts that are often miles apart. This ball does not float, so it is up to the players to keep it aloft, either by kicking, batting or sometimes manipulating it with hockey-like sticks (rules vary depending upon the players' inclinations). Losing a ball incurs both penalties and the opposing team's disdain.

Each year the hawkfolk gather for their annual games to celebrate the raising of Sky City. Once a bloody spectacle in which dozens of hawkmen and -women perished in the gladiatorial arena, the games now feature many other endeavors, with a much lower bodycount. Gladiator battles still occur, but as noted above, they are to first blood, and these fights take their place alongside air races, obstacle courses and acrobatic displays. The games remain dangerous, and fatalities occur each year, but winners are feted and celebrated throughout the city.

Some bands of young hawkfolk still serve as mercenaries, though Prince Vultan has decreed that they may never serve allies of Ming, or those who are promoting the emperor's interests. Such activities are usually put down to youthful exuberance, but those serving as mercenaries are also generally avoided by common hawkman society. Other youngsters, not wishing to serve at others' command, simply form gangs that roam the region causing trouble and engaging in random acts of senseless violence. Vultan usually tolerates this sort of behavior, seeing in them a mirror of his own younger days, but should the delinquents' antics result in serious damage, injury or death, Sky City justice is quick and the perpetrators are immediately arrested and imprisoned.



A criminal class of hawkmen exists in the shadows of Sky City, and those who refuse to abandon their youthful lives of careless violence may end up as wanted fugitives. These individuals engage in many activities that would appall law-abiding hawkfolk, and often continue with old and denounced practices such as slavery, smuggling, robbery and murder. Especially infamous gangs of hawkmen seek refuge in the Magnetic Mountains and beyond, living desperate lives and refusing to submit to the authority of Vultan or hawkfolk law.

MOUNTAIN DWARFS

Flash's first contact with the mountain dwarfs of the Magnetic Mountains was not a pleasant one. When their rocket crashed, Flash was struck senseless by one of the dwarfs' strange throwing weapons and Dale was carried away, only to be attacked by a savage pack of wolvrons. All of the dwarfs fled save one—the brave Prince Roga, who stood alone against the pack as Dale escaped. Pursuing Dale, Flash found Roga gravely wounded but still alive. After his rescue, Roga swore brotherhood with Flash, but was unfortunately struck down by the hawkmen before he could escort his new friends to safety.

Word of Flash's bravery and the hawkmen's murder of the prince quickly reached King Nurid, who swore vengeance and declared war on Vultan. The conflict raged for a time after Flash's departure from Sky City, but eventually ended in a truce and long

THE ATOM FURNACES

The hawkmen's transition from medieval barbarism to their current state of scientific advancement occurred in an almost unbelievably short period, as gifted hawkfolk visited other kingdoms and were schooled in advanced concepts, which their greedy and eager intellects devoured whole. Within a generation, the work begun by King Thaltan found its ultimate expression in the creation of Sky City, an achievement that would have been impossible without the near-limitless energy created by the amazing atom furnaces.

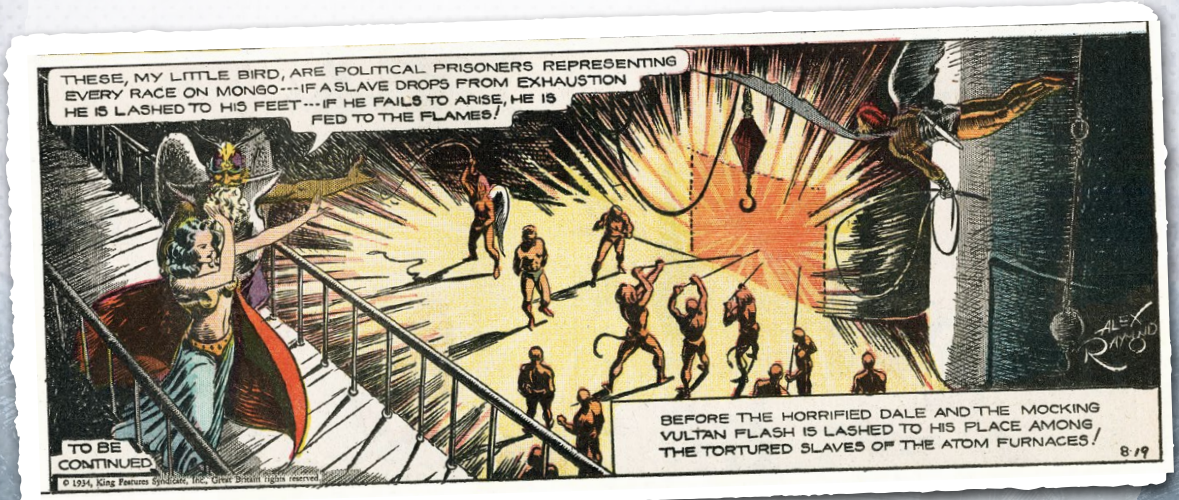
As with many other things on Mongo, efficiency came at the expense of safety, and in the furnaces, highly volatile radium compounds from the Magnetic Mountains were manually shoveled into open combustion chambers by slaves and political prisoners. Though the furnaces produced a truly colossal amount of energy—sufficient to power the lightbeam projectors that supported the city—the cost in lives was considerable. Even the hardiest slave soon succumbed to exhaustion and deadly radiation.

Revolts and uprisings in the furnaces were common, but they were usually a result of absolute desperation and easily put down. After years of complacency, security on the furnaces grew lax, a situation that Flash Gordon exploited to his benefit. A simple shovel flung into an unguarded radium bin caused a massive explosion, allowing Flash and his companions to escape in the tumult that followed.

In the years that followed Flash's rebellion, Prince Vultan oversaw reforms in the furnaces. Forced labor was still the order of the day, performed by condemned prisoners only since slavery had been outlawed. However, safety was improved and prisoners were given protective gear to prevent excessive exposure to radiation, and conditions in the furnaces became significantly less brutal. It is still hard labor however, and fatalities continue to occur. The hawkmen's justice has grown somewhat more humane, but only by the inhuman standards of savage Mongo.

negotiations as Vultan had come to see the dwarfs as valuable allies rather than foes. The hawkmen paid rich compensation to the mountain dwarfs and since that day the two races have remained allies of convenience—neither likes the other especially, but both realize that cooperation is the best way to hold Ming's forces at bay.

Mountain dwarfs are three to four feet in height, with rich earth-colored skin that helps them blend in with their surroundings. Both males and females are entirely hairless save for a single strip of black hair in the middle of their heads, which they often braid and decorate. Their technological level ranges from neolitic to the bronze age, and the forges of King Nurid have begun to produce crude iron weapons like swords and speartips. Their s-shaped throwing knives are highly accurate



and a well-thrown strike can knock out even a man as hardy as Flash Gordon himself.

Dwarf dwellings are in caves or huts, and King Nurid maintains an elaborate network of chambers deep in the mountains, safe from detection and raids. Such is their distrust of their new allies the hawkmen that the mountain dwarfs have yet to reveal Nurid's capital's true location and Vultan is content to let them keep their secrets. There, Nurid's priests and smiths craft tools, spears and iron weapons, and have begun to experiment with creating metal armor. Though they acknowledge that Ming is their greatest enemy, the dwarfs continue to be wary of the hawkmen, and feel that the old ways could return at any moment. Vultan of course has no intention of breaking his word, but after long generations of conflict, trust is not easily regained, especially on a planet as savage and deadly as Mongo.

NEW WEAPONS

AERIAL LANCE

This extra-long lance is equipped with stabilizing fins and a long, wickedly-sharp point. The weapon is all but useless as a conventional lance due to its design, but it can be wielded with or without a mount if the user is flying—by a hawkman, a character equipped with a flying belt, or a rocket cycle rider. As with a normal lance, the aerial lance gains AP 2 when its wielder is charging and has a reach of 3. Aerial lances can be equipped with explosive charges to create thunderlances.

HEAVY RADIUM CANNON

This weapon was developed by the hawkmen to damage armored aircraft including imperial dreadnoughts and war rockets as well as heavy land vehicles such as armotractors and battle tanks. It delivers a charged mass of atomically-charged particles that weaken the nuclear structure of its target, shattering even metal and reinforced stone. Big and unwieldy, the heavy radium cannon can be carried on foot, but only the strongest of hawkmen can bear it aloft.

LIGHTBEAM ARTILLERY

Sky City is studded with heavy emplacements where hawkman warriors crew various air defense weapons intended to repel any attacks from Ming or other airborne foes. Lightbeam artillery was developed from Dr. Zarkov's improvements to the city's support system, and consists of a huge electrically charged tube that draws energy directly from the city's atomic furnaces, transforming it into solid lightbeam charges that strike targets like explosive shells. A portable version of this weapon exists, utilizing atomic fuel cells to provide ammunition, and can be deployed on the ground.

CUSTOMIZED WEAPONS AND ARMOR

The hawkfolk are an expressive people with a sense of design that combines barbaric simplicity with baroque decoration. Hawkmen and -women take pride in their appearance and the unique qualities of their personal panoplies. Both weapons and armor can be customized in a variety of ways to provide their users with bonuses, and also handicap those who attempt to wield or wear another's gear. The price listed is in addition to the normal cost of the item. Larger bonuses than the ones listed below may be available, though at near-penurious cost.

Armor Bonus: Specially-fitted for a specific wearer, this bonus provides a +1 bonus to the leather flying harnesses normally worn by the hawkfolk. If worn by anyone besides its specific owner, the harness functions merely as normal leather armor. 500M.

Damage Bonus: This modification provides a +1 to all damage rolled with an individual weapon. A −1 damage penalty is imposed if the weapon is used by anyone other than its owner. 1200M.

Fighting Bonus: The owner of a weapon with this modification receives +1 to all Fighting rolls made with the weapon. Non-owners receive a −1 penalty. 500M.

Parry Bonus: This modification is normally added to a shield or armor, but can be added to a melee weapon. The owner of an item with this modification receives a +1 Parry bonus, while a non-owner receives a −1 penalty. 350M.

LIGHTNING SWORD

Another innovative hawkman weapon that combines both ranged and close combat capabilities, the lightning sword carries a highly efficient energy pack in its hilt that enables it to shoot a bolt of deadly electricity at foes inflicting 2d6 points of damage with a range of 12/24/48. A lightning sword energy pack contains 10 charges (see Ammunition below). At the user's option the lighting sword can also function as a normal long sword.

POWER PISTOL

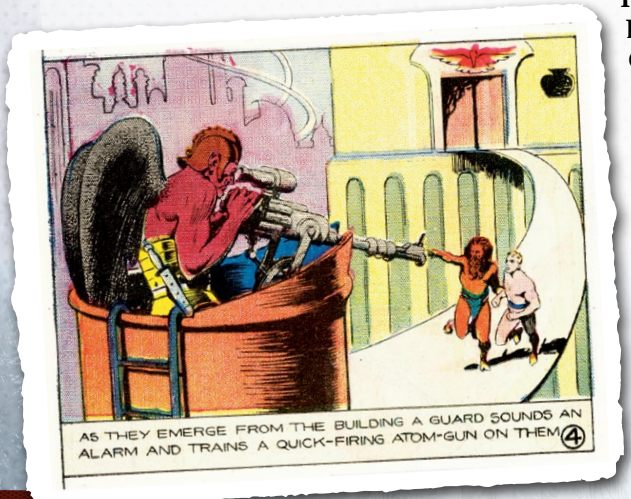
A light automatic hand weapon used by the hawkmen, the Sky City power pistol sacrifices some damage in exchange for greater range and the option for flaming and armor piercing damage. Using two charges instead of 1 adds 1d6 fire damage and the chance of the target catching fire as described in the *Savage Worlds* rulebook. Two charges can also be used to make the pistol's damage AP 2. The two effects cannot be combined.

SKY RIFLE

Advanced Sky City technology has helped to create a rifle intended for use only in the air—a rifle of exceptional accuracy and striking power. On the ground, the rifle is clumsy and unwieldy, imposing a –2 Shooting penalty when its wielder is not flying (either on the wing or in a vehicle).

THUNDERLANCE

The hawkmen fight with a wide range of weapons, from the seemingly-primitive to the highly sophisticated and technological. Many of their armaments, such as the thunderlance, combine the simplicity of ancient devices like the aerial lance with the sophistication of more advanced weaponry. On its first strike the thunderlance unleashes a potent explosive warhead, inflicting an additional 3d6 damage with a small burst template. Once its warhead has been expended, the weapon continues to function as a normal aerial lance until a new charge can be attached.



THE HEROES AND VILLAINS OF SKY CITY

Following are stat blocks for some of the characters, good and evil, that adventurers are likely to encounter in and around Sky City.

KHAN

When Flash Gordon was awarded rulership of Kira, Vultan sent a hand-picked squad of hawkmen to act as his personal guard. The guards' leader was the dashing and fearless Captain Khan, who proved a resourceful ally for Flash in his struggle to pacify the realm. After initial distrust, Khan became close friends with Zug, chief of the cavepeople, and together they helped Flash tame his new kingdom. Khan went on to fight bravely in the disastrous war with Ming, after which he returned to Sky City to continue to serve Vultan. Khan has since risen through the ranks, and is now in charge of training young hawkfolk in tactics and close combat.

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

Skills: Athletics d10, Fighting d10, Investigation d8, Shooting d10, Survival d8, Tracking d8

Cha: 0; **Pace:** 6; **Parry:** 7; **Toughness:** 8 (1)

Hindrances: Heroic, Loyal

Edges: Brave, Brawny, Iron Jaw

Gear: Leather armor (+1), long sword (Str+d8), light pistol (Range 3/6/12, Damage 2d10, RoF 1), skyrifle (Range 50/100/200, Damage 2d10, RoF 1, AP 2, Snapfire).

Special Abilities:

- **Flight:** Hawkmen can fly at their basic Pace and have a Climb of 0.

LURA

Once upon a time, Lura was merely Vultan's favorite wife among his crowded and varied harem, a position that she guarded jealously. When the Earthling Dale Arden threatened to displace her in Vultan's heart,

Hand Weapons

Type	Damage	Weight	Cost	Notes
Aerial Lance	Str+d8	10	250M	AP 2 when charging, Reach 3, usable only while flying.
Lightning Sword	Str+d8	8	300M	On a successful Shooting roll, can fire 2d6 lightning bolts with Range of 12/24/48; energy pack holds 10 charges.
Thunderlance	Str+d8	15	500M	Functions as a normal aerial lance but on first successful attack, inflicts 3d6 damage within a SBT.

Ranged Weapons

Item	Range	Damage	RoF	AP	Shots	Weight	Cost
Heavy Radium Cannon	24/48/96	4d8	1	2	10	20	2000M
Notes: Min Str d8, Heavy Weapon, MBT, Snapfire.							
Power Pistol	20/40/80	2d6	1	spec	8	3	300M
Notes: Expend 2 charges to add 2d6 fire damage or AP 2 (only one effect allowed per shot).							
Sky Rifle	50/100/200	2d10	1	2	6	20	750M
Notes: Min Str d6, Snapfire, –2 penalty when not flying.							

Special Weapons

Item	Damage	RoF	AP	Burst	Weight	Cost
Lightbeam Artillery	4d8	1	5	MBT	500	Military
Portable Lightbeam Artillery	4d8	1	5	MBT	300	Military

Ammunition

Type	Weight	Cost	Notes
Lightning Sword Power Pack	1	25M	Contains 10 charges
Power Cell, Heavy Radium Cannon	4	50M	Contains 10 charges
Power Cell, Lightbeam Artillery	50	250M	Contains 10 charges, fits both Lightbeam Artillery and Portable Lightbeam Artillery
Power Cell, Power Pistol	3	10M	Contains 8 charges. 2 charges adds 2d6 fire or AP 2
Power Cell, Sky Rifle	6	30M	Contains 6 charges
Thunderlance Charge	1	10M	



Lura responded violently, hurling Dale from her sky chamber. Dale was (naturally) rescued by Flash Gordon, but her kind and forgiving nature prevented her from accusing Lura, thus sparing the jealous hawkwoman the consequences of Vultan's rage. Moved by the Earthwoman's benevolence, Lura declared her friendship with Dale and Flash. With Vultan's similar reformation, he and Lura set about transforming Sky City's society into one more worthy of their new Earth friends.

To this end, Lura has taken a greater role in the daily governance of the city, learning more about its science and defenses, training with the resident military, and discovering an affinity for ranged weapons. Lura remains steadfastly loyal to Vultan and considers her first job to serve him as consort and mother to his children, and she still retains a little of the same streak of jealousy that almost killed Dale. She has become a skilled diplomat, using her considerable charm and intelligence in negotiations with other kingdoms that have improved relations between Mongo's disparate and often fractious kingdoms.

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d6, Vigor d6
Skills: Fighting d6, Intimidation d8, Investigation d10, Knowledge (Sky City) d10, Persuasion d12, Piloting d8, Shooting d8, Stealth d8
Cha: +6; **Pace:** 6; **Parry:** 5; **Toughness:** 5
Hindrances: Curious, Jealous, Loyal
Edges: Noble, Rich, Very Attractive
Gear: Crossbow (Range 15/30/60, Damage 2d6, RoF 1), dagger (Str+d4), power pistol (Range 20/40/80, Damage 2d6, RoF 1).
Special Abilties:
- **Flight:** Hawkmen can fly at their basic Pace and have a Climb of 0.

Doctor Nas

Prince Vultan's chief scientist is this brilliant individual, who has studied with both the ingenious Dr. Zarkov and many other scholars throughout Mongo. In addition to the handicaps of shortsightedness and mild hearing loss, Nas was gravely injured at an early age, crippling his wings and making him unable to fly. While this was commonly thought to be the greatest misfortune that could befall a hawkman (many who lose the ability to fly find death to be a preferable fate), Nas instead threw himself into learning and scholarship, eventually crafting such ingenious inventions as the flying belt, which allowed him and other flightless individuals to actually fly, albeit with somewhat reduced abilities. This was only the beginning for this gifted hawkman however, and in the subsequent years he produced a plethora of inventions—weapons, vehicles, communication devices and more—that have significantly enhanced Vultan's armed forces and improved life in Sky City, most notably the lightbeam artillery that helps keep the city safe.

Attributes: Agility d6, Smarts d12, Spirit d10, Strength d4, Vigor d6
Skills: Fighting d4, Healing d8, Investigation d12, Knowledge (Accademia) d10, Knowledge (Medicine) d10, Knowledge (Science) d12, Notice d8, Persuasion d8, Shooting d6, Weird Science d10
Cha: 0; **Pace:** 4; **Parry:** 4; **Toughness:** 5
Hindrances: Bad Eyes (Minor), Hard of Hearing, Lame
Edges: Arcane Background (Wierd Science), Healer, Jack-of-All-Trades, Mongo-Tech, Scholar (Academia, Science)
Powers: *Flight*, *stun;* **Power Points:** 15
Gear: Power pistol (Range 20/40/80, Damage 2d6, RoF 1).

Shaweela

Now devoted to the struggle against Ming, Sky City's hawkmen and -women have redirected their martial abilities and violent impulses to aiding other races in the fight.

Vultan needed an especially resourceful individual to oversee diplomatic and military cooperation with other kingdoms. Winner of multiple honors at the annual games and said to be the fastest hawkwoman (or –man) alive and one of the youngest ever to be inducted into the First Lancers, Shaheela seemed to fit the bill perfectly. Aided by a crack team of elite First Lancer specialists, Shaheela has traveled from one end of Mongo to the other, contacting rebel groups, arranging clandestine rendezvous, all the while gathering an encyclopedic knowledge of the planet and its people. Needless to say, Ming has offered a king's ransom to anyone who can capture this troublesome hawkwoman and bring her to him alive for interrogation. So far Shaheela has avoided all of Ming's machinations, but the risk grows each day that she remains abroad, stirring up rebellion and aiding the Freemen.

Attributes: Agility d12, Smarts d10, Spirit d6, Strength d6, Vigor d8
Skills: Atheletics d10, Fighting d10, Investigation d8, Shooting d10, Survival d8, Tracking d8
Cha: 0; **Pace:** 10; **Parry:** 8; **Toughness:** 7 (1)
Hindrances: Enemy (Major—Ming), Loyal, Obligations (Minor)
Edges: Fleet-Footed, Level Headed, Quick
Gear: Leather armor (+1), power pistol (Range 20/40/80, Damage 2d6, RoF 1), steel gauntlets (Str+d4, Parry +1), skyrifle (Range 50/100/200, Damage 2d10, RoF 1, AP 2, Snapfire).
Special Abilties:
- **Flight:** Hawkmen can fly at their basic Pace and have a Climb of 0.

SURAK

One of a handful of hawkmen whose martial skills rival the great Vultan, Surak is an ancient, grizzled warrior who has commanded the elite First Lancers for nearly three decades. No one knows for certain how old he is, and rumor has it that he can only die in combat, being too tough and stubborn to go any other way. He has performed as a warrior since boyhood, serving in Ming's hawkman forces, then turning against the emperor and aiding Vultan's new allies in the Forest Kingdom, facing down sky pirates, raiders, invaders, slavers, and all manner of foes. Scarred and one-eyed (the result of a battle during Ming's war with the cave kingdom of Kira, during which Surak and a dozen First Lancers fought ten times their number of Mongonian troopers), Surak is a grim, no-nonsense man with none of his ruler's humor and joie de vivre. He commands the Lancers with ruthless efficiency, but is also fair and respects the achievements of others, making him a popular leader. His gauntlet is said to be the first onr ever crafted, and was once borne by Thovar, the Lancers' legendary first commander.

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d10, Vigor d10
Skills: Athletics d8, Fighting d12, Healing d8, Intimidation d10, Knowledge (Battle) d12, Notice d8, Piloting d8, Shooting d12, Survival d8
Cha: –1; **Pace:** 6; **Parry:** 8; **Toughness:** 8 (1)
Hindrances: Loyal, One Eye, Stubborn
Edges: Brave, Command, Command Presence, Natural Leader, Trademark Weapon
Gear: Gauntlet of Thovar (Str+d4, +1 to hit, Parry +1), leather armor (+1), long sword (Str+d8), power pistol (Range 20/40/80, Damage 2d6, RoF 1), skyrifle (Range 50/100/200, Damage 2d10, RoF 1, AP 2, Snapfire).
Special Abiltiies:
- **Flight:** Hawkmen can fly at their basic Pace and have a Climb of 0.

SAVAGE TALES OF SKY CITY: THE GREAT SKY-WHALE HUNT

Characters who win the hawkmen's trust—or are themselves hawkmen—can participate in many aspects of Sky City life. Among the most exciting and challenging of pursuits is sky hunting, when lightly-armed parties of hawkmen and hawkwomen soar into the sky seeking out the strange creatures that dwell there.

BACKGROUND

Everyone in Sky City knows about Tithos, the greatest sky hunter of all time (at least in his own estimation and that of his fans). There is no creature that Tithos cannot stalk and successfully conquer—his residence in Sky City and his hunting lodge in the Magnetic Mountains are decorated with numerous trophies taken from the many creatures he has slain—tigron, gawk, sharkon, magnoped, gocko, and more. No creature of the land,

air, or sea can elude this hunter, and he has frequently turned his considerable skills to the service of Prince Barin, hunting down criminals, spies, imperial soldiers, and other evildoers.

In fact, the mighty Tithos has only failed once—in his yearlong hunt for the great aerocetus known as the Stormlord. He has spent several months planning another expedition, this time with aid from fellow hunters (a significant concession on Tithos' part, for he is normally too proud to share hunting glory with others). Getting the characters included in the hunt might involve having a hawkman party member invited to participate and bring a "retinue," having Vultan himself insist that they be included as a way of learning more about the ways of the hawkmen, or as a result of befriending or otherwise aiding Tithos himself. Hawkmen characters may even be related to (or have a previous relationship with) Tithos, which would allow them to participate in the great hunt.

Preparing for the Hunt

Tithos himself (see page 131) is a legendary individual, nearly as well-known and respected as Prince Vultan himself. He has many positive qualities, among them bravery, loyalty, and preternatural skill, but these are balanced by his arrogance, excessive behavior, and sometimes-irrational behavior. How he makes the characters' acquaintance is up to the GM—it can involve experiencing his violent carousing, meeting him at court, or being directly introduced to him by Prince Vultan, who wishes the party to accompany his friend on the great hunt.

Tithos is a bold and daring man of action who has little tolerance for authority or being led. He is least comfortable when he is not in charge, and constantly chafes at anyone else's guidance. Prince Vultan, who shares many of these traits, has learned how to handle Tithos and keep his less favorable aspects in check by letting him believe that he is in charge, or pretending to defer, then going his own way. If Vultan asks the characters to accompany the expedition he does so because he hopes that they might moderate the hunter's extremes. If the party wins his respect, Tithos may listen to their advice, but he is prone to be argumentative and is loath to be proved wrong, so characters may have a real challenge on their hands in dealing with him.

Winning Tithos' trust can also form part of the prologue. Characters may accompany him on a less prestigious hunt, they may face him in a drinking or boasting contest, or he may simply have heard of their exploits and insist that they join him in "the greatest hunt of this or any other era." If he makes such a request, he considers it a gross insult for any of the party to refuse.

However they get involved, the party can assist with the recruitment of other hunters, obtaining supplies and preparing transport. Tithos has made the supreme concession of allowing others to accompany him, and now insists that the expedition be the best-mounted and best-equipped possible. The expedition's flagship is the highly-modified war rocket *Princess Jerala*, the newest vessel in Prince Vultan's fleet that is equipped with an amazing new weapon, an atomic harpoon launcher, capable of sending a huge, charged projectile over several miles. Tithos himself if somewhat ambivalent about the weapon as he wishes to defeat the Stormlord in single combat. At the same time, he cannot abide the notion that this creature eluded him, so he is willing to compromise on the point. Should the opportunity to face the Stormlord directly arise however, Tithos abandons the *Princess Jerala* to meet his fate (see below).

Encounters Along the Way

The Princess Jerala sets off with great fanfare, possibly accompanied by smaller support vessels and a flying escort of hawkman scouts. In addition to Tithos and the heroes, the rocket carries a crew of 20, commanded by the experienced Captain Sula, who is assisted by First Mate Durax (a loyal sailor who has a weakness for pretty women) and bosun Alaris. The remainder of the crew is hardy veteran sky sailors, equally at home on the wing or on board a rocketship. Though they are sturdy and competent, they are also a bit on the superstitious side, constantly on the lookout for bad omens. Some already have mixed feelings about Tithos, believing him to be more than a little bit mad and fated to die spectacularly, taking his cohorts and crew down with him.

A daily routine is established early—characters can serve in a variety of roles, including pilot, navigator, engineer, or as

scouts, flying ahead of the vessel either on the wing or on rocket cycles. Successful Notice checks allow scouts to alert the ship to oncoming foes or dangerous creatures, but the scouts themselves must fight or elude these targets.

The following encounters can be used to familiarize characters with the dangers of Mongo's atmosphere and involve both living and non-living hazards. The GM can spread them among other plot-related elements to keep things moving:

Sky-Sharkons: The scouts encounter a pack of six sky-sharkons. While they do not represent a danger to the *Princess Jerala*, they could prove quite dangerous to flying hawkmen or scouts flying rocket cycles. These predators are cunning, and allow two of their number to fly far around the party while the other four approach threateningly, keeping the scouts' attention occupied. Once the four aggressive sky-sharkons have engaged the party, the two others attack from the rear, probably getting the drop, unless the characters have succeeded on a Notice roll with at least one raise.

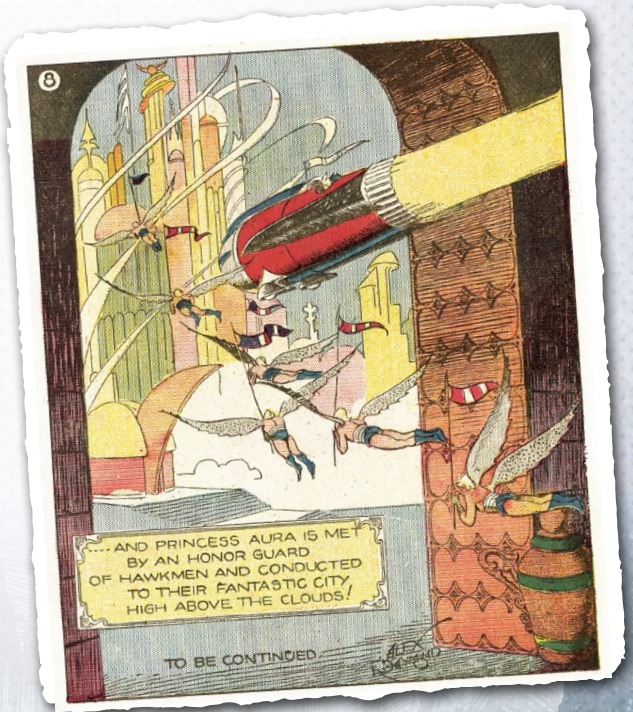
Pteroclaws: Rather than being attacked directly, the party receives notice that a scouting party has been ambushed and that one hawkman, possibly a friend of the characters, has been taken by a pair of pteroclaws and borne off to the creature's lair in the Magnetic Mountains. A search is mounted immediately, but the characters should be the ones who find the lost hawkman, unconscious and helpless in the pteroclaws' lair. In addition to the two pteroclaws, the party must also face four pteroclaw hatchlings, which prove to be as fierce as their parents despite their diminutive size.

Wind-Dragon: This is a non-combat encounter that can be used to increase tension and drama. In the distance, one of the characters spots a faint shimmering shape, which, upon closer inspection, proves to be a rare wind-dragon. If the party approaches the dragon, it responds peacefully, shifting into a scintillating rainbow of cycling colors before flying gracefully around them and vanishing from sight.

Any attack on the dragon causes it to retreat into the clouds and enrage some of the hawkman crew, who believe that wind-dragons are good omens, and that violence against one will doom the expedition. For his part Tithos growls that he has never faced a wind-dragon—perhaps one day, after he has conquered the Stormlord, he could seek one out. Such boastfulness causes distress among more devout and superstitious hawkmen.

Storms and Cyclones: Violent weather plagues the expedition! If caught in the open when a storm hits, scouts must make Agility checks once per minute and take 2d8 damage on failure. In most cases, the *Princess Jerala* can weather storms with minimum difficulty, but especially powerful disturbances will require everyone on board to make Agility rolls and take 2d6 damage on a failure. In addition, the *Princess Jerala*'s pilot at the time of the storm must make a Piloting roll at a −2 penalty. On a failure the rocketship suffers damage and is delayed 1–6 hours for repairs.

Events of Ill Omen: In addition to the above potential events, a few unexplained incidents raise the concerns of the crew. If they confide in the heroes, crew members suggest that there is a rumor the expedition is cursed, and that Tithos' arrogance in pursuing the Stormlord may be leading him and the *Princess Jerala* to their doom. The GM is free to come up with various incidents, including bad omens (the vessel strikes and kills a large and unknown species of bird with unusual plumage, a bolt of lightning strikes one of the ship's antennae, a mysterious shadow is seen in the clouds following the *Princess*, equipment fails



unexpectedly, etc.), accidents and ominous dreams of disasters (the ship crashed or was crippled by the Stormlord, Tithos falling in battle with his foe, etc.).

Some lookouts also report sighting what might be another vessel, following the *Princess Jerala* at a great distance (in reality Ming's war rocket *Vigilant*) but investigation of these reports reveals nothing. While there needn't be any concrete consequences of these events, they can be used to unsettle the players and the crew as the *Princess Jerala* travels farther from Sky City.

- **Wind-Dragon (1)**: See page 134.
- **Pteroclaws (2):** See page 132.
- **Pteroclaw Hatchlings (4):** See page 133.
- **Sky-Sharkons (6):** See page 133.

THE TRAITOR

Bad weather, ominous visions, and hostile wildlife are not the only challenges that Tithos' expedition faces, for Emperor Ming has managed to place a spy on board, hoping to rid himself of the troublesome hunter and steal or wreck Vultan's newest airship in the process. The spy, a hawkman named Genos, was turned to Ming's service years ago, and has served as a sleeper agent ever since, awaiting the call from his secret master. Now he serves as the engineer's mate, and is in a position to sabotage the entire vessel should he wish to. Ming has cautioned Genos not to act too quickly, but to see if he can weaken the crew and possibly disable the Princess Jerala, allowing Ming's forces to attack and capture it quickly.

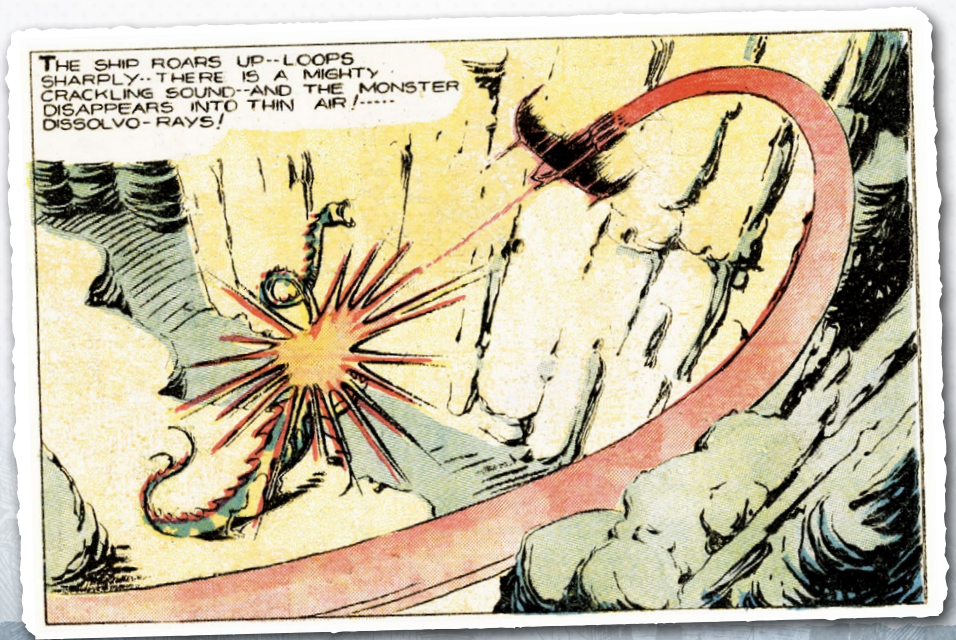
Genos has two confederates among the crew—deckhand Sheros and bosun's mate Haldan. They are careful not to tip their hand early and all serve faithfully. Genos is biding his time until Tithos' guard is down and the *Princess Jerala* is isolated. At this time, he sabotages the engines and take over the control cabin, leaving the vessel adrift, and signal Ming's war rocket *Vigilant*, which has been shadowing the *Princess Jerala* at a safe distance. The *Vigilant* swoops in and immediately launches boarding parties, hoping to take the ship quickly and either repair it or tow it back to Mingo City.

As noted, Genos and his two cronies behave themselves for most of the journey, revealing their true colors only when Tithos sets out alone in pursuit of the Stormlord. Only then will they spring their trap and signal the *Vigilant*.

MAN AGAINST MONSTER

After long days of worry, facing challenges from both within and without, the expedition sights the elusive Stormlord off in the distance, plowing northward through troubled skies. True to its name, the aerocetus swims among black clouds crossed with lightning and lashed by rain, forcing the Princess Jerala to face more hazards, as described under storms above.

The first encounter with the Stormlord is likely to go poorly, as the crew chases



after its quarry, both on the wing or on rocket cycles, seeking to lead the *Princess Jerala* into a position where she can use the atomic harpoon. Battered by wind and rain, the pursuers become the pursued when the Stormlord suddenly turns on them. The characters witness one or more of their fellow crew being slain by the creature, knocked, broken-winged into the maelstrom, before they face the creature themselves.

While it is certainly possible that the characters might overcome the Stormlord on their own, the GM should try to make the fight more dramatic, with the mighty aerocetus both taking and inflicting damage before vanishing into the storm with a thunderous slap of its might fluke, forcing the characters to limp back to the *Princess Jerala* to lick their wounds.

Frustrated again, Tithos is enraged! Arming himself, he sets out alone into the clouds to face down the Stormlord alone. The heroes are left to decide whether to follow and assist him, but at this point Genos puts his plan into action, setting off an explosive in the *Princess Jerala*'s engine room, leaving the vessel sputtering and helpless. At this point, Genos draws a weapon and barricades himself in the control cabin of the *Princess Jerala*, aided by his confederates as two of Ming's war rockets approach, intent upon boarding and capturing the crippled vessel.

Characters can choose to stay, fighting the imperials and trying to regain control of the *Princess Jerala*, they may decide to go help Tithos or—horror of horrors—they may decide to split the party and pursue both options. Use the following information for those party members who stay and fight, depending upon what they choose to do:

Recapturing the Control Cabin: Genos and his allies have barricaded themselves inside the control cabin, and have killed or captured Sula and Durax. Bosun Alaris is free and can help the characters storm the control cabin—by blasting open the doors, crawling through ventilation ducts (a popular option) or bypassing the lock. Once inside the control cabin, the characters can probably overcome Genos, but if the GM wishes a more desperate fight, the traitor may have gathered more allies. If the characters successfully take the control cabin it gives them a +2 on rolls to repair the failing engines.

Fighting the Boarders: Some or all of the characters may choose to face Ming's forces as they attempt to capture the *Princess Jerala*. This can involve a fight in the air, facing several rocket cycles bearing Ming's marines, or the characters can face boarders in the rooms and corridors of the *Princess Jerala*.

Repairing the Princess Jerala: As the fight for the ship rages elsewhere, some characters might attempt to repair the *Princess Jerala*. If they can get the rocket motors working again, the ship can be maneuvered to fire its massive harpoon weapon at the *Vigilant*. Characters performing repairs require three successful Repair rolls to get the *Princess Jerala* underway. The first roll is at a −2 penalty (which can be negated by successfully taking the control cabin as described above) and the next two are normal. Each raise counts as an additional success.

Fighting the Vigilant: If the characters succeed in repairing the *Princess Jerala* they can then fire the atomic harpoon launcher at their foe. The GM can play this out as a full-scale battle using the rules for vehicular combat in *Savage Worlds*. Allow a loyal hawkman such as Alaris to fire the gun, or make their way to the bow and fire it themselves, in which case the character chosen as gunner must make a Shooting roll at −2. If the harpoon scores a hit, it explodes against the hull of the *Vigilant* and the enemy vessel retreats, belching black smoke. If the GM wishes, a hit with a raise destroys the *Vigilant* and sends it spiraling to explode among the clouds.

Once the *Vigilant* is defeated and Genos is slain or in custody, the characters may choose to pursue Tithos. Despite repairs, the *Princess Jerala* is not capable of braving the storm and helping the hunter, so the characters must set out on rocket cycles or fly themselves.

- **Genos**: See Baroness Tala profile on page 187.
- **Stormlord**: See page 133.
- **Haldan & Sheros:** Use the Guardsman profile from *Flash Gordon*. Both have Repair d8.
- **Imperial Boarders (1 per Hero):** Use the Guardsman profile from *Flash Gordon*.

THE HUNTER HUMBLED?

Regardless of whether any of the party chooses to set out into the raging storm to help Tithos, or whether they follow him in the Princess Jerala after defeating Genos and the imperials, there are several possible outcomes for this adventure, depending on the GM's inclinations and the party's actions:

Ambiguous: Both Tithos and the Stormlord are missing, leaving the party to speculate about the outcome of their final confrontation. Perhaps they both perished, or were swept up in the storm to return again someday. The GM can use this to kick off a continuing plot thread regarding Tithos and his fate.

Tithos Defeated: The party finds Tithos barely alive, weakly keeping himself aloft. Upon rescue, the great hunter proves mortally wounded and passes away on the *Princess Jerala* after admitting that his arrogance and pride has finally brought him low. Tithos passes into the realm of legend, and as his companions, the characters find a place in the great tales of Sky City.

Tithos Victorious: The party arrives just in time to see Tithos deliver the deathblow, sending the great Stormlord tumbling from the sky. Badly wounded but alive, Tithos declares that the party missed a hell of a fight and returns home to glory and praise. Again, the characters live on in story as Tithos' loyal companions, and their role in the hunt is enhanced and retold for years, particularly their heroic fight with the traitor Genos.

A Battle Royale: The most action, of course, involves a direct fight with the Stormlord. When the party arrives, Tithos is in the midst of battle. The GM may decide that he's hurt and needs the party's help, or whether his pride makes him wave them off, leaving him to face the great aerocetus alone. If they do help against his wishes, Tithos is likely to be annoyed with them, but grateful nevertheless.

Depending on the outcome, the GM can decree several possible events: Tithos can win or lose as described above, but an equally interesting outcome would arise if he and the Stormlord fight each other to a standstill, neither able to overcome the other. In such a case, the battle might represent an important life event for both the characters and Tithos himself. Faced by a foe that he cannot overcome, Tithos may realize that he has been blinded by his pride, and see that a creature such as the Stormlord as worthy of survival—fellow rootless adventurers and part of a greater truth. Then again, he might not learn anything and continue to plot his vengeance on the creature that has now eluded him twice. The final lesson is up to the GM, and may involve further adventures if so chosen.

Stormlord: See page 133.

ALLIES AND ENEMIES

BOSUN ALARIS

Dark and glowering, Alaris is a cynical, grim hawkman who nevertheless serves with enormous skill and competence. He is fond of ironic humor, tends to see the negative side of every situation and loves to both drink and gamble. Nonetheless, he stands by his crew and will eventually become a valuable friend and ally to the characters, assisting in the recapture of the control cabin from traitorous hands.

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d6, Vigor d8
Skills: Fighting d6, Healing d8, Notice d8, Piloting d8, Repair d8, Shooting d8, Survival d6
Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 6
Hindrances: Cautious, Code of Honor
Edges: Impulsive, Rocket Jock
Gear: Axe (Str+d6), crossbow (Range 15/30/60, Damage 2d6, RoF 1).
Special Abilties:
- **Flight:** Hawkmen can fly at their basic Pace and have a Climb of 0.

CAPTAIN SULA

Though stern, businesslike, and utterly devoid of humor, Captain Sula is also one of the finest commanders in Sky City, providing a strong personality to keep Tithos' ego in check. He is weathered and muscular, entirely bald, and lacking a beard, but his dark gaze misses nothing. Sula's first and last duty is to his ship and its mission. After decades of service he has seen everything, battling raiders, pirates, monsters, and the forces of nature, always with sword and pistol by his side. Characters who pass near his quarters may sometimes hear Sula arguing loudly with Tithos in a clash of two giant personalities.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d8, Vigor d8
Skills: Fighting d8, Healing d8, Notice d8, Piloting d10, Shooting d10, Survival d8
Cha: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 6
Hindrances: Cautious, Code of Honor
Edges: Ace, Command, Rocket Jock
Gear: Long sword (Str+d8), power pistol (Range 20/40/80, Damage 2d6, RoF 1).

Engineer's Mate Genos

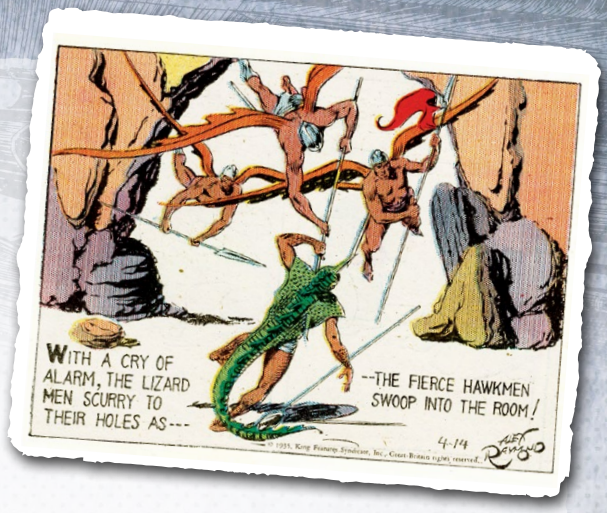
Once Genos was a wastrel who ran with the criminal gangs of Sky City. A habitual gambler, Genos found himself deeply in debt and pursued by hired thugs. Seeing their chance, Ming's agents swooped in and paid off Genos' debt, asking in return that he serve the emperor as a deep agent. Genos agreed and eventually turned his life around, becoming an engineer. Careful to never reveal his true loyalties, Genos was eventually chosen as engineer's mate on board the Princess Jerala. Once there, he was put in contact with two other traitors and together they were ordered to help sabotage the vessel and bring about the troublesome Tithos' downfall. Genos is a very ordinary-looking hawkman who does absolutely nothing out of the ordinary, content to fade into the background and do his job until the time is right. He is unlikely to give himself away during the voyage.

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6
Skills: Fighting d6, Intimidation d8, Notice d8, Piloting d6, Repair d8, Shooting d6
Cha: 0; **Pace:** 6; **Parry:** 5 or 6 (rapier); **Toughness:** 5
Hindrances: Greedy, Stubborn
Edges: Connections, Level Headed
Gear: Rapier (Str+d4, Parry +1), power pistol (Range 20/40/80, Damage 2d6, RoF 1).

First Mate Durax

Utterly loyal to his captain, Durax puts duty before all, though attractive hawkwomen come in a close second. He is a professional through and through, ready to help with any task on board ship, from swabbing the decks to personally supervising scouting missions. When not on duty however, he can't resist a pretty face, and though he himself is a thoroughly ordinary-looking male, he fancies himself an experienced and irresistible lady-killer, though it has gotten him into trouble time and time again, either from jealous rivals or annoyed females who have no patience for his games.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8
Skills: Fighting d8, Notice d10, Piloting d8, Repair d8, Shooting d8, Survival d8
Cha: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 6
Hindrances: Amorous, Loyal
Edges: Brave, Danger Sense



Gear: Rapier (Str+d4), power pistol (Range 20/40/80, Damage 2d6, RoF 1).
Special Abilties:
- **Flight:** Hawkmen can fly at their basic Pace and have a Climb of 0.

Tithos

Hunting has always been central to the hawkfolk's culture. Both in the sky and on the ground among the treacherous peaks of the Magnetic Mountains, hawkmen and -women seek the greatest and most dangerous quarry, armed with only the most minimal of weapons. The mighty and slightly mad Tithos is probably the most famous hunter in Sky City, and it is said that no animal save one has ever escaped him. His most famous exploits are the stuff of legend, such as the year that he spent alone among the clouds, hunting the land for sustenance, as he stalked the legendary aerocetus known as the Stormlord, but ultimately failed to defeat the creature (see Savage Tales of Sky City below for more information on this adventure), or when he faced down a titanic rampaging gocko said to tower three times his own height, armed only with a single dagger. This last feat earned Tithos the love and respect of the mountain dwarfs, and to this day he is one of few hawkmen that the dwarfs trust fully.

Tithos is also a brave warrior, though he refuses to join any organized military group, preferring instead to lend his strength where it is most needed. Vultan knows Tithos' skill well, for he has called upon the great hunter several times to help hunt down fleeing spies and fugitives, work that Tithos pursues with the same devotion as his normal hunting duties. Possessed of wild bravery, fierce independence and an ego that rivals even the arrogant Vultan in sheer audacity,

Tithos is generally considered to be more than a little crazy, but such is his fame that the hawkfolk indulge him in his most outrageous behavior—drinking, brawling, reckless aerobatic contests and more.

Attributes: Agility d8, Smarts d10, Spirit d8, Strength d8, Vigor d10
Skills: Athletics d6, Fighting d12, Healing d8, Notice d10, Piloting d8, Shooting d12, Stealth d10, Survival d10, Tracking d12
Cha: 0; **Pace:** 6; **Parry:** 8; **Toughness:** 9
Hindrances: Death Wish (die on the hunt), Overconfident, Stubborn
Edges: Giant Killer, Improved Tough as Nails, Nerves of Steel, Tough as Nails
Gear: Aerial Lance (Str+d8, AP 2 when charging, Reach 3, usable only while flying), long sword (Str+d8), power pistol (20/40/80, damage 2d6, RoF 1), skyrifle (50/100/200, damage 2d10, RoF 1, AP 2, Snapfire).
Special Abilties:
- **Flight:** Hawkmen can fly at their basic Pace and have a Climb of 0.

THE MONSTERS OF SKY CITY

AEROCETUS

The upper reaches of Mongo's atmosphere harbor some extremely strange and fascinating creatures. Among the largest and most magnificent is the grand aerocetus, a massive whale-like beast that literally swims through the sky, supported by great cells inflated with lighter-than-air gases. Physically aeroceti resemble their terrestrial counterparts, at least superficially, with great dirigible-like bodies and vast mouths used to draw in nutrients from clouds of microscopic atmospheric flora, while their tough azure hide allows the aeroceti to derive sustenance from the sunlight itself.

Four great flippers, two dorsal and two ventral, help the creature make finer adjustments, while a big, muscular, four-fluked tail can propel the aerocetus through even the most savage of winds. Initially white and sky blue, aeroceti grow darker as they age, with the oldest colored a deep purple-black. Aeroceti are omnivorous, and though they prefer a vegetarian diet, consuming atmospheric plants, fungi, and airborne lichen, they are not above supplementing their diets with birds and other aerial creatures such as lone sky-sharkons or luckless hawkmen. They are highly territorial and will not hesitate to attack any creatures they perceive as threats, rocketships included!

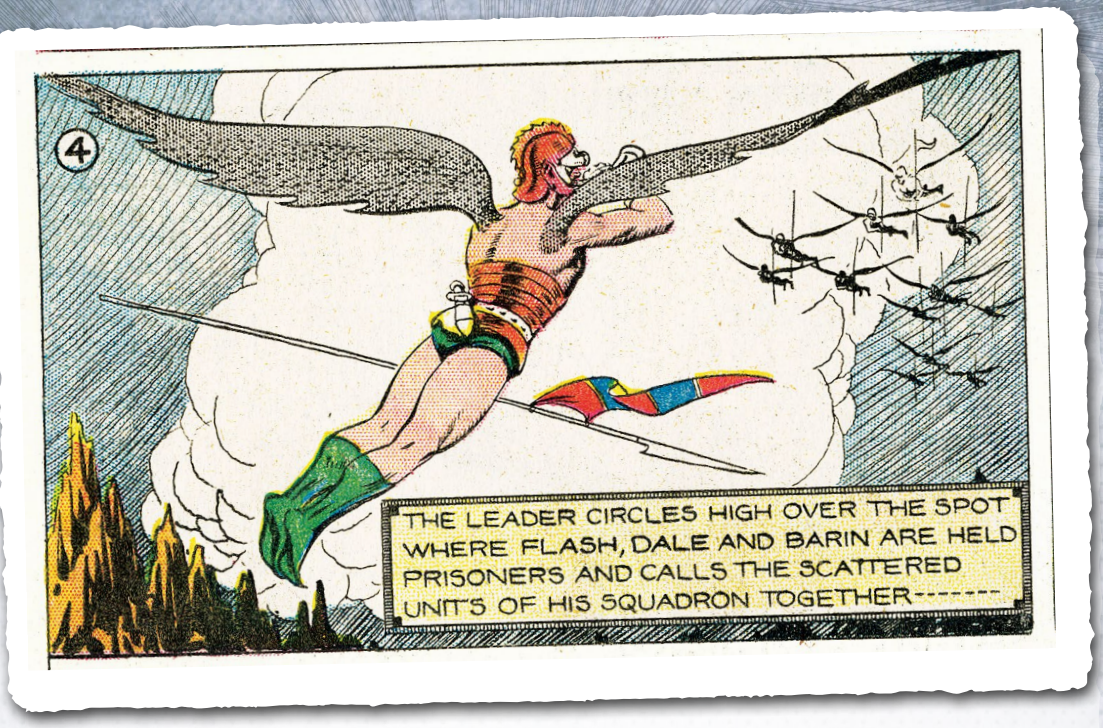
Though the statistics below list aeroceti as possessing animal Smarts, some especially old individuals, such as the ancient beast known as the Stormlord, are said to have developed cunning, reasoning intelligence, though this may well simply be a legend told by sky hunters.

Attributes: Agility d6, Smarts d6 (A), Spirit d8, Strength d12+3, Vigor d12
Skills: Fighting d10, Intimidation d12, Notice d10
Pace: —; **Parry:** 7; **Toughness:** 20 (3)
Special Abilities:
- **Armor +3:** Tough hide.
- **Bite:** Str+d8.
- **Flight:** An aerocetus has a flying pace of 20" and a climb of 0.
- **Flukes:** Str+d6.
- **Hardy:** The creature does not suffer a wound from being Shaken twice.
- **Huge:** Opponents add +4 to Fighting and Shooting rolls when attacking an aerocetus due to its massive size.
- **Ram:** An enraged aerocetus can use its incredible mass against its foes. If it moves forward at least 12" while flying, the aerocetus receives a +4 to its attack roll. If this attack is successful, the aerocetus inflicts 3d6 damage at AP 4.
- **Size +9:** Aeroceti can grow up to 100' in length from rostrum to fluke.

PTEROCLAW

These majestic though terrifying creatures soar in the skies all across Flame World, but only nest in the crags of the Magnetic Mountains. They hunt alone or in mated pairs, and their powerful serrated beaks secrete a potent paralytic that quickly renders their prey helpless. Creatures unfortunate enough to be paralyzed in this way are borne to the pteroclaws' mountaintop nests where they are consumed at leisure, sometimes over the course of several days. Escape from these lonely peaks is all but impossible for non-flying creatures, and pteroclaws instinctively know to cripple the wings of flying prey, breaking or even tearing them off. The famous hawkman hunter Tithos tells a story of escaping from a pteroclaw's nest by butchering its young and jury-rigging a glider from the corpse to replace his own injured wings.

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



Skills: Fighting d12, Intimidation d10, Notice d8
Pace: 2; **Parry:** 5; **Toughness:** 11 (2)
Special Abilities:

- **Armor +2:** Thick skin.
- **Bite:** Str+d8.
- **Large:** Attackers add +2 to their Fighting and Shooting rolls against pteroclaws due to their large size.
- **Poison (–2):** Victims of a pteroclaw's bite attack must make a Vigor roll at –2 or be paralyzed for 2d6 minutes.
- **Size +2:** Pteroclaws have a 12′ wingspan.

PTEROCLAW HATCHLING

Though much smaller than their parents and devoid of the power of flight and the poisonous glands responsible for the paralytic venom found in adult pteroclaws, hatchlings are still a formidable enemy when faced in an enclosed space.

Attributes: Agility d4, Smarts d4 (A), Spirit d10, Strength d8, Vigor d6
Skills: Fighting d8, Notice d6
Pace: 2; **Parry:** 4; **Toughness:** 5
Special Abilities:

- **Bite:** Str+d6.

SKY-SHARKON

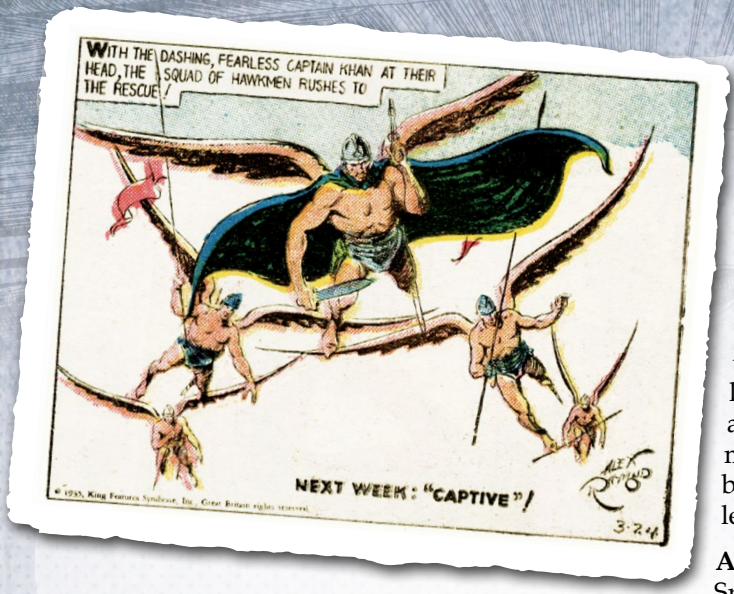
Among the horrors found in the Mongonian skies are these fierce predators—strange flying beasts that school and stalk the atmosphere in the same fashion that sharkons terrorize the ocean depths. Amazed scientists have found anatomical and biological similarities between the two species including their sturdy, dual whiptails, and speculate that they both evolved from the same root when an unknown ancestral strain split into aerial and aquatic branches. Others dare to suggest that the sky-sharkon is the result of biological manipulation at the hands of a mad scientist.

Attributes: Agility d8, Smarts d4 (A), Spirit d8, Strength d12+1, Vigor d10
Skills: Fighting d10, Notice d10
Pace: —; **Parry:** 7; **Toughness:** 11
Special Abilities:

- **Flight:** Pace of 10" and Climb 0.
- **Bite:** Str+d6.
- **Hardy:** The creature does not suffer a wound from being Shaken twice.
- **Large:** Attackers add +2 to their attack rolls when attacking a sky-sharkon due to its large size.
- **Size +4:** Sky-sharkons can grow up to 20′ in length.
- **Whiptails:** Sky-sharkons can whip adjacent opponents in their rear facing. This is a standard Fighting attack, and damage is equal to the creature's Strength –2.

STORMLORD

The Stormlord is an ancient, ivory-colored aerocetus that has wandered the skies for untold generations.



Attributes: Agility d8, Smarts d6, Spirit d8, Strength d12+3, Vigor d12
Skills: Fighting d12, Intimidation d12, Notice d10
Pace: —; **Parry:** 8; **Toughness:** 21 (4)
Special Abilities:

- **Armor +4:** Aged hide.
- **Bite:** Str+d8.
- **Flight:** The Stormlord has a flying pace of 20" and a climb of 0.
- **Flukes:** Str+d6.
- **Hardy:** The creature does not suffer a wound from being Shaken twice.
- **Huge:** Opponents add +4 to Fighting and Shooting rolls when attacking the Stormlord due to its massive size.
- **Ram:** The Stormlord can use its incredible mass against its foes. If it moves forward at least 12" while flying, it receives a +4 to its attack roll. If this attack is successful, the Stormlord inflicts 3d6 damage at AP 4.
- **Size +9:** The Stormlord is almost 100′ from rostrum to fluke.

WIND-DRAGON

From time to time, Mongonians glance up into the sky and spy a fleeting, serpentine shape picked out in the bright sunlight. While these flashes are more often than not simple tricks of the light or optical illusions, it is customary to note that one may have just seen a wind-dragon!

Wind-dragons are indeed real (but almost preternaturally rare) creatures that glide effortlessly through the skies. In their natural state they are translucent and almost invisible, but can voluntarily change their color to almost any hue, including a scintillating rainbow of colors. It is theorized that this last coloration is used when defending territory or trying to attract a mate, but its true purpose is not known.

What is known is that a wind-dragon remains aloft through a natural repulsive effect that allows it to naturally counteract the effects of Mongo's gravitational field, and so far as anyone knows these creatures live their entire lives in the air. Details of their diet, anatomy, and life cycle remain a mystery, though many Mongonian biologists would be fascinated to learn more.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d12+2, Vigor d12
Skills: Fighting d10, Notice d10, Stealth d12
Pace: —; **Parry:** 7; **Toughness:** 18 (2)
Special Abilities:

- **Armor +2:** Scaly hide.
- **Claws/Bite:** Str+d8.
- **Color Change:** At will, a wind-dragon may alter its coloring granting a +2 to Stealth rolls if implementing this ability to blend into a particular background (rock wall, cloudy sky, forest, etc.)
- **Flight:** Wind-dragons have a Flying Pace of 24" and Climb 2. They remain airborne at all times and have no normal pace upon the ground.
- **Hardy:** The creature does not suffer a wound from being Shaken twice.
- **Size +8:** Wind-dragons are over 40′ long from nose to tail.
- **Tail Lash:** A wind-dragon can sweep all opponents in its rear facing in a 3" long by 6" square. This is a standard Fighting attack, with damage equal to the wind-dragon's Strength −2.
- **Transparent:** Wind-dragons are so transparent that they are all but invisible. Notice rolls to spot them are made at −2. Once detected, they can then be attacked at a –2 penalty. If the wind-dragon attacks, it's flashing scales cause it to be automatically detected, but the –2 attack penalty still applies.



TROPICA

Tropica!

The mere mention of the name conjures up visions of a vacation paradise with white sand beaches and beautiful sunsets, but as any adventurer knows, you must never judge an island continent by its name! While rich in culture and having a diverse ecosystem, Tropica is no nirvana and only the most ardent of heroes should traverse this land without fear of death!

Go now, and may Tao watch over and protect you.

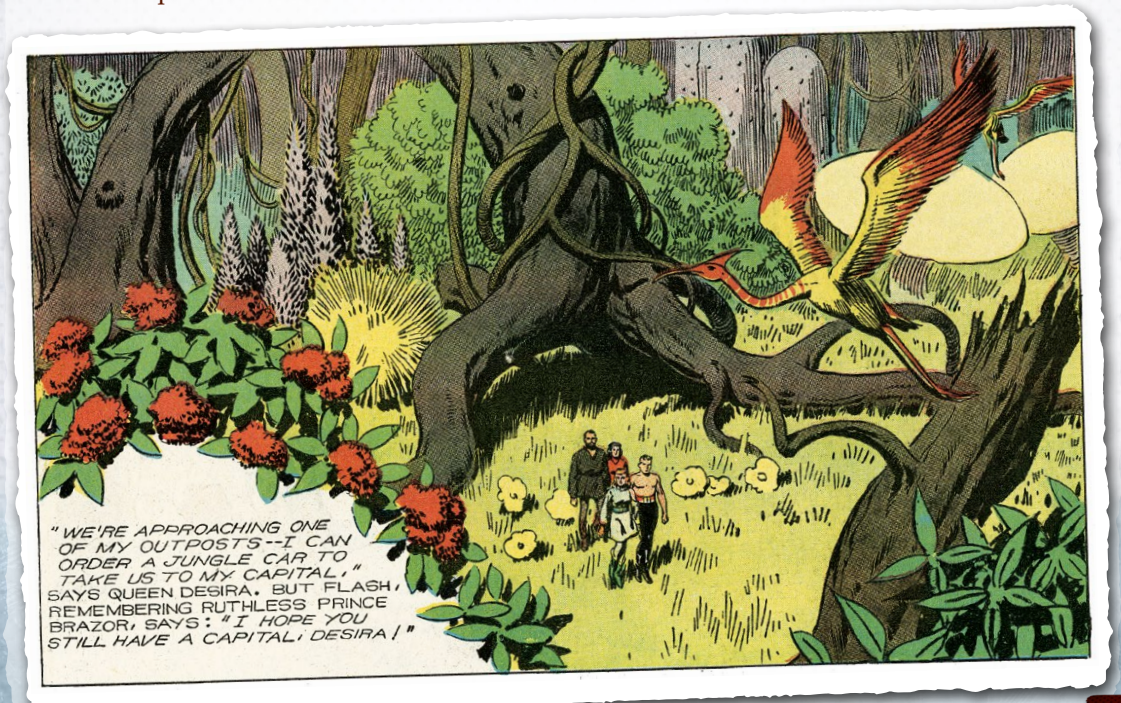
FLASH'S ADVENTURES IN TROPICA—PART 1

Returning to Mongo after doing battle with the dreaded Red Sword back on Earth, Flash Gordon, Dale Arden, and Dr. Hans Zarkov suddenly found themselves crashed in the jungles of the mysterious continent of Tropica. There they met Queen Desira and Prince Brazor, Desira's cousin and captain of her guard. Soon after, the heroes learned of Brazor's plan to wrest the throne from his cousin. After drugging Desira and wounding both Flash and Zarkov, the heroes were taken to Brazor's stronghold, where his treachery was revealed to the queen, forcing her to join Flash and company during their escape.

Tracked by Brazor and his men, the heroes were driven underground where they discovered a wondrous world of upside-down caverns and dangerous monsters.

Returning to the surface, Flash, Dale, Zarkov, and Desira headed into the Fiery Desert, certain that Brazor would not follow them there, but they were quickly taken prisoner by the mercenary king, Gundar. After Brazor betrayed Gundar in a hostage exchange, the mercenary joined Flash and Desira's side.

Romance quickly bloomed between Gundar and Desira, only to be severed when Brazor captured the queen and planned her execution. Flash, Dale, and the rest of the team snuck into to the city with the help of Trico, a thief who leads the criminal underground of Capital City. Mounting a resistance of nefarious scoundrels, Desira's loyal guards,



and Gundar's men, Flash attacked the capital to free Desira and end Brazor's reign once and for all.

Gundar and Desira now plan to resist Ming together, as co-rulers of Tropica.

BACKGROUND

Tropica's sprawling deserts, dense jungles, and towering mountains, formed in Mongo's primordial age, are each a unique world unto themselves, and seem to co-exist only by the will of Tao. Taken alone, any of these biomes would be deadly to enter, but together they set the bar high for any party of adventurers.

While Tropica appears to be a single kingdom, there is much more going on beneath the surface. Queen Desira, who rules from her palace in Capital City, wants no part of the Freemen rebellion, yet rumors circulate that forces seek to undermine her leadership; forces that could shift power in the region to Emperor Ming. The queen has tasked her cousin, Prince Brazor, to protect her from any such threat, not realizing the danger is closer than she or anyone suspects.

Out in the Desert of Fire, Gundar, Son of the Desert, and leader of the brigands, attacks all who would willingly pass through his domain, regardless of allegiances, and especially if there is profit to be made. No one knows from whence he strikes, but when he does, he is swift and ruthless. Reports from Freemen operatives in the region say that Gundar has no love for Ming and could be turned for the right price… or the right cause.

Meanwhile, deep in the nearly impenetrable forests that make up the loosely-explored part of Tropica, Ming has hidden two precious jewels:

1. **Marvela:** Marvela is a city of high technology (a remnant of the once proud kingdom of Vitruvia), and a primary source of the precious white sapphires that power many Mongo-Tech devices. These prized power crystals are mined by enslaved forest dwarfs who toil for genius biologist King Ardo, inventor of the petuit-ray—a dastardly device that can transform the tiniest lizard into an enormous dinosaur! Princess Lura (no relation to Vultan's Lura over in Sky City), abhors his unnatural creations—these giant, people-eating monsters—yet she does nothing to stop his experiments.
2. **Portentia:** Marvela's neighbor, Portentia, was once the theological center of Tao worship, but Ming's corruptive touch has converted these acolytes to embrace Dyzan, the God of Great Cruelty!

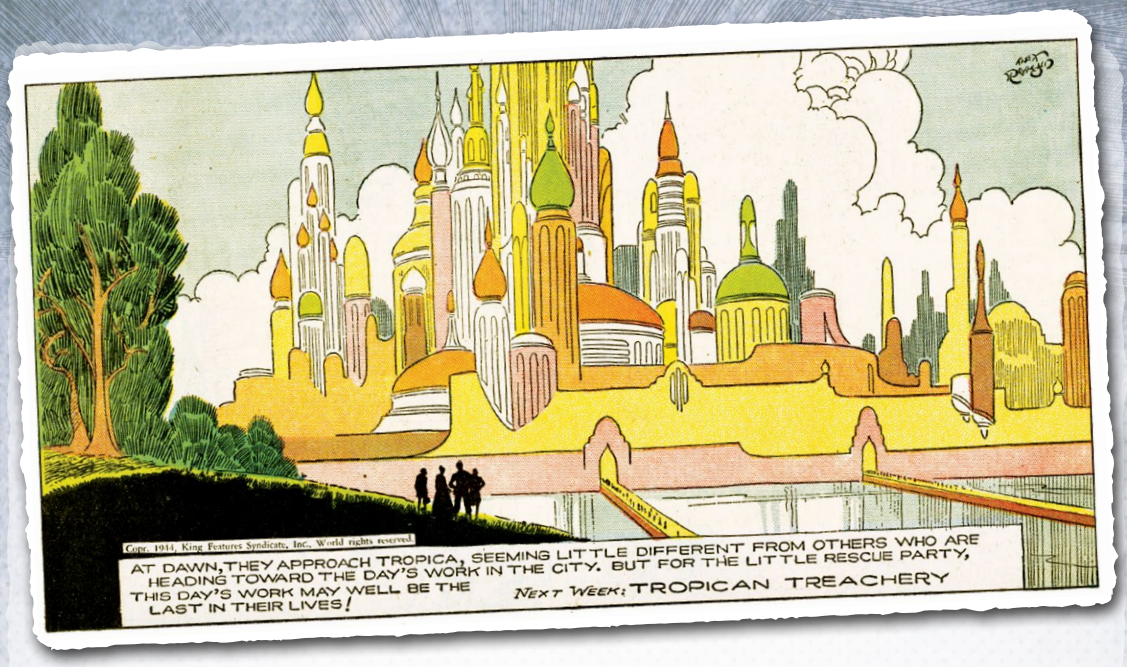
Luckily, despite Ming's attempts to keep both these kingdoms secret from the rest of Mongo, Freemen can be found in both. From the ruins of Vitruvia, the Emperor's undoing could spring forth!

As if Mongonians were not treacherous enough, both the land and its inhabitants pose threats unlike anywhere else on Mongo. Under the legendary Magnet Mountain lie a vast series of caves where the rules of physics no longer apply. And the formidable fire lakes of the Wastelands—more deadly than volcanoes—are teeming with creatures able to survive and thrive in such a world. The Forbidden Forest offers its own challenges with spidrots bigger than any armosaur and twice as vicious, these great arachnids spin webs of doom around anyone foolish enough to enter their lair!



THE KINGDOM OF TROPICA

While technically the entire island continent is under her sway, Queen Desira's realm of direct control is mainly along its west side. Fighting a combination of thick, overgrown forests and harsh volcanic regions, Desira has managed to keep Tropica's system of roads



clear enough to reach the many military outposts and cities that dot her territory. Most of these roads, even those winding through the mountains, can be traversed by scout car or amphicar. To reach the more desolate areas, travelers prefer to ride gryphs—beasts bred specifically for the challenges of Tropica's diverse conditions.

Beneath Desira's lands sprawls a complex network of lava tubes. Man-made conduits lead into these tunnels, however many more entrances can be found through natural caves, whirlpools, and quicksand traps. Not that travel within this dark labyrinth is any easier than on the surface. Fierce creatures, such as cavernosaurs and the psionic pixie race, call these tunnels home.

The copper-haired Queen Desira is not a bad ruler, though she can be vain and arrogant. She truly adores her subjects and keeps peace with Emperor Ming for their sake. Leading from her throne room in Capital City, she has been known to go out and visit her kingdom via palanquin. This puts her at great risk from the wild beasts that roam Tropica; her safety left in the hands of Prince Brazor, her cousin.

Brazor has built a squadron of the best soldiers from the queen's guard, all fiercely loyal to him. In fact, to an outsider it would seem that this particular group would put their allegiance to Brazor over that of their queen, but that may just be rumor or scuttlebutt. To all appearances, Brazor seems committed to the wellbeing of his cousin, especially when suspicious of outsiders in her presence.

The truth is Brazor is anything but loyal. Through lies and manipulation, he has converted many from within the queen's army to his own way of thinking. Several generals, such as General Mogard, have been turned right under Desira's pert nose. Brazor schemes from within his mountain aerie, a towering fortress that has everything he needs to overthrow his cousin when the time comes, including prison cells, secret labs, and his own personal mad doctor in the persona of Dr. Kulo.

Kulo is part co-conspirator and part confidante. Brazor trusts Kulo as much as he trusts anyone, which is to say not a lot, but if the traitor should need something of a medicinal nature, Kulo is the demented soul to see it acquired or manufactured.

Desira isn't without her own trustworthy and loyal subjects: her Lieutenants Caran and Kolan are dependable and dedicated to the safety of their lady. For this reason, Prince Brazor keeps them completely in the dark to any sign of betrayal. If they ever discovered Brazor's treachery, they'd run right to the queen's side, most likely at the forfeiture of their own lives!

TROPICA'S CAPITAL CITY

Like much of Mongo's impressive metropolitan architecture, Capital City (sometimes referred to simply as Tropica) is meant to impress and awe visitors. Towering glass spires, housing the rich and elite, reach up

to the heavens, while down below, the common citizens reside in modest flats or small hovels that lie just outside the city gates. Tropica's main exports are chemicals ranging from cleaning solutions, to medicines, to other drugs that can be used for less humane purposes.

Asphyxoil is one of the more popular manmade tinctures to come out of Tropica. Its ability to knock out targets makes it the perfect component for suppression guns and sleep grenades. Harvesters extract the raw oil in large quantities from the fields and bring it back to be processed. It is a dangerous job, as it is not uncommon for a worker to succumb to the effects of his own product, becoming injured even to the extreme of falling to their deaths from the scaffolding within the processing plants.

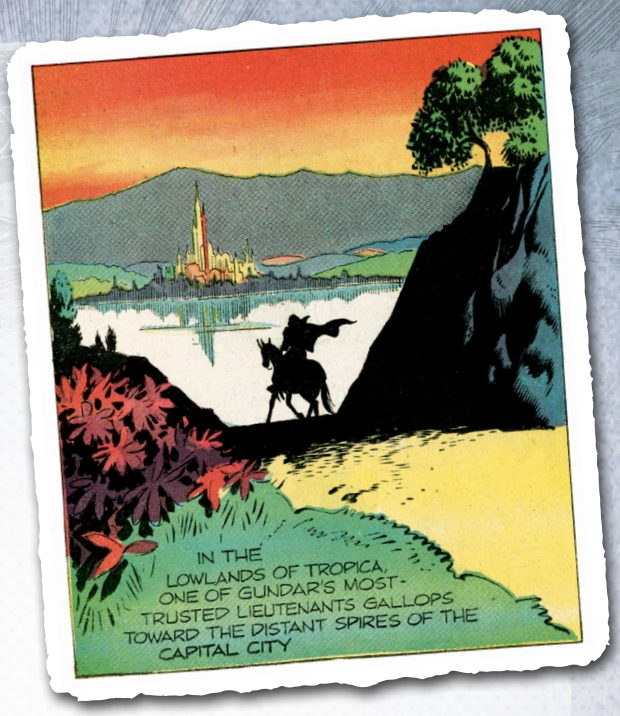
The queen's army patrols Capital City's streets as crime is not uncommon in the barrooms and back alleys. Emperor Ming regularly checks up on Desira, making sure she is not housing rebels within her kingdom. To be caught colluding with the Freemen would upset the balance Desira has tried to maintain. She does not want Ming's troops in her kingdom, so she makes sure her own men are extra vigilant. Despite her best efforts, the rebellion is present here, as in other places, and it has found the unlikeliest of leaders in the form of Trico, the Beggar King.

KINGDOM OF THE UNDERGROUND

Trico is a master thief who knows the ins and outs of the Tropican capital city better than anyone else. In his secret lair, he colludes with his network of ne'er do wells. These outlaws have an honor code that makes them the perfect eyes and ears of the Freemen. They are everywhere and see everything. Begging orphans, injured mercenaries, and exotic dancers—everyone's background is theirs to keep, but under Trico's leadership they have all been united in the hope they can create a world without Ming's iron fist.

In addition to their primary meeting hall, the Underground has created bases throughout the city from which they operate. Some of these safe houses are normal looking homes while others are faux warehouses.

The only thing anyone knows for sure is that when the time comes, these "criminal mischiefs" will be the first to attack (and then completely disappear afterwards)!



THE COAST

Several small, though bustling towns line the seaboards and lakeshores of Tropica. Since a lot of shipping is handled with rockets, shipping via boat is often limited to larger and heavier cargo (machinery, etc.) However, seafood is always in demand around the planet, making these seaside villages the places where most of the Tropican "fruits of the sea" are harvested for Mongo.

WAVERLY

The town of Waverly doesn't sit upon dry land. Instead, long docks stretch out from the beach to reach this village that rides upon sliding stilts. Every building is secured with four stilts, allowing them to remain at sea level regardless of tide. This can be up to a thirty-foot variation in elevation. Fishing vessels leave at low tide to go hunting, returning at high tide with boats filled with their daily catch. Waverly is known specifically for the Mingfish, named after the emperor. It is a jeopardous and wily fish—its razor-sharp barbed fins can rip through gloves and leave hands bloodied and useless. It is, of course, the most sought after delicacy among Mingo City's elite.

Tropican Wilderness Table

d20	Result
1–4	No Encounter
5–7	Desira's Soldiers Patrol (2d4 Soldiers, use stats for Guardsman from *Flash Gordon*)
8–10	Brazor's Soldiers Patrol (2d4 Soldiers, use stats for Guardsman from *Flash Gordon*)
11–12	Tree Dragon (1d4 Tree Dragons, use stats for Tree Dragon from *Flash Gordon*)
13–16	Bloodwolves (2d4) (use stats for Bloodwolf from *Flash Gordon*)
17–18	Hazard: Lava Plume (see **Tropican Hazards** on page 174)
19–20	Water Dragon (1d4 Water Dragons, use stats for Water Dragon from *Flash Gordon*)

The Lowlands

Outside the city walls, Freeman find this to be the most tranquil and accessible area of Tropica. Rolling mossy hills, raging crystal-blue rivers and lush, leafy forests make this area idyllic. The Lowlands are where heroes visit the towns and hamlets that the majority of Tropicans call home. The residents are truly salt-of-the-earth people trying their best to stay out of territory politics and war. Yet it is not uncommon for the queen's guard to survey these places, seeking out new recruits. (Brazor sends his secret recruiters out, as well, to fill his ranks.) One such town is Placida.

Placida

The hard-working people of Placida are predominately artisans: pastry chefs, sculptors, potters, painters, and jewelers. They adore Queen Desira and are known to produce the finest likenesses of her. Maybe that is why Prince Brazor replaced all the guards in the Placida garrison with his own men. If he ever took the throne, the people of Placida would be the first to revolt.

Caverns of Tropica

Millennia ago, the continent's widespread volcanic activity resulted in a land mass riddled with an interconnected, but labyrinthine, network of caves. Underground lakes, mammoth stalagmites and stalactites, and perilous cold magma chutes make this subterranean realm as rich and varied as the one above it.

Hardly docile, many subterranean creatures seek dominance (or dinner) over trespassers in these passages. Cavernosaurs, in particular, are perfectly suited to these tunnels. While they eat the strange fruits, mushrooms, and vegetables that grow down there, they never pass up the opportunity for the fresh meat of intruders. They are known for their ability to slink and even slide through the tubes to surprise their victims.

Pixies are another creature that may catch visitors off guard (see page 172). Thought for centuries to be a myth, a precocious race of miscreants found in popular children's stories, pixies are actually a sadistic, diminutive people indigenous to Tropica. They host magnificent cities filled with stolen gold,

Cave Table

d20	Encounter
1–4	No Encounter
5–7	Rock Termite Swarm (use stats for Rock Termite (Swarm) from *Flash Gordon*)
8–10	Pixies (see page 172)
11–12	Cavernosaur (use stats for Cavernosaur from *Flash Gordon*)
13–16	Hazard: Whirlpool (see **Tropican Hazards** on page 174)
17–18	Dragon-Bats (2d4 Dragon-Bats, use stats for Dragon-Bat from *Flash Gordon*)
19–20	Hazard: Volcanic Fumes (see **Tropican Hazards** on page 174)

CAVE SURFING

It is possible (given enough time, dedication, and derring-do) to learn to "surf" the anomalous fields within the caves beneath Magnet Mountain. Reckless youth from Capital City are known to sneak off to the caves with modified boards known as magno-boards crafted from the dorsal fins of octosharks. The fins are shaped, polished, and customized (usually with iron-rich paints) to repel the mysterious magnetic waves under the mountain. Not only is the act itself dangerous, but just getting there and back can be challenge enough! For this reason, cave surfing is outlawed by decree of the Queen (with significant fines imposed for even possessing a magno-board). That, of course, doesn't stop the more extreme, rush-seeking teens. For the Freemen, it is an indication that the next generation is predisposed to rebellion and that the youth of Mongo may eventually rise up in open defiance of Ming.

Prebuilt magno-boards can be acquired (for several mingols) in seaside towns like Waverly, often in the shady back rooms of disreputable harbor shops. Most cave surfers prefer to construct their own by first combing the beaches for dead octosharks. They then remove the dorsal fin, carefully shape it, and then customize it to reflect their own unique personality, often with risqué nose art.

If desired, characters may choose to specialize in the use of magno-boards, sky-sleds, and other exotic surfing apparatus, by taking the Piloting (Surf) skill specialization for flyers, and Boating (Surf) for watercraft.

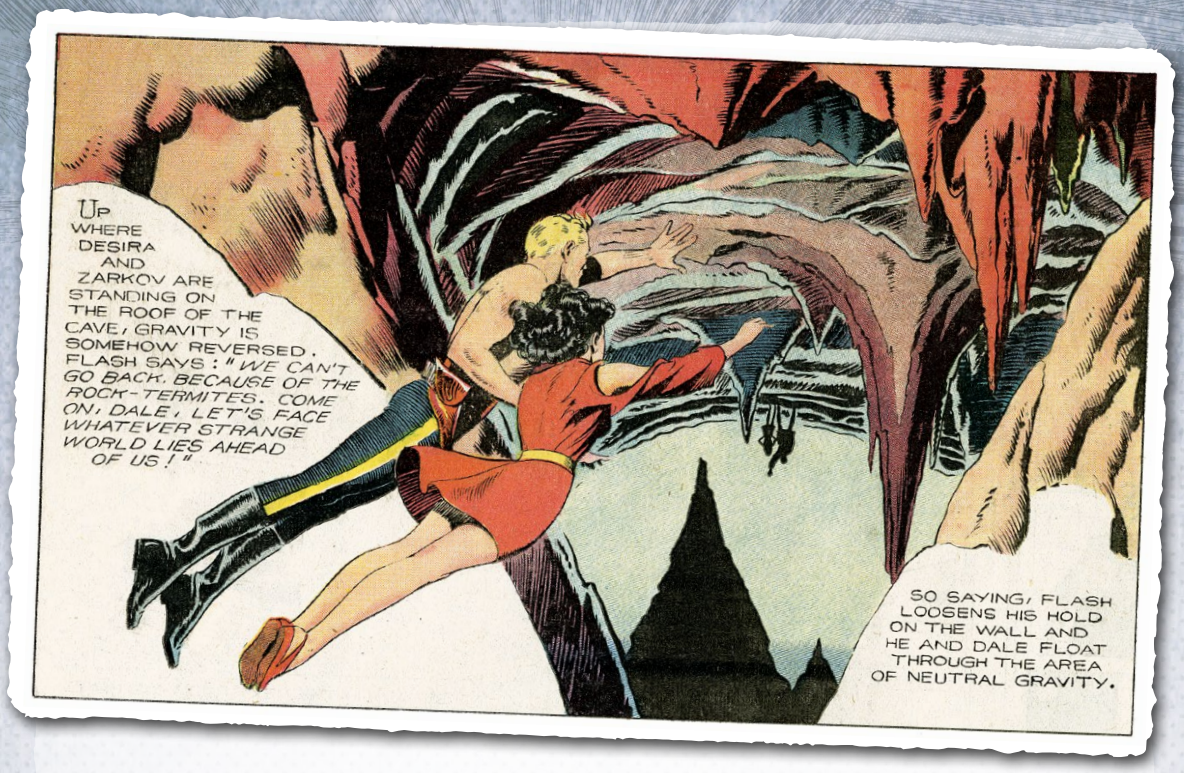
find no sand dunes or cactus here. This is an area devoid of life. No water is to be found here, nor edible plants. Even the creatures that roam the wasteland are scarce. There is little shade, allowing Mongo's sun to bake everything to an extreme char. Lava rivers from the wastelands carve treacherous channels through the rock. Trekking through such a desert leaves most caravans weakened. Military patrols even start dropping their guard under such an onslaught, making both caravan and patrol ripe for attack from one of the few living creatures to call this land home: Gundar the Desert Hawk!

Gundar is a brilliant tactician… when in his element. Raised in the desert since he was a boy, he is one of the few who look upon the land not as a challenge, but an opportunity. Choosing carefully from those he takes prisoner, Gundar has built a legion of mercenaries dedicated to his leadership. (When his ranks start growing thin, it is known that Gundar sends recruiters to Capital City in search of new members.) Gundar values profit above all else, save his men. He fully believes in sharing the wealth, and those under him get (mostly) equal shares of any loot. This keeps his people loyal to the point of being un-bribable.

Only he and his sawbones know Gundar's true origin: Gundar is really the Prince of Portentia, brother to Princess Lura, and rightful ruler. When word came down from Ming that both siblings were to be killed, two members of the royal household decided to take action. Splitting the siblings apart, Doctor Heliot took Gundar and headed for Capital City, while Zoga the Prophet hid Lura in plain sight as the sibling of Ardo, ruler of Marvela. Lura has never been told that King Ardo is not actually her brother, nor has Heliot reveled to Gundar that he has a sister. However, one night in a drunken stupor, the guilt-ridden doctor did reveal Gundar's true heritage. Feeling his men would turn on him if they knew he was royalty, Gundar swore the doctor to secrecy. Gundar occasionally thinks of the day he will be in a position to take back his kingdom from Ming's control, but that day is far in the future. Right now, he is happy living the life of the king of thieves.

THE FORBIDDEN FOREST

In the center of Tropica lies a nigh-impenetrable forest. So thick are its trees that even Queen Desira wants no part of it. Her attempts to send soldiers into it have only resulted in the need for new soldiers, so she has given up on taming the forest. Rocketship crews have reported spotting magnificent cities down among the trees (including one that



jewels, and other treasures, using their psionic powers to protect them. Whenever a traveler ventures too close to a pixie city, the creatures rise up to disorient the trespasser and drive him temporarily mad, leaving him exposed in the desert with little or no memory of how he got there.

MAGNET MOUNTAIN

This cavernous and disorienting region will convince even the most steadfast hero to believe that they are going mad, but the truth is much more bizarre! Thanks to the upward gravity field of a super-dense meteorite on the surface above, the caves beneath Magnet Mountain is a zone where gravity and the laws of physics do not apply! Heroes can fly in the air, dance among the stalactites upon the ceiling, and live a life inverted. (Some prospectors who search these caves for power crystals and rare minerals spend most of their lives not knowing which direction "ground" is anymore.) It takes special skills, akin to flight, to avoid vertigo and injury.

THE FIERY DESERT

Centuries of abuse from volcanic plumes have left this area of Tropica blasted and barren. It is not desert in the traditional sense; you'll glows by night), yet, to date, no one has been able to confirm the existence of such places.

That is because Ming the Merciless wants both cities, Marvela, the Jungle Kingdom, and Portentia, the Kingdom of the Light, to remain hidden from prying eyes. Marvela is a major source of Ming's white sapphires, and Portentia is where he fosters Dyzan worship. Should either city be discovered by the other rulers of Mongo, it would be…awkward for the emperor. Ming has placed camouflage screens over both cities and ordered King Ardo of Marvela and the Holy Order of Dyzan in Portentia to kill any and all outsiders that might bring proof of their cities' existence back to Mongo.

Joining in this deadly game, Freeman command has decided to keep the existence of these two kingdoms a "secret" as well. They feel that exposing the cities too soon might result in Ming destroying both out of rage. If the Freemen were eventually to turn Marvela to their side, they could be a powerful ally. If Portentia could be reverted back to Tao worship, the now wandering priests might return and join the fight against Ming.

What neither Ming nor the Freeman know is that King Ardo has been keeping a quantity of white sapphires aside to use for his own fiendish schemes, using them to manufacture nefarious devices in preparation for the day

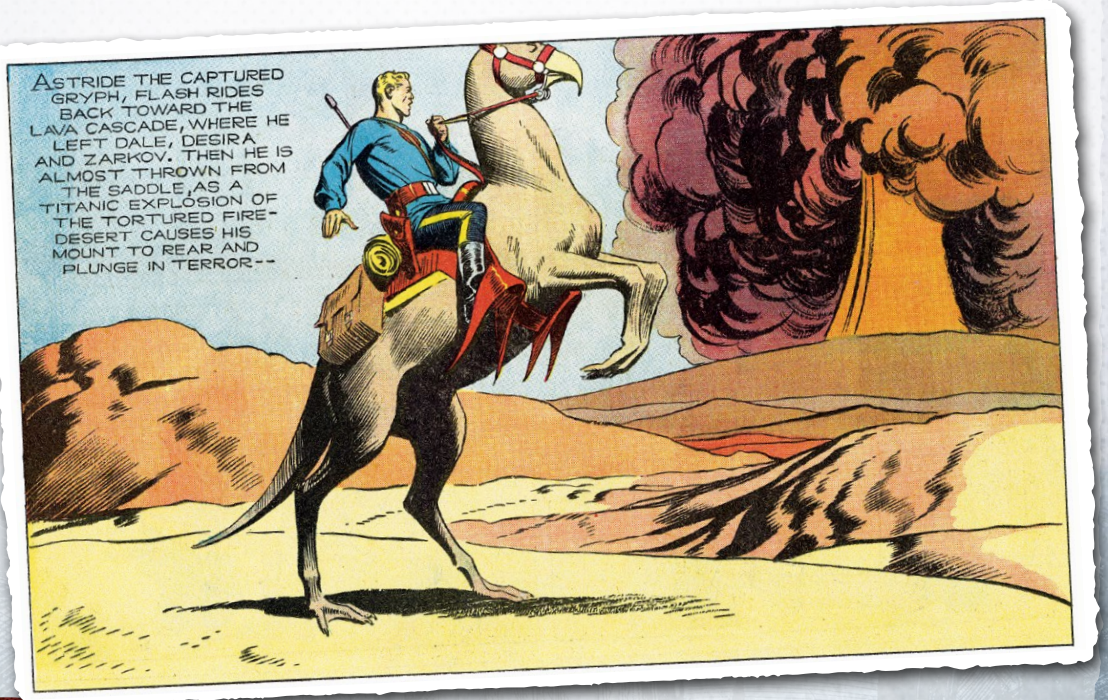
he can leave the confines of the Forbidden Forest and take all of Tropica as his own. The only thing holding him in check is his sister, Princess Lura, who, while he loves her dearly, lacks the grand vision he harbors. Certainly, she can be wicked, but there is a naive quality about her, one that is not as bloodthirsty as he.

In truth, Ardo doesn't quite have the absolute power over Marvela that he thinks he has. Zoga the Prophet has kept a veiled influence for himself. Once a high priest of Tao, like his brother in Mingo City, a vision warned him of Ming's eventual betrayal and slaughter of the royal family. He escaped Portentia during Ming's purge of the faithful, secreting away a young Lura. Zoga hid the girl within the Marvela royal family. Overseeing their education, Zoga used his powers to brainwash Lura into thinking Ardo was the echo of her missing brother, Gundar, and Ardo into thinking Lura was his sister (who in reality was stillborn). Before long, any memory of a different reality was gone.

Knowing well the power of the emperor, Zoga believes that if Marvela and Portentia were to unite, they might bring unwanted attention to the region. Zoga hoped to keep both children under his complete control as they grew up, but he wasn't counting on Ardo's thirst for power and Lura's fascination with all things foreign. Using magic and superstition, Zoga has had a hard time reining either of them in.

FIERY DESERT TABLE

d20	Result
1–4	No Encounter
5–7	Gundar's Mercenaries (2d4 Soldiers, use stats for Guardsman from *Flash Gordon*)
8–10	Molteks (1d4) (see page 171)
11–12	Rock Termite Swarm (use stats for Rock Termite from *Flash Gordon*)
13–14	River Dragon (see page 172)
15–16	Hazard: Lava Flow (see **Hazards** in *Flash Gordon*)
17–18	Hazard: Quicksand, Dry (see **Hazards** in *Flash Gordon*)
19–20	Fire-Dragon (use stats for Fire-Dragon from *Flash Gordon*)



THE LOST KINGDOM OF VITRUVIA

Before Marvela and Portentia were separate, hidden kingdoms, and even before Tropicans united under Queen Desira's forefathers, there was once the peace-loving and confederated Kingdom of Vitruvia. Within Vitruvia's three unified cities, the finest minds in all of Mongo banded together to promote the advancement of science and philosophy.

This time of peace and progress lasted for centuries until internal rivalries begat conflicts and the peaceful kingdom… self-destructed.

Little remains of the once proud kingdom's capital city. Two of its outlier cities, Marvela and Portentia, were given autonomy, but with very different purposes. Ming keeps them, and the truth about the Kingdom of Vitruvia, hidden from the citizens of Mongo.

MARVELA

Marvela is a city of striking technology. Amphicars ride upon looping thoroughfares meant to showcase the wonders of the kingdom. Unlike the rest of Mongo, the people of Marvela are nearly carefree. Living in a secure bubble created by Ming, they know nothing of the outside world or its troubles. The citizens, and even the royalty, dress casually. Only the priesthood of Marvela stands out, resplendent in their satin robes. Within the city, most needs are met thanks to the high level of technology in use. There is no real class separation, which allows citizens the luxury of sitting around, drinking alcane and enjoying a life without stress. Very few but the most radical live outside the city walls.

Rebels find all the latest Mongo-Tech throughout Marvela, plus several unique devices devised by Ardo. In addition to the petuit-ray, Ardo has also developed hypno-drugs, petri-rays, and flame-guns that can take down large beasts, but like most cities, Marvela has its dark secrets.

Zoga the Prophet has constructed a series of deadly divine tests in the underground lair of the Church of Tao, meant to separate the

TROPICA'S FOREST DWARFS

At some point in Mongo's distant past, this particular band of dwarfs broke away from their Arborian kin over in Silvantus. Perhaps they were rebels, pilgrims, or criminals driven from their homeland, but somehow they managed to cross the great ocean and settle in Tropica. Finding a forest to their liking, they soon founded a new kingdom they called Coptarus.

A few decades ago, this band of reclusivce dwarfs was discovered by Zoga the prophet. Using his powers and influence, the priest captured and enslaved the entire colony for Ardo's parents. Forced to toil in the white sapphire mines, the dwarfs now long for their freedom, singing songs of the trees that once empowered them. Beaten down, they have been unable to form any sort of resistance. Absent from light, the dwarfs' skin has darkened from a once brilliant green, to a dusky, smoked emerald. Marvela soldiers guard the mines around the clock and there are usually a few of Zoga's acolytes around to monitor production, using their powers to keep the rabble in order.

FORBIDDEN FOREST TABLE

d20	Encounter
1–4	No Encounter
5–7	Ardo's Soldiers (2d4 Soldiers, use stats for Guardsman from *Flash Gordon*)
8–10	Spidrots (1d6 Spidrots, use stats for Spidrot from *Flash Gordon*)
11–13	Giant Scorpion (1, use stats for Giant Scorpion from *Flash Gordon*)
14–16	Giant Rat (2d6 Giant Rats, use stats for Giant Rat from *Flash Gordon*)
17–18	Hazard: Forest Fire (see **Hazards** in *Flash Gordon*)
19–20	Tree Dragon (1d4 Tree Dragons, use stats for Tree Dragon from *Flash Gordon*)

faithful from the unworthy. Truthfully, these tests are designed to drive Zoga's enemies into submission or kill outsiders. King Ardo, on the other hand, proudly displays his labs and experiments out in the open for all to see. Not only does this keep the citizens of Marvela in awe of him and his brilliant mind, but the creatures he creates act as a living warning against any who would oppose him.

Outside the city of Marvela, in a place known only to Ardo and a few of his most trusted associates, lies the secret to all Ardo's power—the White Sapphire Mines. The most precious of all the power jewels, the gems were first mined by King Ardo's family while Ardo was just a small boy. Ming forged a deal with Ardo's parents to protect the city (and their child) in exchange for gems. It wasn't long after this that they died in a suspicious accident, leaving a young Ardo under the care of Zoga.

Zoga knew everyone's lives depended on continued production of the white sapphires, so he ordered his followers to capture and enslave Marvela's forest dwarfs for the task. Once, Zoga had a concern that when Ardo reached the age to rule he would set the dwarfs free, but so fascinated was the young king by the stones that powered Mongo-Tech, instead of freeing the dwarfs, he made them work harder so he could misappropriate a portion of the stones for his own research. Lura knows nothing of where Ardo gets the sapphires or where the wealth of Marvela comes from. Her only concerns lie with having people take care of her extravagant needs.

PORTENTIA

Before the reign of Ming the Merciless, as one-third of the Kingdom of Vitruvia, Portentia was a shining city of hope. The birthplace of the church of Tao, people from all over Mongo came to worship at Tao's pyramid-shaped temples. Carved from the same rock that contains the white sapphires, these buildings absorb the sun's rays during the day and then expel this energy at night, making the temples glow with a pale white luminescence.

As Ming secured his throne, one of the first things he did was infiltrate Portentia and kill the entire royal family (or so Ming still believes). Ming then placed the followers of Dyzan in charge of the city's daily needs while slowly removing any record of Portentia from the archives of Mongo. He did not destroy the city though, as it made the perfect training ground for Dyzan's new followers. As Ming rewrites the caring, forgiving Tao from the minds of the people of Mongo, he prepares his new order. These new monks are warriors, death dealers. Shrouded in black, they hide their faces behind featureless masks and learn the darkest Mongomancy. No technology is allowed within the city and wards have been placed to protect against any transmissions going out.

Torture chambers lie beneath the brilliant stone temples, there to convert the lost of Tao to the new way. Cells hold any foreign "visitors" until they can be used for sacrifice or some other fate.

The citizens of Portentia are suffered to serve the devout. Attendance to every mass is mandatory, and missing even one (regardless of reason) can result in public execution. Jobs are hereditary with entering service to Dyzan as the only escape. There is no creativity allowed unless it's in the form of Dyzan worship.

Portentia is not a happy place, as reflected on the dour expressions of its people.

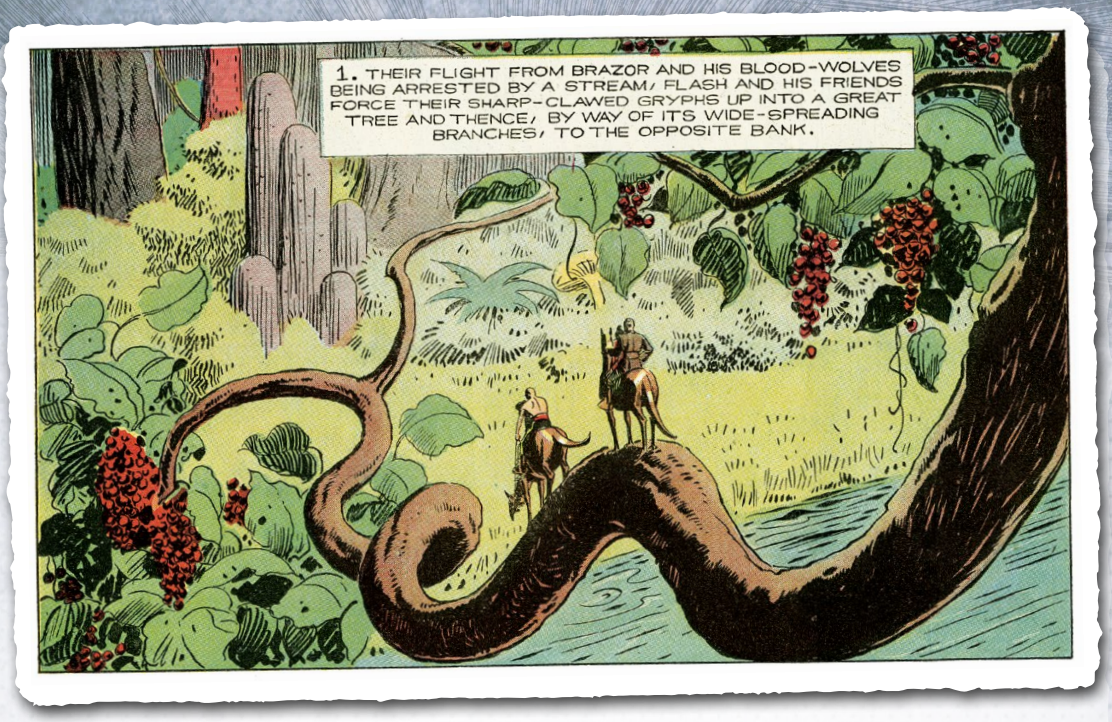
VITRUVIA

Deep within the forest lies hope for Portentia in the form of the ruins of the once magnificent capital city of Vitruvia. Now little more than dilapidated buildings connected by dank underground passages, this place houses the last remaining pure acolytes of Tao. These true believers fled Portentia and have kept themselves hidden from Ming, the cult of Dyzan, and the rest of Mongo ever since. They pray and train for the day they can retake their kingdom in the name of their benevolent god.

Within a ravaged shrine, there still remain many unaltered images and scriptures of Tao (including one-of-a-kind, illuminated copies of the Eight Sacred Laws), standing in harsh contrast to what is to be seen in Mingo City.

The Devoted, as they call themselves, have found a way to neutralize the glowing bricks of the ruins, thus preventing their discovery at night. If this technique could be applied to all of Portentia, they could black-out the entire city and create mayhem.

Additionally, there remain remnants of experimental Mongo-Tech hidden in the ruins, some created by Hetacal himself. Who knows what these strange devices might do when powered up?



FLASH'S ADVENTURES IN TROPICA—PART II

On their return journey to Mingo City, Flash and Dale investigated a downed rocketship. Landing in the forest of the unexplored continent of Tropica, they discovered Lura, princess of Marvela, about to be killed by a giant, green scorpion. After saving her life, they were taken to Lura's older brother, King Ardo, the man who created the scorpion. Ardo soon fell for Dale, while Lura set her claws for Flash. Using a hypno-drug, Ardo turned Dale's affections towards him. While Flash attempted to break the spell, he was repeatedly thwarted by Ardo.

While on a hunting expedition, Ardo gave Flash a sabotaged flame-gun, only to have Flash rescue him from the dripping jaws of a gruesome spidrot. Content that Dale had become his, Ardo arranged their marriage, however Zoga the Prophet interceded, proclaiming that outsiders should be exiled lest they all risk the wrath of the gods. Zoga showed everyone a prophecy where Ardo and Flash died in mortal combat with each other. Ardo considered it foolishness and would not be dissuaded from marrying Dale. Dale, for her part, couldn't understand why she was so willing to give up Flash for Ardo. Zoga's men kidnapped Flash and Dale and their leader then put Flash through a test of faith, only to have the Earthman come through it all. Ardo, however, attempted to turn Flash to stone with his dreaded petri-ray. The plan backfired and both he and Flash were turned to stone. Fortunately, Zarkov arrived just in time to save both men. Zoga confessed that Lura was not Ardo's sister and Ardo and Lura, now knowing the truth, admitted their love for each other and let Flash, Dale, and Zarkov depart.

THE BREATH OF DYZAN

The birth of the planet Mongo was no easy labor, as evidenced by the volcanic range known as the Breath of Dyzan. Over a dozen active volcanoes line the terrain to the south of Tropica, spewing vile gases into the atmosphere. While it was once believed that it was from here Mongo was propelled through the universe, as an engine propels a rocket, modern science has, of course, proven this wrong. However there are still some faithful on Mongo that believe this area was designated off limits by Tao.

All roads leading through this unstable area are carved out of jagged pumice. Staying on the path is all so important—and difficult—with frequent tremors that rock the region. Gryphs, with their sure-footedness, are certainly the way to go, but even they tire easily from the swirling, sulphurous vapors. Gas masks, for both gryphs and those people crazy enough to brave the Breath, are available in the towns at the base of the range. But why would anyone be crazy enough to traverse this

VOLCANO REGION TABLE

d20	Encounter
1–4	No Encounter
5–7	Cultists of Dyzan (2d4 Cultists, see Dyzan Cultist on page 160)
8–10	Molteks (1d4) (see page 171)
11–12	Hazard: Rock Slide (see **Hazards** in *Flash Gordon*)
13–16	Hazard: Lava Plume (see **Tropican Hazards** on page 174)
17–18	Hazard: Mongoquake (see **Hazards** in *Flash Gordon*)
19–20	Hazard: Lava Flow (see **Hazards** in *Flash Gordon*)

nightmarishly impossible region? The answer is to acquire a rare medicine found only there.

Nightmare Pox is a deadly disease that can be contracted through touching the barbs of the night orchus—a purple flower that blooms only at midnight in the deep jungle surrounding Marvela. It is considered the ultimate gift a person in love can give to their intended. The risk of madness and death speaks volumes when one hands their true-heart this rare flower. It is a declaration of intent to marry, or the prelude to a funeral. Should either lover be pricked by the night orchus thorns, they have less than a week to live, though they'll wish to die much sooner. It causes night terrors, convulsions, and occasional outbursts of discordant song with its madness-inducing toxins.

Hope lies toward the noxious apex of any of the Breath of Dyzan peaks. There, where the burning air is cooled by the higher elevation, grows a colorful fungus that can cure Nightmare Pox. Yet, few seekers safely return from the peaks, damning their lover to an agonizing death while tormented with worry for their beloved.

THE CATHEDRAL OF DEATH

Hidden within this volcanic range is a singular dark temple. Known only in whispers as the Cathedral of Death, this unholy site is where Dyzan's most ardent followers come to worship their supreme master. Some do not, however, come alone. Dragging victims along, some acolytes come to make regular blood sacrifices to Lyzar, the so-called Son of Dyzan. This ancient and colossal emberspawn dwells in the molten lava deep under the temple, and the cultists' yearly pilgrimage placates the beast, preventing it from leaving the volcano.

NEW GEAR

BASIC EQUIPMENT

Explosol: Liquid explosive used in trigger mechanisms and in the manufacture of trinamite.

Magno-Board: Crafted from the severed dorsal fin of a beached octoshark (few are brave or stupid enough to attempt to harvest from a live one,) the board is dried, smoothed, and shaped using rasps and sandpaper. After the designer finds the shape they desire, the board is decorated to reflect the owner's personality. In recent months, the locals have painted more symbols of the rebellion. Images of Dale and Princess Aura in various poses have been popular, along with statements like "Long Live Flash!" and "Freemen Rising!" If caught in the possession of a magno-board within the gates of Capital City, the owner may be fined or even incarcerated (unless they are the child of a high-ranking official). Boards are then confiscated and ultimately destroyed. (400M, 6 lb.)

Tearow, Homing: Surprisingly fast and extremely agile, homing tearows (also known as carrier tearows) are used to deliver messages and tiny parcels from one location to another. The listed weight accounts for a single, portable cage, however most trainers keep their tearows in large aviaries. (400M, 2 lb.)

Trinamite: Trinamite is sold by the cube or the case. A demolitionist may use up to eight self-adhering cubes as a single, throwable weapon. Add +1 damage to the base value for each additional cube. For example, three cubes of trinamite inflict 2d8+2 damage. Up to seven cubes causes damage in a Medium Burst Template, however eight cubes and above increases the affected area to a Large Burst Template.

Hand Weapons

Spiral Blade: A cruel weapon for a more uncivilized age, the Tropican spiral blade is a destructive cutting weapon that can cause great harm to its intended victim. In the hands of a master, a spiral blade first strikes home, causing a terrible wound and locking itself into the shredded flesh. A subsequent twisting manoeuver drives the blade deep, tearing through muscle and organs, resulting in significant damage. Often, the spiral blade becomes embedded in the victim's body which is why those who wield these savage blades keep a few extra dangling from their belt.

Rays

Detecto-Ray: Devices fitted with detecto-ray projectors can scan through most vegetation and buildings, but not solid stone or lead. Detecto-ray devices can be equipped on vehicles (offering greater range) or used hand-held. The larger version adds +4 to the operator's Notice rolls while the hand-held version adds +2.

Fluoresco-Ray: Fluoresco-ray projectors can scan open areas for tracks, blood stains, or heat signatures. Fluoresco-ray devices can be equipped on vehicles (offering greater range) or used hand-held. The larger version adds +4 to the operator's Tracking rolls while the hand-held version adds +2.

Petri-Ray: Developed by King Ardo of Marvela, the petri-ray is a diabolical device capable of turning living matter into stone. After prolonged exposure to the projector's yellow light beam (see below), a victim of the petri-ray appears to transform into a statue of azure stone! The beam's effects are reversible, however victims must be exposed to the violet inversion beam for twice the number of rounds that they were originally exposed to and this process must be done within the Golden Hour otherwise the victim should be considered deceased.

Petri-Ray Effect Timeline

1 round: Paralysis for 2d6 minutes.
2 rounds: Paralysis and skin turns pale blue.
3 rounds: Above symptoms and blue skin hardens.
4 rounds: Above symptoms and internal organs cease to function.
5 rounds: Above symptoms and brain shuts down.
6 rounds: Total petrification.

Petuit-Ray: Another invention from the mind of King Ardo of Marvela, the petuit-ray increases size and enhances animalistic characteristics of any living creature exposed to its growth beam. For every three rounds of exposure, the overall size of the target increases by 1. Like the Growth power, each step of Size grants the target a one-step increase to Strength and point of Toughness. Subjects from Size +4 to +7 have the Large ability and fill a 2" square on the table-top. The petuit-ray is currently incapable of increasing the size of any creature beyond +7, but Ardo is working on this.

Hand Weapons

Type	Damage	Weight	Cost	Notes
Spiral Blade	Str+d8	6	200M	Parry +1; see notes.

Ranged Weapons

Item	Range	Damage	RoF	AP	Shots	Weight	Cost
Explosol	4/8/16	2d10	1	—	1	0.5	15M
Notes: LBT; see notes.							
Flame-Gun Rifle	Cone	2d8	1	—	6	10	300M
Notes: **Min Sr d6.** May set targets on fire. Affects target's least armored area.							
Trinamite	4/8/16	2d8	1	—	1	0.5	10M
Notes: MBT; see notes.							

SAVAGE TALES OF TROPICA: AGAINST THE STEEL LEGION

Against the Steel Legion can be used as an introductory scenario that leads to more adventures on the continent of Tropica, or it can be used with a band of characters who have been here for a while, but haven't yet visited the Fiery Desert. The adventure involves the heroes with both the larger-than-life Gundar and his sworn enemies, the bandits of the Steel Legion.

BACKGROUND

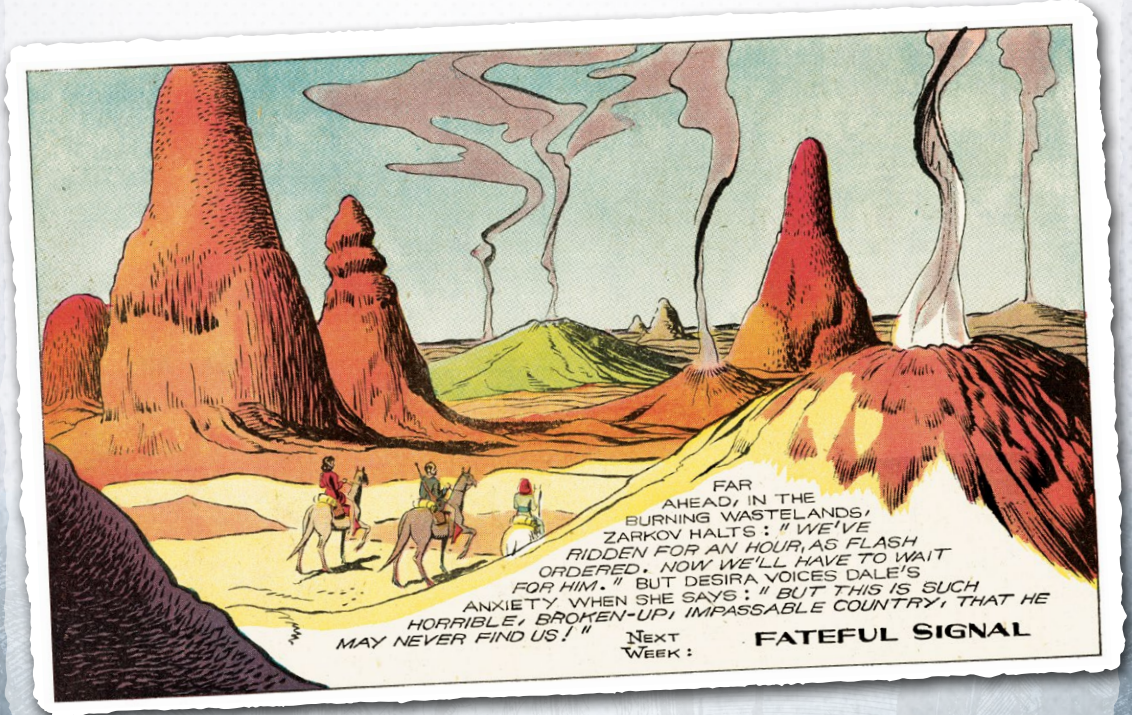
The wilderness known as the Fiery Desert seems all but devoid of life. Yet it serves as a refuge for outlaws and others on the run, including the exiled prince-in-hiding who calls himself Gundar. Long a successful raider and bandit, he has preyed on the forces of Tropica and scraped out a bare living for himself and his followers. But Gundar is not alone in the desert, and the shortage of resources makes for ferocious competition between warlords and would-be bandit chiefs.

Chief among Gundar's enemies is the alliance of cutthroats and mercenaries known as the Steel Legion, under the leadership of the ruthless warrior Sordak the Terror. For years the two have fought each other to a stalemate, with Gundar secure in his hideout in the mountains and Sordak in his oasis-fortress in the deep desert. Now, however the balance of power is about to change, for with the assistance of the fanatical priests of Dyzan, Sordak seeks to eliminate his rival once and for all. Freshly arrived in the desert, the rebels are befriended by Gundar, and must choose whether or not to help him defend his realm.

DEATH IN THE DESERT

The party begins the adventure in the Fiery Desert. How they got there is entirely up to the Game Master—it can be intentional (such as a mission for the Freemen or Queen Desira) or accidental (lost while exploring, or the old Flash Gordon standby—an unexpected rocket crash), and the party can be in a fix either as part of an ongoing campaign, or dropped into the scenario in media res. Regardless, the party is desperate, running short of food and water and facing slow death under the merciless Tropican sun. In fact, the best way to open the adventure is to simply deal out initiative cards and start immediately.

From the blinding sky, a flock of peltures, near-mad from starvation amid the bleakness of the desert, swoops to attack. In the initial attack, there is one pelture per character; once they are driven off there are two per character, and so on.





Needless to say, the fight is not intended to wipe out the party, though having one or two Incapacitated certainly increases the stakes and the sense of danger. After two waves of peltures, the attack is interrupted by the crack of a single rifle-shot. One of the attacking peltures crashes to the ground, then a fusillade of shots takes down a half-dozen more. The survivors flee, and a moment later the party's saviors ride into view—a group of desert warriors mounted on horn-horses and led by a burly man clad in a burnoose. He strokes his thick red beard and shouts out in a booming voice.

"So, it seems I've denied the scavengers a fine meal! Let it be known that you owe your lives to Gundar, Scourge of the Desert! Now tell me who I've rescued, by Dyzan's smoldering beard!"

If the party is friendly, Gundar and his rogues let them ride spare mounts, or carry wounded party members, back to his hideout. If the party proves uncooperative or even hostile, Gundar has no qualms about rendering them helpless and taking them captive.

- **Peltures (3 per Hero (2 waves)):** See page 172.

Guest of the Outlaws

Gundar conducts the characters—willing or unwilling—to his labyrinthine aerie high in the mountains. There he has his healers care for the wounded and provide food and water to the others, while keeping them under polite but wary guard. Their weapons and equipment are confiscated "for safekeeping" though Gundar promises "as a gentleman" that they will be returned in time. "We may be bandits," he declares "but we're not thieves!"

Gundar's hideout is surprisingly luxurious for its location, and the characters are assigned comfortable sleeping chambers, though they are discreetly guarded. Characters may interact with their guards and Gundar's troops, finding them gruff but good-natured, and all fiercely loyal to their chief. Gundar himself remains something of an enigma, and any questions about him and his past are politely but firmly rebuffed.

Their best source of information is one of Gundar's lieutenants, a friendly rogue of uncertain ancestry named Kyssara.

Learning anything about Gundar requires a successful Persuasion roll against Kyssara. She begins as Neutral and must be raised to Helpful (two steps) due to her stubborn nature. Even then, she gives only fairly cryptic answers, suggesting that Gundar has a secret past that neither he nor his men discuss. The party should not learn his secret, but

the various tidbits of information that they glean should increase their curiosity about their "host."

After a few days of fair treatment, additional medical care, and limited access to the aerie, the characters should realize that Gundar doesn't mean them harm, though they are still essentially his prisoners. When the hideout comes under attack from the Steel Legion, the characters have their chance to either escape or win Gundar's confidence.

↘ **Kyssara**: See page 162.

THE STEEL LEGION STRIKES

It is night in Gundar's fortress, and the rebels are awakened by a loud ringing bell. A frantic Kyssara appears, shouting in alarm.

"To arms! To arms! The Steel Legion is attacking!"

If asked who the Steel Legion is, she replies, "Some people you don't want to get to know very well!" and then leads the party to their confiscated arms and supplies. At this point the heroes must make a choice whether to aid Gundar or attempt to escape. Though it's a free choice, the end result will be the same, though the players certainly don't know that.

The fight rages in the corridors of the hideout, and the party must face down squads of Steel Legion fighters, some led by officers.

Periodically the stronghold shakes as airscouts blast away with rockets from the sky above. Debris rains from the ceiling, while fine marble floors crack, and columns teeter. Anti-rocket emplacements return fire and from outside comes the sound of artillery. These combats can go on as long as the Game Master wishes them to, and the characters have assistance from Kyssara and possibly more of Gundar's rogues. Once two or three battles have been fought out, proceed to the final fight of the engagement.

- **Steel Legion Officers (1 per Hero):** See page 166.
- **Steel Legion Fighters (12):** See page 165.

TURNED TO STONE

Rounding a corner, the party comes upon Gundar and a handful of loyal retainers surrounded by twice their number of attackers. The attackers include Steel Legion fighters, Dyzan cultists, and a high priest of Dyzan, who may look strange or unfamiliar in their crimson robes. As the party advances, the last few defenders are cut down, leaving Gundar alone. To the characters' horror they then see the priest focus his portable petri-ray on Gundar, who falls paralyzed. The priest continues to focus his beam on the fallen chieftain, and the party must stop the process within six rounds lest Gundar be turned to stone!

There is one Steel Legion fighter per character and one Dyzan cultist for every two. Intent on finishing off Gundar, the priest doesn't fight unless attacked, but if attacked he turns the petri-beam away from Gundar, at least temporarily saving him.

In all likelihood, the characters act to save Gundar, though he is probably Incapacitated and must be restored with the petri-ray's inversion ray. If it looks like the characters are going to take longer than six rounds to save him, have a squad of Gundar's warriors burst in and join the fight, knocking aside the priest's weapon and preventing it from finishing its deadly work.

Initially, the characters may not know what the petri-ray is (especially this hand-held variant) or how it works. If this is the case, heroes may make a Knowledge (Science) check to determine its basic characteristics, and also how to operate the inversion ray. Characters with the Mongo-Tech Edge may add +2 to this roll. With an appropriate application, Gundar recovers, though he is still seriously wounded. The party can retain the ray for future use if it so wishes.

If the characters save Gundar, he'll thank them profusely and after a day or two of recovery, he stages an elaborate ceremony in which he rewards the characters with membership in his band, along with headdresses, burnooses, and ceremonial daggers. He is weak and still wounded, but his rage at the attack is palpable. Now that the party is firmly in his good graces, Gundar immediately summons them and his advisors to an emergency meeting.

↘ **High Priest of Dyzan (1)**: See page 161.
- **Dyzan Cultist (1 per 2 Heroes):** See page 160.
- **Steel Legion Fighter (1 per Hero):** See page 165.

DESPERATE MEASURES

Grim but defiant and still nursing a broken leg and numerous contusions, Gundar addresses the party and his gathered officers, telling them what has happened. The Steel Legion, he declares, has finally gone too far, and it is time to strike back!

If the characters ask about the Steel Legion he replies, "They're a bunch of dishonorable desert scum who have banded together under some rogue who calls himself Sordak the Terror. This son of a spidrot thinks himself some kind of messiah, as if he's going to conquer the desert and then take over all of Tropica for himself. He's mad, but cunning and he's been a thorn in our side for years, but so far neither of us has managed to get the upper hand. Now it seems that he's recruited the blasted Dyzan-worshippers to his cause and wants to get rid of us once and for all."

Gundar's forces managed to repel the attack, but just barely. One of the Legion's airscouts was downed, and the remaining attackers were pushed back, though it was a near-run thing. Many of Gundar's fighters were killed or badly injured in the fight, and though they managed to drive off the Legion's aircraft, several remain, giving Sordak an advantage if he chooses to attack again.

The bandits' choices are bleak. They can flee the fortress through hidden escape tunnels. They can hole up and hope to withstand Sordak's next attack. Or—as Gundar declares, "We can do the last thing they expect. We can counterattack."

Some of Gundar's followers object to this, advocating for escape, but Gundar persists. Clearly, his pride has been wounded, and he is loath to surrender the desert to Sordak and his new ally, the Cult of Dyzan.

"I know this desert like the back of my hand!" he declares. "I won't run and I won't sit here trapped like an animal. But I won't ask you to die for me, and I won't condemn children and the wounded to death, either. Anyone who has a family… Anyone who wants to get out is free to go. Escort the children and wounded to safety. If we win, you can return. If not, then at least you'll have a head start on Sordak and his killers."

At this a handful of bandits rise and reluctantly depart. Any party members who wish to leave can go as well, though this takes them out of the current adventure. Otherwise, only the party and Gundar's most loyal followers remain to face the Steel Legion.

AGAINST THE STEEL LEGION

Gundar's plan is simple—he and his horsemen will attack the Steel Legion's fortress under cover of darkness while Sordak's airscouts are grounded. The attack is a diversion—Gundar's true target is elsewhere. If his guess is correct, the Legion will need hangar facilities for their airscouts, and these facilities probably contain radium fuel and explosives. The party is tasked with locating this facility and with planting their own explosive charges where they can do the most damage. If they are able to detonate the rocket fuel and munitions, it will cause significant damage and possibly even bring down Sordak's entire fortress. At the very least it will weaken the Steel Legion enough to prevent another attack.

The surviving bandits head out soon after sunset. There are perhaps 200 of them, probably facing a far larger opposing force. All are mounted on gryphs or horn-horses and armed with ray gun rifles. They are accompanied by several towed light artillery pieces.

If the Game Master wishes, the ride through the night can be uneventful, with a few periodic Riding checks to make sure characters don't fall off their mounts. Alternatively, the characters may encounter a Steel Legion scouting party (one Steel Legion fighter per party member, all mounted on horn-horses). After one round of combat, the Steel Legion scouts attempt to escape, leading to a five round chase as described in the *Savage Worlds* rules. If the scouts escape, they alert Sordak to the attack, and Gundar loses the element of surprise as described below.

By midnight, Gundar's forces have arrived at the Legion's fortress, a grim pile of rock projecting from the desert floor with additional fortifications and structures built around it. Near the base is a semi-cylindrical construction that Gundar's scouts identify as a new addition. Anyone familiar with aircraft or piloting recognizes it as a hangar facility—this is the party's objective.

The attack begins with a barrage from Gundar's light artillery, and the party rides through the darkness toward the hangar. Kyssara can accompany them if they need more firepower.

- **Steel Legion Fighter (1 per Hero, mounted):** See page 165.

SHOWDOWN

The hangar contains two of the Steel Legion's airscouts and a rack of ordinance. The fuel tanks are also near the rear of the building. The planes still bear imperial markings, suggesting Ming's hand in the affair. The hangar is defended by two Steel Legion fighters and one Steel Legion officer per character, as well as another Priest of Dyzan with a portable petri-ray.

Console: These are used to run diagnostic analyses on the airscouts. They are about four feet high and mounted on wheels. Lengths of cabling run from each console to the nearest airscout. The defenders may use these as barriers (Armor +4, Toughness 10), locking the wheels and making them impassible.

Crates: These crates (Armor +3, Toughness 8) contain spare parts and other supplies. Each stack is about six feet high and can be climbed normally.

Repair Rack: These are mobile metal cages that enclose the front part of the airscouts. They are about twenty feet high and can be climbed with a successful Climb check at −1.

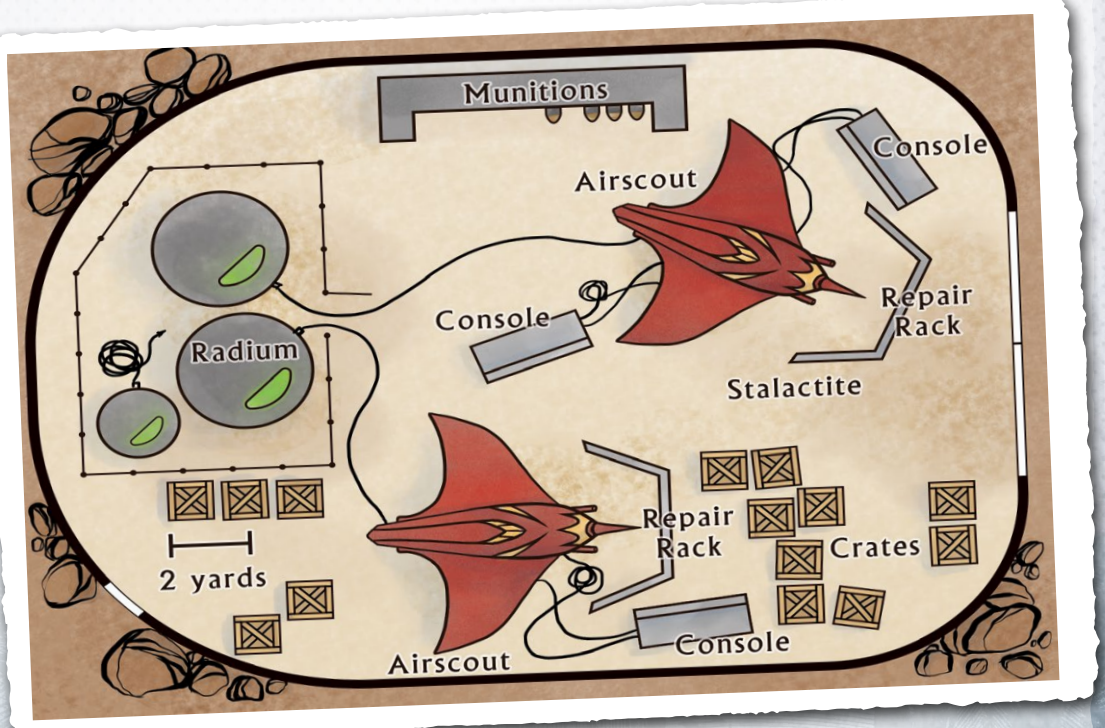
The characters have three explosive charges. They need to get to either the munitions rack or the fuel tanks and plant their explosive charges, after which they have three rounds to escape from the hangar. Once the charges are planted, the defenders may attempt to defuse them as a standard Knowledge (Science), Weird Science, or Repair at −2. Alternatively, the characters may simply choose to set the charges' timers to zero and throw them (Range 5/10/20). A successful Throwing roll means that the charge has landed close enough to set off the fuel or bombs. Otherwise the charge explodes for 3d6 with a Medium Blast Template. If the explosives do detonate the fuel or munitions, the characters are caught in the subsequent blast!

If they're caught in the explosion, characters must make Agility checks at −2. Failure indicates that a character has taken 3 wounds and is Incapacitated. Success indicates the character has taken 2 wounds, a raise indicates 1 wound.

Once they have won clear of the hangar, the characters see the entire structure explode into fiery ruin, taking the fuel, munitions and airscouts with it. Sordak's plans have been thwarted, and he's out for vengeance.

SORDAK'S RAGE

As the party flees from the scene of destruction, the enraged Sordak pursues them along with some of his elite troops all mounted on horn-horses. Tired and possibly wounded, the



characters are in for a tough fight. The Game Master may have the characters engage in another five round chase across the desert—this time as the pursued rather than the pursuers—or may simply have Sordak and his troops attack them directly, cutting them off and forcing them to fight.

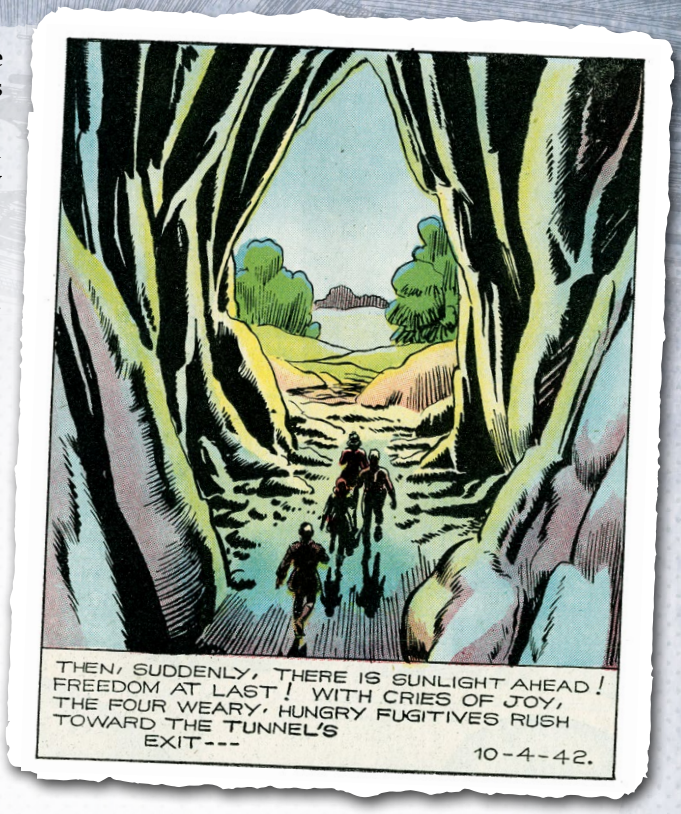
As the party is likely to be hard-pressed, the Game Master can have Gundar and his troops ride to the rescue if things get too desperate.

With the fight over, the Steel Legion has been eliminated as a threat, at least for the moment. Gundar brings the characters back to his stronghold and gives them a heroes' welcome. The refugees return, the wounded are cared for, and the rebels have a permanent ally in Gundar and the folk of the Fiery Desert.

As for the Steel Legion, they may be done for good or not, at the Game Master's whim. If Sordak escaped, he may continue to plot his revenge, or a new leader may take control of the surviving cutthroats.

Anything is possible in the wild lands of Tropica.

- **Sordak the Terror**: See page 165.
- **Steel Legion Officers (1 per Hero):** See page 166.



SAVAGE TALES OF TROPICA: THE TROPICAN TREASURE

This adventure takes the adventurers through Tropica's jungles and into the treacherous caves under Magnet Mountain. It is appropriate for characters who have just arrived in Tropica or for those who have been there for a while.

BACKGROUND

The fabulous white sapphires of Tropica are valued both as treasure and as power sources for Mongo-Tech devices. Recently Rellak and Darus, a pair of young magno-boarders from Capital City, accidentally blundered onto a huge white sapphire power crystal, but were attacked by a marauding cavernosaur bull before they could escape with the gem. Only Rellak survived the attack, and now she wants to return to the caves, retrieve the gem and locate Darus' lost magno-board. She recruits the party to her endeavor, and the group sets off through the jungles of the Forbidden Forest toward the cavern entrance.

Along the way the party encounters the various natural hazards of both the jungles and the caverns, and unfortunately also attracts the attention of a ruthless band of cutthroats, who follow the heroes into the caverns and try to seize the sapphire for themselves. These bandits are also being hunted by Tropican soldiers, sent to find them and bring them to justice.

SOLE SURVIVOR

While adventuring in Tropica, the party is contacted by a young woman named Rellak, who has heard of their exploits and wishes to recruit them for an expedition into the caverns beneath Magnet Mountain. She contacts them either through an intermediary or via letter, asking for a meeting in a neutral location. Where this takes place is not important—the scene is mostly so that Rellak can explain the situation and make her offer.

When they meet, Rellak tells the party her story: "We were magno-boarding… You know about that? You ride magno-boards through

the caves in Magnet Mountain, through the places where the gravity is reversed… It's a massive thrill! You should learn.

"Anyway, I was there with my… my boyfriend… Darus. We'd found some new tunnels that no one had surfed before. We were having a great time, riding the waves, camping, exploring… Sure it's dangerous sometimes, but nothing we couldn't handle. Way down in the tunnels we found a deep stream running along the ceiling of the caves. There was a tall stalactite, and in the middle was this huge white sapphire… The biggest I've ever seen! As big as my head! By Tao, we were excited… We were going to chip it out of the rock and carry it back to Capital City and be famous. We'd be rich, our families would be rich… But before we could do anything about it, a huge cavernosaur with a big white scar attacked us.

"We tried to get away, but it was too fast, even with our boards. Darus distracted it long enough for me to escape, but… But it got him. He didn't make it. He died in there and I ran, leaving his magno-board behind. Now I want to go back, get his board and find that sapphire. For him. For Darus. I've heard of you and I need your help.

"Once I sell that crystal, I'll be able to settle up with you regardless of your fee."

A successful Streetwise check reveals that Rellak seems more interested in recovering the magno-board than acquiring the sapphire, and that she is feeling a great deal of guilt because she survived and Darus did not. Assuming the party is moved by Rellak's appeal (and the promise of a sizable reward) and they agree to help her, they may leave the following day. The westward journey, part through jungle and part through the caves, takes five days each way. Rellak has supplies for most of the journey and can direct the party to the entrance, then to the cave network where they found the power crystal.

If interested, Rellak can also help the characters obtain their own magno-boards for the listed price (see page 146). As noted, these items are illegal in Capital City, so the characters should be discreet about discussing or displaying their boards.

➘ **Rellak**: See page 164.

Zumar and Kor

Rellak's grief led to a certain lack of discretion, and she has confided her sad story to a number of acquaintances. These stories have reached the ears of the bandit chieftain Zumar. While he's not sure whether the sapphire is real, he's willing to take the chance. He and his gang follow Rellak and the heroes through the jungle, hoping she'll lead them to the treasure. But Zumar himself is being followed, by a party of Tropican soldiers under the command of Captain Kor, who has been tasked with capturing the infamous rogue. As they set off on their journey, the party is unaware that they're being trailed by two determined groups of hunters.

Captain Kor has been ordered to track down Zumar and bring him to justice, and when the queen commands, Kor moves heaven and earth to obey. Kor is also a sharp and skilled explorer and ready should his troops encounter any opposition. He won't attack unless he knows his opponents' intentions, and always asks for surrender, identifying himself and speaking in the name of Queen Desira.

If the party cooperates, he might even agree to join forces, though only if the characters assist in his goal of capturing Zumar. If the party attacks his troops however, Kor fights back, though the characters might still be able to convince him that their intentions are good. If he captures the party he arrests them and escorts them back to Tropica for trial.

Encounters

The trip west from Capital City to Magnet Mountain takes about five days—two through the northern spike of the Forbidden Forest, and another three or so in the caverns themselves. Rellak and her friends have blazed a trail through the jungle with secret signs leading to the hidden entrance, and she guides them, but there are still plenty of dangers along the way. The Game Master should roll for encounters in each location (consult the **Tropican Wilderness Table** (page 139) and the **Cave Table** (page 139)), and use some or all of the following scripted encounters to further enliven the journey. Checks for hazards like thirst and heat can also be made if the Game Master so wishes (see *Savage Worlds*).

Zumar's Forces

Zumar has sent out several scouting parties to trail the party. The characters can detect the scouts with an opposed roll—the party's Notice against the scouts' Stealth. If the party detects the bandits they can attempt to set up an ambush and gain the element of surprise in combat. If the party fails to notice, the bandits can surprise on the characters.

Scouting parties have one ordinary bandit per party member, and if the Game Master wishes, Drog or Hesha could accompany the scouts to add more difficulty to the encounter. Due to the close quarters, all weapon ranges are reduced by half and the jungle is considered difficult ground. The bandits attempt to inflict as much damage on the party as possible, but flee if they are clearly losing the fight. If they capture the party, Zumar demands that Rellak lead him to the treasure. Otherwise, he holds back, cautions his bandits to be wary, and continues to shadow the party.

- **Drog**: See page 159.
- **Hesha**: See page 161.
- **Bandit, Tropican (1 per Hero):** See page 158.

Kor's Troops

The Tropicans are scouting in the same fashion as Zumar's and the party can detect them in the same fashion. However, if Kor's troops get the drop on the party they do not attack outright, but instead call on the characters to surrender their weapons and submit to search "in the name of Queen Desira". If the party attacks the Tropicans however, they fight back to the best of their ability, and remain hostile unless the party can engage in some successful Persuasion. If attacked, the Tropicans either retreat or capture the characters. If the party is captured, they must talk their way out of trouble.

Should the party cooperate however, Kor explains his mission and asks the party to assist him. This involves their abandoning the quest for the sapphire and magno-board however, and Rellak objects to this strenuously. If the party refuses to ally with Kor, he remains in the area, searching for Zumar, and may show up at the end of the adventure to assist the party.

- **Captain Kor**: See page 158.
- **Tropican Soldiers (2 per Hero):** Use the Guardsman profile from *Flash Gordon*.

River in Flood

The route through the jungle leads over a river where Rellak and her friends have been using a fallen tree as a bridge. Unfortunately, heavy rains have put the river into flood, and dark water foams around the tree. Crossing this bridge—normally a relatively easy process—is made more difficult by the raging waters. Hawkmen, or those with such transportation such as flying belts, can cross without too much effort, but those who want to get across on foot need to make three Agility checks (characters with the Nimble Edge get a +2 bonus to the roll). Each raise adds one success and a failure indicates that no progress has been made. Characters who roll a critical failure, or accumulate a total of three failures, have tumbled into the river and must make Swimming rolls as described under Drowning in the *Savage Worlds* rulebook. Three successes are needed to escape from the flooded river.

Pelture Attack

While passing through a clearing, the party encounters the corpse of a gwak being devoured by a swarm of peltures. If the party wishes to proceed, the peltures attack to defend their prize. The party can also try to sneak past and not disturb the peltures. Stealth checks are required of each party member. On a success, the character has successfully avoided the peltures. On a failure, the peltures are aware of the party's presence. A second Stealth check at −2 is then required to prevent the peltures from attacking.

- **Peltures (1 per Hero):** See page 172.

Cave-In

Once the party has reached the caverns, Rellak leads them along a series of tunnels, also secretly marked by her and her friends. Eventually, she reaches a side-tunnel that she says she and Darus discovered and explored. The tunnels are not widely-traveled or known to the other magno-boarders, and can be treacherous. Tremors and minor quakes are common, with stronger ones requiring all characters to make nimbleness-based Agility checks. Failure indicates that the character has taken 2d6 damage from falling or being struck by debris, while a critical failure indicates that the character has taken a Wound and is trapped beneath rubble. Digging the character out takes 1d4 hours.

UNDER MAGNET MOUNTAIN

Rellak and Darus have left secret chalk symbols in the tunnels as well, marking the way in and out. It takes a full day of travel through the tunnels to reach the area of effect beneath Magnet Mountain, and at this point the characters experience the region's strange reversed gravity.

Those entering 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).

Once everyone has grown accustomed to the anomalous gravity, Rellak demonstrates the basics of cave surfing to the characters, and they can try out the sport themselves if they wish. Characters may make Piloting checks at −2. Otherwise, the attempt is entirely unskilled. Naturally, Rellak is quite skilled and likely makes the characters look downright inept, but she is good-natured about it. Characters may proceed on foot, or continue to learn how to use magno-boards if they are available.

The reversed gravity takes some time to get used to as well. Once in these areas, the characters have to walk on the ceiling and get used to the inverted perspective. Each character needs 2d6 hours to become completely accustomed to the reversed gravity—during this time all Agility and Strength based trait tests are made at a −2 penalty.

Zumar's bandits continue to follow the party. Most of them are familiar with the reverse gravity effect and do not have to take any penalties. Captain Kor, in turn, continues to shadow Zumar.

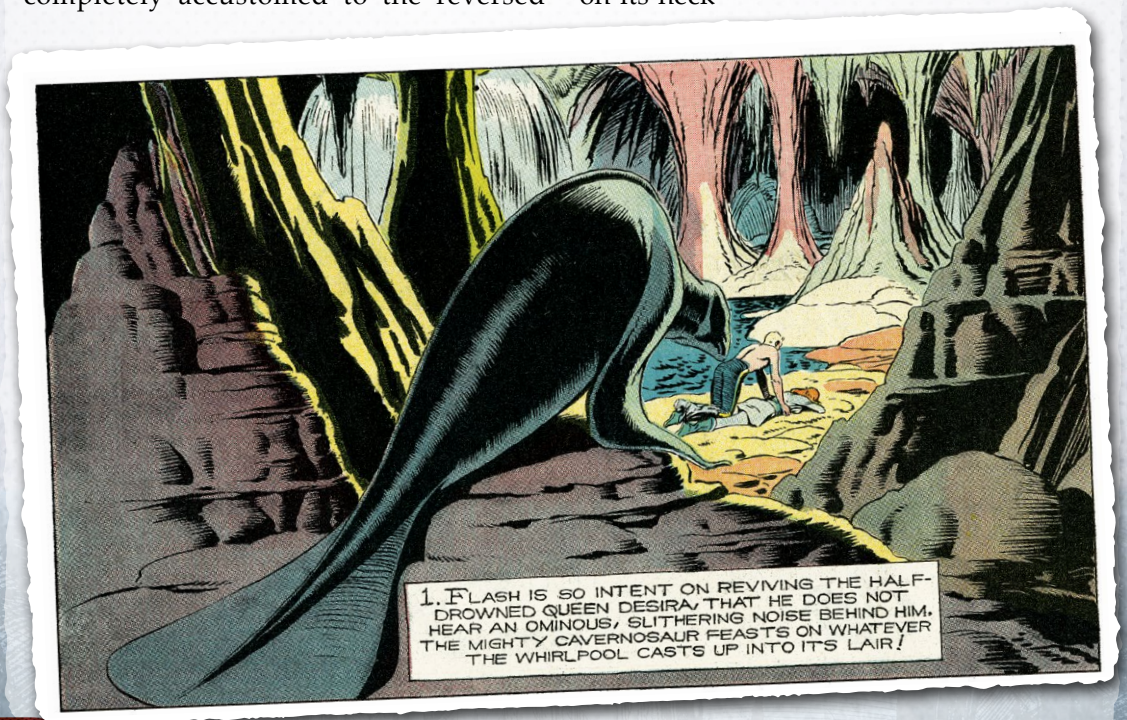
THE TUNNEL TERROR

After three days in the tunnels, Rellak tells the party that they are getting closer to where she lost Darus. The sound of rushing water grows louder, and soon the party realizes that they are following an underground stream. But here, under Magnet Mountain where everything is turned upside down the stream flows along the ceiling of the cavern, rather than the floor.

Rellak leads the party along the stream, which grows wider and deeper as they go. She tells them to be careful, since this is near where she and Darus encountered the savage cavernosaur.

As if summoned, a massive creature rises from the water. Characters who succeed on a −2 Notice roll can react immediately and take action cards. Those who fail this roll are surprised.

The cavernosaur bull is an especially large and old specimen, with a great white scar on its neck



like the one from Rellak's story. Faced by the creature that killed Darus, Rellak fights ferociously, with all attacks considered Wild Attacks against the creature.

Once the cavernosaur bull is slain, Rellak begins the search for Darus' fallen board. The characters can make Notice rolls, or the Game Master may simply allow them to find the blood-stained board, wedged between two rocks along the water's edge, after 1d4 hours. Once the board is located, the party can move on to the chamber where Rellak says the lost sapphire lies.

- **Cavernosaur Bull:** See page 170.

SHOWDOWN

The white sapphire lies near a bend in the underground stream at the top (bottom?) of a stalactite. Due to the gravitical situation, someone must either fly up or scale the stalactite to retrieve it. Unfortunately, as the party approaches the location, Zumar's bandits appear from behind them, weapons drawn and ready for a fight! The situation looks dire as there are two bandits per character in addition to Zumar and his lieutenants.

Zumar offers parlay, and if the party agrees he tells them that they're free to go if they just let him have the sapphire. Offers of sharing the gemstone or otherwise reducing Zumar's share are rejected, and if negotiations go on too long he'll simply tell his men to attack. Whether he truly lets the party go if they concede is up to the Game Master, but keep in mind that he didn't get where he is by being nice or trustworthy.

The party is probably used to the reversed gravity by now, so the attached map represents the cave ceiling viewed from below rather than its floor.

Stalactite: This structure requires three successful Climbing tests to scale. Each raise counts for an additional success, while a critical failure removes one success. The sapphire is at the top but is embedded in the rock, and requires two successful Strength tests at −2 to wrench it loose (there is no die roll penalty if the character uses a chisel, pick, or other tool). It is about the size and weight of a bowling ball, and anyone carrying it suffers a −2 to all physical tasks while so encumbered. A character who has seized the gem can climb down (one successful Climbing test at –2) or can jump. Jumping down inflicts 3d6+3 falling damage, but the character can make an Agility roll to reduce this damage. Each success and raise reduces the falling damage by 1d6+1.

Rubble: These patches of fallen rubble, clinging weirdly to the cavern ceiling, provide medium cover but are difficult ground.

Stream: The inverted stream is deep, swift, and frigid. Crossing it requires 2 successful Swimming checks to avoid being swept downstream.

Pools: Shallow but cold, these pools count as difficult ground.

- **Drog**: See page 159.
- **Hesha**: See page 161.
- **Zumar**: See page 168.
- **Bandit, Tropican (2 per Hero):** See page 158.

KOR TO THE RESCUE?

Captain Kor has continued his dogged pursuit of Zumar, and if the party is hard-pressed, he and his troops show up to join the fight in the cavern. If the rebels didn't attack them, the Tropicans focus their attacks on the bandits, but if the heroes fought with his troops, Kor orders them to divide their attacks between the two forces. The party might still be able to persuade Kor that they mean no harm, but if he's hostile to them he'll take quite a bit of convincing!

Kor brings up to two Tropican soldiers per character (the total is up to the Game Master), and even if he's fighting the party, his primary goal is still to capture Zumar and his men and bring them to justice.

- **Captain Kor**: See page 158.
- **Tropican Soldiers (2 per Hero):** Use the Guardsman profile from *Flash Gordon*.

CONCLUSION

Once the fight is over, Kor and his troops secure any prisoners and provide medical aid to any who need it. If he captured the party, he'll take the sapphire back to Tropica and present it to Queen Desira. Rellak objects strenuously, and the party can plead their case before the Tropicans, but this option would be up to the Game Master.

In the more likely event that the party is friendly with Kor, he marvels at the gem and politely but firmly notes that it belongs to Queen Desira. If the party objects to this, he'll



also tell them that they will be rewarded with a finder's fee, and that the reward is likely to be generous. Eventually Rellak realizes that her true quest was to put her love's spirit at rest by finding his most prized possession and slaying the creature that killed him. Besides, her share of the sapphire reward is probably going to be more than she has ever seen in her life.

There are other endings possible, including the party seizing the sapphire for themselves, but these are up to the Game Master, as well. Should the rebels take the sapphire, the party is likely to be pursued by a number of rivals, including both Queen Desira (now hostile to them), Prince Brazor (who wants the power crystal for himself) and Ming (who wants it to energize his Mongo-Tech weapons including secret and potentially kingdom-shattering devices currently on the drawing boards in his subterranean laboratories).

The party's final reward is up to the Game Master, but it can include permanent service in Queen Desira's forces, weapons or other pieces of Mongo-Tech, or just piles of mingols, if that's what the characters prefer.

ALLIES AND ENEMIES

BANDIT

These mercenaries hail from all over the continent, brought together with the promises of fortune and glory. They are highly suspicious of strangers, but welcoming and supportive once alliances are established.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d8
Skills: Fighting d6, Intimidation d6, Notice d6, Riding d6, Shooting d6, Stealth d8, Survival d6, Tracking d6
Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 6
Hindrances: Loyal
Edges: —
Gear: Long sword (Str+d8), ray gun pistol (Range 12/24/48; Damage 2d6+2).

CAPTAIN KOR

Kor is the epitome of a Tropican officer—smart, handsome, skilled, and loyal to the crown. A career officer from a long line of soldiers, Kor is quite proud of the fact that his grandfather once helped face down and drive off the colossal Lyzar, Son of Dyzan (a story that he has told so many times that his friends have it memorized).

Attributes: Agility d10, Smarts d8, Spirit d10, Strength d8, Vigor d8
Skills: Athletics d8, Fighting d10, Healing d8, Notice d8, Shooting d10, Stealth d10, Survival d10
Cha: +2; **Pace:** 6; **Parry:** 8; **Toughness:** 6
Hindrances: Code of Honor, Doubting Thomas, Loyal
Edges: Acrobat, Charismatic, Leader of Men
Gear: Long sword (Str+d8), ray gun pistol (Range 12/24/48; Damage 2d6+2, RoF 1), ray gun rifle (Range 24/48/96, Damage 2d8, RoF 1).

DOCTOR HELIOT

Once the resident physician for the royal family of Portentia, Doctor Heliot fled when Ming had Gundar's parents murdered. He, along with Zoga the Prophet, separated Gundar and his baby sister from each other. Taking the boy into the Fiery Desert, all seemed lost until they were discovered by a wandering band of nomads. Accepted into the tribe, Heliot, now old, shambling, and round-shouldered, has continued to work as a healer for Gundar's men all these years, and the conscience for their leader now all grown up.

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d4, Vigor d4
Skills: Driving d6, Fighting d4, Healing d8, Investigation d8, Knowledge (Medicine) d10, Knowledge (Science) d12, Notice d8, Piloting d8, Riding d6, Shooting d6, Survival d6
Cha: −1; **Pace:** 5; **Parry:** 4; **Toughness:** 5
Hindrances: Elderly, Habit (Major—Alcohol), Loyal (Gundar), Overconfident
Edges: Connections, Healer, Scholar
Gear: Doctor's bag (basic medical supplies), hip flask of vokko.

DOCTOR KRULO

Dr. Krulo used to be Queen Desira's court physician until she dismissed him in a fit of rage. Sensing a kindred spirit, Prince Brazor sequestered the doctor in his mountain fortress where he now does the prince's bidding. He's not above healing—or killing—anyone that stands between Prince Brazor and the throne. He knows how to use almost any medical technology, and is in fact, relying more and more on it than his own medical skills. Krulo is especially gifted at pulling secrets from prisoners and enjoys each opportunity to try new techniques.



Attributes: Agility d6, Smarts d10, Spirit d8, Strength d6, Vigor d8
Skills: Fighting d6, Healing d10, Investigation d8, Knowledge (Medicine) d10, Knowledge (Science) d8, Notice d8, Shooting d6, Repair d8
Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 6
Hindrances: Loyal (Prince Brazor), Overconfident
Edges: Connections (Prince Brazor), Healer, Jack-of-All-Trades, Mr. Fix It
Gear: Doctor's bag, tool kit.

DROG

Drog is a ruthless and violent man who does what he's told and is highly faithful to his commander, Zumar. He seems uninterested in wealth or fame, preferring the criminal life as a way of doing what he wants and shedding as much blood as possible.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d10, Vigor d10
Skills: Athletics d10, Fighting d10, Notice d6, Shooting d10, Stealth d8, Survival d8
Cha: −2; **Pace:** 6; **Parry:** 6; **Toughness:** 8
Hindrances: Bloodthirsty, Mean
Edges: Combat Reflexes, Counterattack, Tough as Nails
Gear: Axe (Str+d6), Crossbow (Range 15/30/60; Damage 2d6; AP 2).

DYZAN CULTIST

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d4, Vigor d6
Skills: Fighting d8, Intimidation d8, Notice d4, Psionics d6
Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5
Hindrances: Fanatic (Dyzan)
Edges: Arcane Background (Psionics)
Powers: *Arcane protection*, *detect/conceal arcana*, *fear;* **Power Points:** 10
Gear: Dagger (Str+d4).

GENERAL MOGARD

It is hard to tell exactly when Prince Brazor convinced Mogard to join him in his plans to overthrow the crown, but he quickly became Brazor's most valuable playing piece in the battle to win. A seasoned military man, the general's strategic brain has made him a threat to all who meet him on the field of battle.

Gundar hates the man as he's the only foe who has thus far been able to outthink the brigand. In return, Mogard despises Gundar for constantly escaping his many traps. Mogard also has a special loathing for Flash Gordon and his band of Freemen. He knows that with the right leaders, resistances can become full-on rebellions. If Mogard can help put Brazor on the throne, then Ming will be happy and perhaps the war will never come ashore.

Attributes: Agility d8, Smarts d10, Spirit d8, Strength d8, Vigor d10
Skills: Athletics d6, Fighting d8, Intimidation d8, Knowledge (Battle) d10, Notice d8, Persuasion d8, Riding d6, Shooting d8, Tracking d8
Cha: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 7
Hindrances: Overconfident, Stubborn
Edges: Alertness, Combat Reflexes, Command, Command Presence, Improved Counterattack, Improved First Strike, Killer Instinct
Gear: Long sword (Str+d8), ray gun pistol (Range 12/24/48, Damage 2d6+2, RoF 1).

GUNDAR

Gundar always makes quite an entrance dressed in flowing robes and keffiyeh. Bright red hair, thick beard, and crafty eyes always taking in everyone in the room, the Desert King knows he's a wanted man, but that's how his ego likes it. He doesn't like rules and prefers a fight out in the open to subterfuge, but that doesn't mean he isn't familiar with every trick in the book (and a few others that didn't make it in there). Gundar is respected by his men because he shows them the same respect back, whether as friend or foe. However those that fail to return that respect usually end up staked out in the middle of his domain with no water and a hungry fire-dragon licking its chops to the side.

Gundar has kept himself alive so long not because he's some master tactician, but because he's unpredictable. He may see what he thinks looks like a good plan and then choose instead to go a different way. Luck has always been with him since he was a child.

Secreted away from Portentia by Doctor Heliot, Gundar was taken in by a nomadic tribe of merchants. As he grew, he questioned whether there was an easier way to support the tribe than by traveling from city to city hawking their wares. "Why not let them come to us?" He wondered.

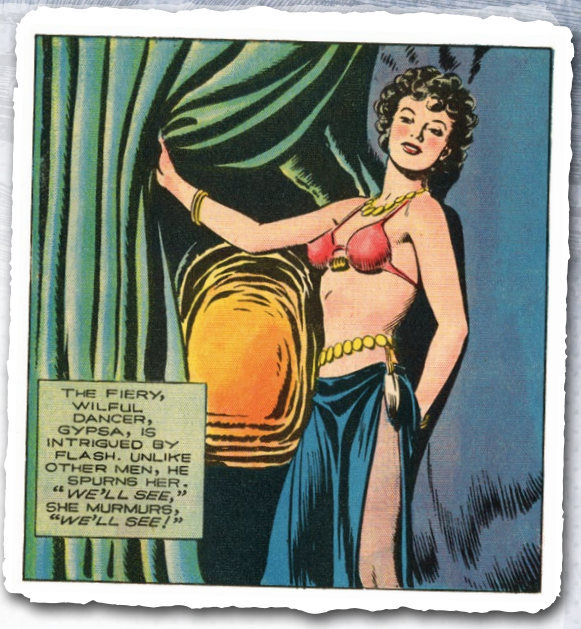
Enigmatic to a fault, he eventually convinced the tribe to take up thievery. Under his guidance, the nomads took root in a series of caves within the Fiery Desert, making them harder to pursue and find. Gundar's legend grew until he was leading the tribe in all matters.

Now he recruits from the caravans he raids, or seeks malcontents in the neighboring towns. He personally checks out each potential member he brings aboard. He rewards trust, and punishes betrayal harshly. He's currently seeing a former dancer named Pequit, but her



needs may someday outweigh her usefulness. Gundar has said on more than one occasion that he finds Queen Desira striking. Almost as striking as his own reflection.

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d8, Vigor d8
Skills: Athletics d8, Driving d6, Fighting d10, Intimidation d8, Knowledge (Battle) d8, Knowledge (Fiery Desert) d10, Notice d8, Persuasion d8, Riding d8, Shooting d10, Stealth d10, Survival d10, Thievery d6, Tracking d8
Cha: +2; **Pace:** 6; **Parry:** 7; **Toughness:** 6
Hindrances: Arrogant, Curious, Enemy (Major—Various Foes), Loyal, Overconfident, Wanted (Major –Thievery)
Edges: Charismatic, Command, Command Presence, Infamy, Iron Jaw, Lady Killer, Natural Leader, Nerves of Steel, Tactician, Thief
Gear: Fascine knife (Str+d6), ray gun pistol (Range 12/24/48, Damage 2d6+2, RoF 1).



GYPSA

Gypsa is a raven-haired traveler, saraband dancer, and spy working for Trico. The problem is Gypsa doesn't really like being a freedom fighter as much as she loves be watched, adored, and applauded for her dancing. She is likely to turn on someone who doesn't profess to her that she is the most beautiful dancer ever. Fair warning: A Gypsa scorned is nothing to trifle with. She's deadly with the daggers that she sometimes uses in her performances and her high kick could take a man's head off.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d6
Skills: Athletics d8, Fighting d8, Intimidation d6, Notice d6, Performance d8, Streetwise d8, Shooting d6
Cha: +4; **Pace:** 6; **Parry:** 6; **Toughness:** 5
Hindrances: Arrogant, Overconfident
Edges: Brawler, Dodge, Martial Artist, Quick, Quick Draw, Very Attractive
Gear: Dagger ×2 (Str+d4).

HESHA

One of Zumar's old comrades, Hesha was semi-retired from banditry, but joined the expedition out of loyalty to his friend. Hesha is a tough but relatively honorable man, loyal to his friends and his comrades-in-arms.

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d10, Vigor d8
Skills: Athletics d10, Fighting d10, Healing d8, Notice d10, Shooting d10, Stealth d10, Survival d8
Cha: 0; **Pace:** 6; **Parry:** 8; **Toughness:** 6
Hindrances: Code of Honor, Loyal
Edges: Block, Nerves of Steel
Gear: Crossbow (Range 15/30/60; Damage 2d6; AP 2), short sword (Str+d6).

HIGH PRIEST OF DYZAN

Fanatical in their devotion to both Ming and their cruel god, the high priests of Dyzan spread their faith with the blade and the barrel of a petri-ray.

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d6, Vigor d8
Skills: Fighting d6, Healing d10, Intimidation d8, Knowledge (Academia) d10, Notice d10, Psionics d10, Shooting d8, Taunt d8
Cha: +2; **Pace:** 6; **Parry:** 5; **Toughness:** 6
Hindrances: Bloodthirsty, Fanatic (Dyzan)
Edges: Arcane Background (Psionics), Charismatic
Powers: *Blast*, *deflection*, *telekinesis;* **Power Points:** 15
Gear: Dagger (Str+d4), portable petri-ray (see page 147).

KING ARDO

Raised to be the leader of the people of Marvela, Ardo discovered he had a passion for something other than politics at an early



age. Science spoke to him like music in his ears and he started experimenting as a young boy. However, his experiments had a cost. His pregnant mother entered his lab just as he was revving up a sonic device. This caused his mother to have a miscarriage, and sent Ardo into a deep depression.

Zoga the Prophet arrived shortly after and using his powers, wiped that memory from Ardo's mind. He replaced the missing sister with Princess Lura from Portentia, creating a deep bond between the two. However, Ardo was never quite the same. A thirst for danger, power, and control over life and death became a part of his psyche and his experiments grew more and more dangerous. As an adult, Ardo cares little for his people save that they continue to have a healthy dose of fear and respect for him. His main goal in life is to someday leave Marvela and take the whole island continent as his own. Then, maybe, Ming will see him as an equal, someone not to be trifled with and left hidden in the Forbidden Forest.

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d6, Vigor d6
Skills: Driving d8, Fighting d6, Investigation d8, Knowledge (Academia) d10, Knowledge (Medicine) d12, Knowledge (Science) d10, Notice d8, Persuasion d6, Piloting d8, Repair d8, Shooting d6
Cha: −2; **Pace:** 6; **Parry:** 5; **Toughness:** 5
Hindrances: Curious, Jealous, Mean, Overconfident
Edges: McGyver, Mr. Fix It, Rich, Scholar (Academia, Science)
Gear: Various tools.

KYSSARA

Lieutenant to Gundar, Kyssara owes her life and freedom to the dashing bandit chieftain who freed her from slavery and raised her to a high rank within his band of thieves. She is among a handful of Gundar's followers to know his true identity, a secret that she keeps close.

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d6, Vigor d8
Skills: Fighting d10, Healing d6, Notice d10, Shooting d12, Survival d8
Cha: 2; **Pace:** 6; **Parry:** 7; **Toughness:** 6
Hindrances: Loyal, Stubborn, Vengeful (Major)
Edges: Attractive, Elan
Gear: Customized radium rifle (Range 24/48/96; Damage 2d10+2, RoF 1), light pistol (Range 3/6/12; Damage 2d10, RoF 1), long sword (Str+d8).

LIEUTENANT CARAN

Not all of Queen Desira's men are corruptible. Some take their position on the royal guard very seriously. None take it to heart as deeply as Lieutenant Caran, Brazor's second-in-command—a man willing to lay down his





life for the cause, in this case, the defense of his queen.

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d8
Skills: Fighting d8, Intimidation d8, Notice d6, Persuasion d6, Piloting d6, Shooting d10, Survival d6
Cha: +2; **Pace:** 6; **Parry:** 6; **Toughness:** 5
Hindrances: Heroic, Loyal (Queen Desira)
Edges: Alertness, Brave, Command, Nerves of Steel
Gear: Clasp knife (Str+d4), pot helm (+3), ray gun pistol (Range 12/24/48, Damage 2d6+2, RoF 1).

LIEUTENANT KOLAN

Kolan is the young soldier to have at your side in a pinch. He's an amazing pilot and driver who can handle almost any vehicle—land, water, or sky.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8
Skills: Athletics d6, Boating d8, Driving d10, Fighting d8, Knowledge (Battle) d6, Notice d6, Piloting d10, Shooting d8, Survival d6
Cha: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 6
Hindrances: Heroic, Loyal (Queen Desira)
Edges: Ace, Brave, Quick
Gear: Clasp knife (Str+d4), goggles, pot helm (+3), ray gun pistol (Range 12/24/48, Damage 2d6+2, RoF 1).

MAYOR TOMAZ

Mayor Tomaz of Placida is a good and honorable man who is caught in a bad position. He, like his citizens, loves Queen Desira and would do anything for her, however, Brazor's men have infiltrated his town and he knows that the moment he goes against the prince, his whole city could face destruction at the hands of the madman. So he plays a careful game of politics, keeping appearances to his people that he remains a Queen loyalist, but secretly he allows Brazor free reign to enact his plans. Should the balance tip one way or another, the whole game could end.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d8
Skills: Fighting d4, Knowledge (Politics) d6, Notice d8, Riding d8, Shooting d4, Streetwise d8, Survival d8
Cha: +2; **Pace:** 6; **Parry:** 4; **Toughness:** 6
Hindrances: Cautious, Code of Honor)
Edges: Brave, Command, Noble
Gear: Flame-gun rifle (Range Cone, Damage 2d8, RoF 1).

PEQUIT

Once upon a time, Pequit and Gundar were inseparable, the type of lovers that bards write songs about. However, these days Pequit's jealous ways have started driving a wedge between her and her Redbeard. She

can't help it. She needs him (or someone as strong as him), and when he talks of that temptress Desira, well… what's a girl to do but find a way to bring his attention back to where it belongs? Even if that means ruining his plans, betraying his secrets, or even fraternizing with the enemy. It's all for a good cause, right? Maybe then he'll see how much his love means to her and look at her with those piercing eyes once more.

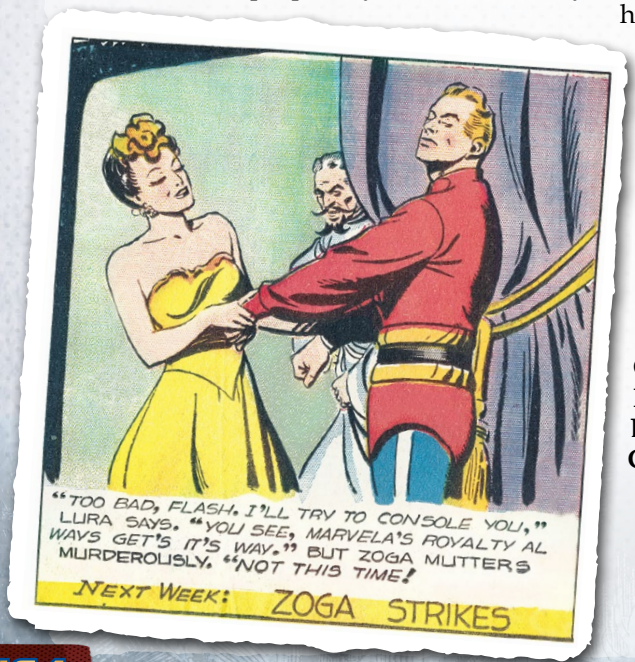
Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d6
Skills: Fighting d4, Notice d8, Shooting d6, Persuasion d8, Taunt d8
Cha: +2; **Pace:** 6; **Parry:** 4; **Toughness:** 5
Hindrances: Amorous, Jealous (Major), Impulsive
Edges: Attractive, Moxie
Gear: Ray gun pistol (Range 12/24/48, Damage 2d6+2, RoF 1).

PRINCESS LURA

Lura's story is one of deception. Rescued from the betrayal of Ming, who slaughtered her Portentian parents, Princess Lura was absconded to Marvela by Zoga the Prophet. He believed that someday she might become a pawn in a much larger game. Future king Ardo had accidentally caused the miscarriage of his baby sister, and the guilt was tearing him up. With some creative manipulation on Zoga's part, Lura soon filled that role and things balanced out for Marvela. Unlike her brother, Lura showed no fascination with science, and no propensity for art. She really didn't even care for being a princess save for the idea that people worshipped her. The only thing Lura does find fascinating are things from the outside world, beyond the Forbidden Forrest. She obsesses over any trinket that finds its way into Marvela, until she grows bored with it, or finds another plaything. This can include people from other lands. Especially men.

Lura has only the vaguest memories of a brother that she now believes to be Ardo. In reality, it is Gundar. They share the same red hair and the same eyes. If they were ever brought face to face, it would be shocking to them both. Zoga works hard to keep Lura and Ardo in check through superstitions, prophecies, and manipulations. If either royal were to stop paying attention to their obsessions, they might notice this. But then, why bother? They have everything they need in Marvela.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6
Skills: Driving d6, Fighting d6, Notice d8, Persuasion d8, Shooting d8
Cha: +6; **Pace:** 6; **Parry:** 5; **Toughness:** 5
Hindrances: Amorous, Impulsive, Stubborn
Edges: Noble, Rich, Very Attractive
Gear: Flame-Gun (Range Cone, Damage 2d8, RoF 1).



RELLAK

Brash and impulsive, yet also charming, Rellak is a bright and determined young woman, yet her experiences in the caverns have cast a dark pall over her normally sunny character. She speaks loudly and excitedly of the wonders of magno-boarding, and her many adventures beneath Magnet Mountain, but when the topic of her boyfriend Darus comes up, she grows uncharacteristically downcast and quiet.

Attributes: Agility d8, Smarts d10, Spirit d6, Strength d6, Vigor d8
Skills: Fighting d8, Healing d8, Notice d10, Piloting d8 Shooting d10, Survival d8
Cha: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 5
Hindrances: Impulsive
Edges: Ace
Gear: Custom magno-board (+1 to Piloting (Surf)), light pistol (Range 3/6/12; Damage 2d10, RoF 1), short sword (Str+d6).



ROAG

Roag is one of Trico's men, but unlike most of the underground army, Roag's loyalties are not completely to the Beggar King. Roag has a brother in service to Brazor who discovered the connection. Brazor uses the threat of Roag's brother's death against him, making him reveal those of Trico's secrets he is privy to. What Roag does not know is that Trico figured this double agent out a long time ago, and feeds the traitor only information that he wants Brazor to know. So Roag, guilt-ridden, is a triple agent without even knowing it.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d8
Skills: Fighting d8, Lockpicking d8, Notice d6, Shooting d6, Survival d8
Cha: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 5
Hindrances: Yellow, Loyal (Brother, Trico, Brazor)
Edges: Connections (Brazor), Liquid Courage
Gear: Ray gun pistol (Range 12/24/48, Damage 2d6+2, RoF 1), knife (Str+d4).

SERGEANT AZILUS

The tough-talking Azilus is a career sergeant with little tolerance for failure and absolutely no sense of humor. She's much less merciful than Kor—if she were in command of the expedition, she would be inclined to shoot first and ask questions later. Fortunately, Kor keeps her more bloodthirsty tendencies in check.

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d10, Vigor d10
Skills: Athletics d10, Fighting d12, Notice d8, Shooting d10, Survival d8
Cha: −2; **Pace:** 6; **Parry:** 8; **Toughness:** 8
Hindrances: Loyal, Mean
Edges: Hard to Kill, Nerves of Steel, Tough as Nails
Gear: Long sword (Str+d8), ray gun pistol (Range 12/24/48; Damage 2d6+2), ray gun rifle (Range 24/48/96; Damage 2d8, RoF 1).

SORDAK THE TERROR

Dark and gaunt, Sordak is a former mercenary turned bandit, who fled to Tropica with a price on his head. Gathering a band of fellow cutthroats, Sordak set himself up as a rival to Gundar, raiding caravans, attacking settlements, and selling prisoners as slaves, an act that the honorable Gundar found abhorrent.

After years of stalemate, Sordak the Terror—as he dubbed himself—converted to the worship of Dyzan and forged a somewhat shaky alliance with Zoga the Prophet of Marvela. Through him, he began to receive weapons, supplies, and even rockets (airscouts) from Ming the Merciless. Now Sordak seeks to rid the desert of Gundar once and for all, and lead his people in a great crusade to conquer Tropica in Dyzan's name.

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d10, Vigor d10
Skills: Athletics d10, Fighting d12, Notice d10, Riding d10, Shooting d10, Survival d8
Cha: 0; **Pace:** 6; **Parry:** 8; **Toughness:** 8
Hindrances: Arrogant, Fanatic (Dyzan), Greedy (Major)
Edges: Hard to Kill, Nerves of Steel, Tough as Nails
Gear: Battle axe (Str+d8), ray gun pistol (Range 12/24/48; Damage 2d6+2, RoF 1), ray gun rifle (Range 24/48/96; Damage 2d8, RoF 1).

STEEL LEGION FIGHTER

Recruited from mercenaries, imperial deserters, and tribal warriors from across Tropica, the warriors of the Steel Legion are ruthless and violent men and women, hungry for both power and riches.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Athletics d6, Fighting d6, Notice d6, Riding d6, Shooting d6, Stealth d6



Cha: –2; **Pace:** 6; **Parry:** 5; **Toughness:** 6 (1)
Hindrances: Greedy, Mean
Edges: —
Gear: Dagger (Range 3/6/12; Damage Str+d4), leather armor (+1), ray gun pistol (Range 12/24/48; Damage 2d6+2, RoF 1).

STEEL LEGION OFFICER

Only the sternest and most ruthless officers can keep the brutal warriors of the Steel Legion together, and the legion's commanders enforce their will with brutal efficiency.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8
Skills: Athletics d8, Fighting d10, Intimidation d8, Notice d6, Riding d8, Shooting d10, Stealth d8
Cha: –2; **Pace:** 6; **Parry:** 8; **Toughness:** 9 (3)
Hindrances: Greedy, Mean
Edges: Block, Combat Reflexes, Command
Gear: Long sword (Str+d8), plate corselet (+3), ray gun pistol (Range 12/24/48; Damage 2d6+2, RoF 1).

TARTARA

This spry old woman holds no love for Brazor, and would gladly fight for Queen Desira. Her daughter vanished after being accosted by Brazor's men. Tartara's appeals to find her have never reached higher than Brazor, who laughs in her face and tells her that her daughter must have run off with a man. Knowing this is not the case, Trico reached out to Tartara and made her a deal. If she would join his fight to stop Brazor's machinations (and eventually Ming's, as well), he'd do his best to find out what happened to her daughter. Tartara is one of Trico's least obvious operatives, as no one suspects the old woman of treachery.

Attributes: Agility d4, Smarts d8, Spirit d8, Strength d4, Vigor d6
Skills: Investigation d6, Lockpicking d6, Notice d8, Shooting d4, Stealth d6, Streetwise d8, Taunt d8



Cha: 0; **Pace:** 5; **Parry:** 2; **Toughness:** 5
Hindrances: Cautious, Curious, Elderly, Stubborn
Edges: Alertness, Moxie
Gear: None.

TRICO, THE BEGGAR KING

No one knows from whence Trico came from, or how long he has worked the streets of Tropica, but he seems to have always been there… lurking in the shadows. Maybe this is because Trico is a master of deception. His age, his race, and his lineage are all mysteries to even those closest to him. What his people do know is that he has no love for Emperor Ming, or anyone who would ally themselves with him.

A natural leader, Trico recruits from the dregs of society: the homeless, the poor, the crippled, and the outcast. He gives them purpose and a mission to save Tropica before Ming squeezes his iron fist shut once and for all. He is one of the few that know about Ming's efforts within the Forbidden Forest and he also knows of Brazor's duplicitous plans for ascension. He sees everything before it happens thanks to his secret army working the trash piles, the rumor mills, and the places where gossipers believe they are far from prying ears.

Part of Trico's success is because he's a Mongomancer specializing in illusionary powers of disguise. It is entirely possible that no one has ever seen Trico's true face. He is so skilled at hiding his abilities, that he sometimes uses greasepaint, mortician's wax, and wigs in front of his people to throw them off the truth of his magical abilities. Trico's white sapphire talisman is actually kept in the empty socket of his right eye, hidden from sight behind an eye patch. An eye patch he never removes in public for fear of revealing this fact.

For all his good qualities, Trico is no saint. He knows that a war of this import needs more than just soldiers: it needs financing, and the king of the underground is not above theft, blackmail, and misappropriation to keep the mingols flowing. He'd swipe Ming's pinky ring, if he thought he could get away with it, and actually, *he* probably could.

Attributes: Agility d8, Smarts d10, Spirit d8, Strength d6, Vigor d8
Skills: Atheltics d8, Fighting d10, Gambling d8, Mongomancy d8, Notice d8, Persuasion d8, Shooting d10, Stealth d8, Streetwise d10, Survival d8, Thievery d6
Cha: +1; **Pace:** 6; **Parry:** 7; **Toughness:** 6
Hindrances: One Eye, Wanted (Major)
Edges: Arcane Background (Mongomancy), Assassin, Charismatic, Command, Command Presence, Leader of Men, Power Points
Powers: *Disguise*, *detect/conceal arcana*, *invisibility* **Power Points:** 30
Gear: Disguise kit, knife (Str+d4), ray gun pistol (Range 12/24/48, Damage 2d6+2, RoF 1), poisons.

ZOGA THE PROPHET

Zoga once predicted a future where both Marvela and Portentia were destroyed by Ming's wrath and he endeavors to see that vision fail to come true. He entered into a dangerous game of lies and deception, mixed with a healthy fear of an impending doom. As a prophet, he does want to protect his people, but he's long given over to the idea that the only way to do that is to control them. He created a legion of acolytes dedicated to him. Not to his god Tao, but directly to him. He feeds off their worship when things go wrong with King Ardo and Princess Lura. Threads are loosening on his machinations, especially keeping either royal from discovering the truth behind their origins. This is mainly due to interference from the Freemen.

To keep the prophecy from coming true, Zoga will kill any and all outsiders that enter Marvela, *if* he can't scare them away first.

The visions keep coming. The end approaches. And Zoga must step up his work if they are all to see the dawning of a new day!

Attributes: Agility d6, Smarts d10, Spirit d12, Strength d6, Vigor d8
Skills: Fighting d8, Intimidation d12, Notice d8, Persuasion d10, Psionics d12, Taunt d10
Cha: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 6
Hindrances: Arrogant, Fanatic, Overconfident
Edges: Arcane Background (Psionics), Command, Command Presence, Connections (Ming, Cult of Dyzan), Improved Arcane Resistance
Powers: *Confusion*, *farsight*, *object reading*, *telepathy*; **Power Points:** 40
Gear: Staff (white sapphire).



ZUMAR

A bloodthirsty bandit, slaver, and smuggler, Zumar has been down on his luck lately, which is probably why he has chosen to follow a teenager and her companions into the jungle. He has gambled his future on Rellak's story being true, and if he can seize the white sapphire for himself he hopes to sell it to the highest bidder. Zumar lost an eye in his last encounter with his nemesis Captain Kor, and still bears an ugly scar.

Zumar hopes to avenge himself on Captain Kor and Queen Desira, and capturing the sapphire for himself seems like a good way to put his plan into action.

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d8, Vigor d6
Skills: Athletics d8, Fighting d12, Healing d8, Investigation d8, Notice d8, Shooting d12, Stealth d10, Survival d10
Cha: −3; **Pace:** 6; **Parry:** 7; **Toughness:** 5
Hindrances: One Eye, Ugly, Vengeful (Major)
Edges: Alertness, Harder to Kill
Gear: Atom pistol (Range 12/24/48; Damage 2d8, RoF 1), long sword (Str+d8).

THE MONSTERS OF TROPICA

APOCRITAX

Resembling giant, purple, flying ants, apocritax operate on a hive mentality. Killing one does not discourage the rest. Another one will just step in to take the place of the first. They will not stop until their "mission" is complete, eating through metal, wood, and even concrete to reach their goal. They will attack to defend themselves though, with a brutal fierceness not indicative of normal ants.

Apocritax dwell in complex subterranean colonies, usually bored into the hard, sun-scorched desert sands that can spread out for several square miles. So vast are these lairs, that unlucky visitors have been known to enter only to never be seen again, lost in the maze of twisting tunnels occupied by voracious soldiers there to protect their queen.

Apocritax queens are incapable of flight and, for the most part, unmoving, remaining in the same place unless the colony is compromised.

APOCRITAX QUEEN

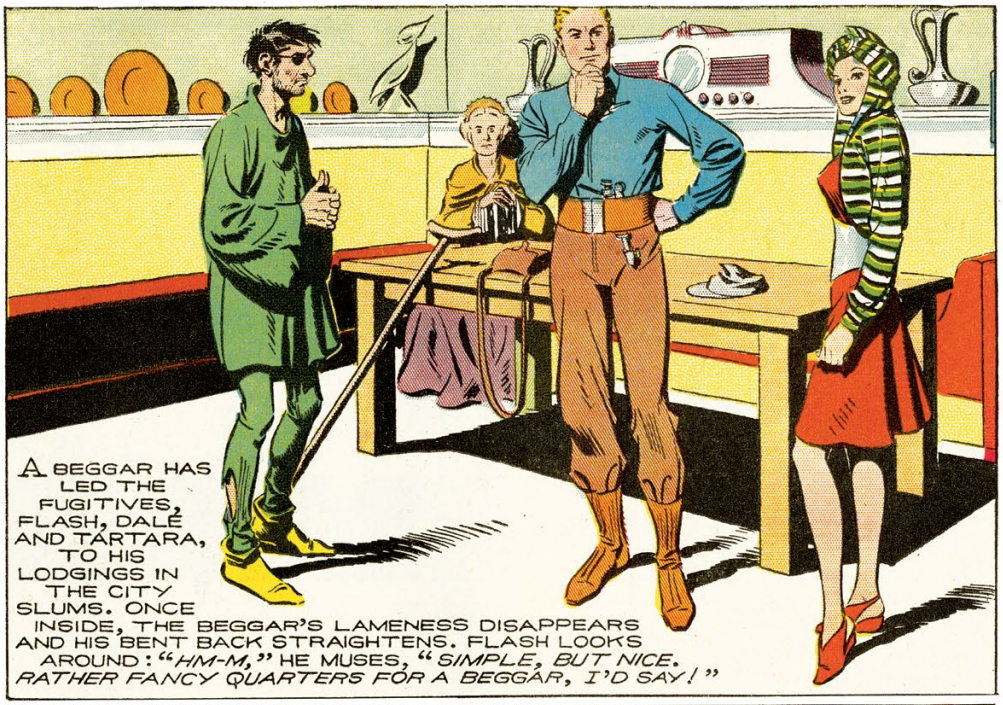
Attributes: Agility d6, Smarts d8 (A), Spirit d10, Strength d6, Vigor d6
Skills: Fighting d6, Intimidation d8, Notice d8
Pace: 2; **Parry:** 6; **Toughness:** 9 (1)
Special Abilities:

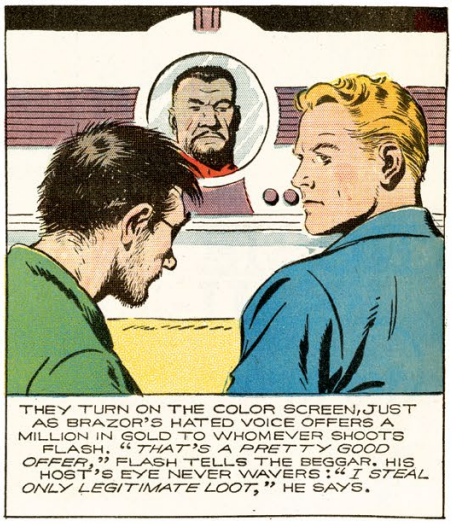
- **Armor +1:** Hard carapace.
- **Hive Mind:** Any apocritax within 60" (even through solid material) of the queen uses her Smarts, Spirit, and Notice traits instead of their own.
- **Size +3:** Apocritax queens are large, bloated creatures.

APOCRITAX SOLDIER

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d8, Vigor d6
Skills: Fighting d10, Intimidation d8, Notice d6
Pace: 4; **Parry:** 7; **Toughness:** 7 (1)
Special Abilities:

- **Armor +1:** Apocritax soldiers have hard carapaces.
- **Flight:** Pace 12.
- **Hive Mind:** Any Apocritax within 60" (even through solid material) of the queen uses her Smarts, Spirit, and Notice traits instead of their own.
- **Size +1:** Apocritax soldiers are slightly larger than an average Mongonian.









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BROTOS

Brotos are deep water living relics of Mongo's Cretaceous period. Docile plant-eaters, brotos may become enraged if their hatchlings are threatened. They tend to stay out of the way of Mongonians, but they occasionally surface to investigate vibrations or unusual sounds. Sometimes, a brotos female who has lost her brood, imprints on another creature, especially one in danger. She fights to protect that creature from others even at the cost of her own life. Brotos can be trained to be ridden, though, when frightened, they may dive into deep water. Because of this, riders are advised to wear appropriate water-breathing gear.

Attributes: Agility d6, Smarts d6 (A), Spirit d8, Strength d12+8, Vigor d8
Skills: Fighting d6, Intimidation d8, Notice d6
Pace: 6; **Parry:** 5; **Toughness:** 14 (2)
Special Abilities:

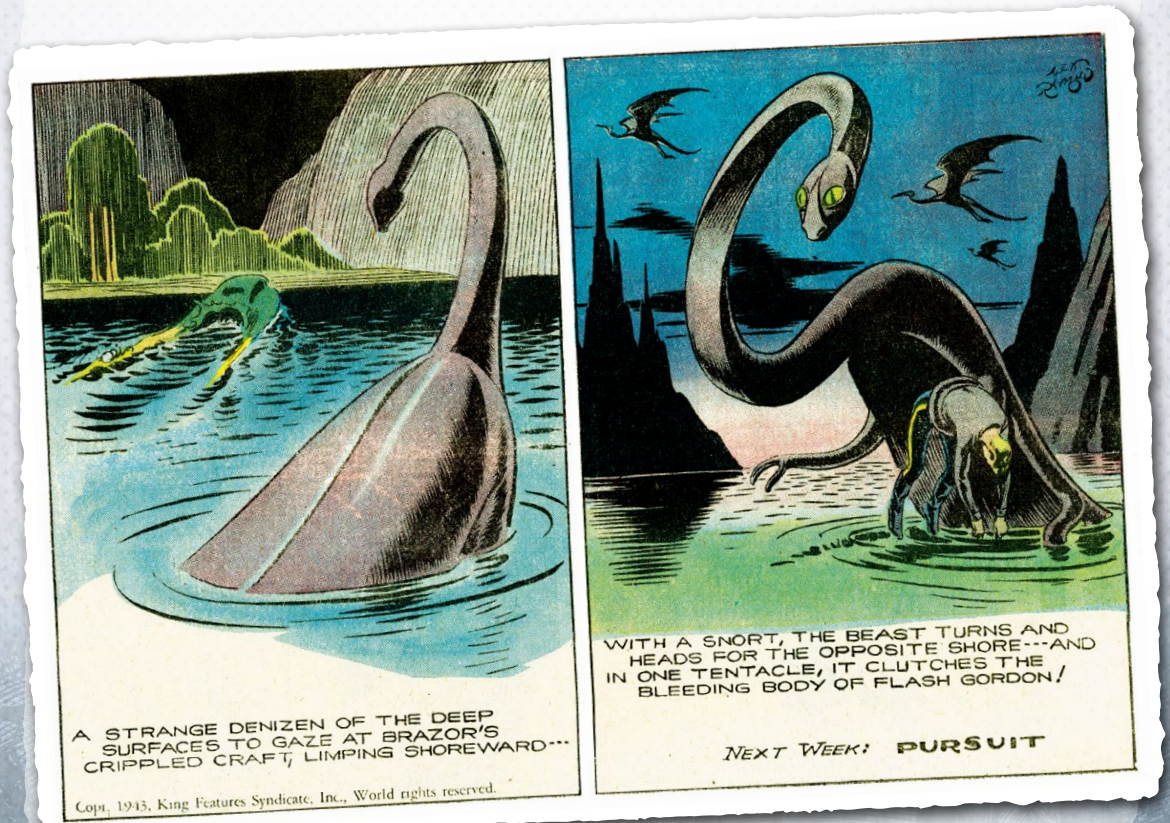
- **Armor +2:** Tough hide.
- **Hardy:** Not wounded by a second Shaken result.
- **Large:** Attackers add +2 to their attack rolls when attacking a brotos due to its large size.
- **Size +6:** Brotos are 20′ tall and weigh over 8,000 pounds.

CAVERNOSAUR BULL

Aggressive, sightless creatures of Tropica, cavernosaurs are territorial cave dwellers that resemble large Earth leopard seals. This particular male bull is larger, seemingly fearless, and more territorial than most of its species.

Attributes: Agility d8, Smarts d6 (A), Spirit d8, Strength d12, Vigor d8
Skills: Fighting d8, Stealth d8
Pace: 4; **Parry:** 6; **Toughness:** 12
Special Abilities:

- **Aquatic:** Pace 8.
- **Bite:** Str+d6.
- **Bull Rush:** If a cavernosaur bull gets a raise while attacking its enemy, it has knocked its foe to the ground and pinned it. Victims receive Str damage every round until they can escape, as if from a grapple.
- **Large:** Attackers add +2 to their attack rolls when attacking cavernosaur bulls due to their large size.
- **Size +4:** Cavernosaur bulls can grow up to 25′ in length.
- **Tail Slap:** Str+d6.



Lyzar, Son of Dyzan (Colossal Emberspawn)

It is not known whether this fearsome, volcano-dwelling creature is truly a creation of Dyzan (as worshippers believe), a gargantuan living fossil from prehistoric times, or a Mongo-Tech experiment run amok, but it is certainly nothing to be trifled with. Larger than any other land-borne Tropican reptile, Lyzar's only genetic contemporaries now dwell deep beneath the waves. Should the creature ever be loosed on the people of Tropica, it would certainly be nigh-unstoppable! With its powerful atomic breath, it can scorch huge swaths of land with a single, radioactive blast, its massive feet can stomp villages to dust, and its claws can knock attacking rocketships from the sky.

Strangely, Lyzar seems to have an unusual taste for young, beautiful women, ignoring or spitting back anything, or anyone else offered in their stead. A sacrifice must be made within a year to the day of its last meal, or the tremors begin. If Lyzar is not fed within twenty-four hours of the first quake, the top of its volcano blows with its rage. If it is still not fed, it slowly climbs forth and starts seeking a meal on its own, and no one wants to witness that.

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d12+10, Vigor d12
Skills: Fighting d10, Intimidation d12, Notice d8, Shooting d8
Pace: 16; **Parry:** 7; **Toughness:** 25 (5)
Special Abilities:

- **Armor +5:** Lyzar has exceptionally thick, warty hide.
- **Atomic Breath:** Lyzar breathes fire using the Cone Template and a Shooting roll. Every target within this cone may make an Agility roll at −2 to avoid the attack. Those who fail suffer 4d10 damage and must check to see if they catch fire. Lyzar may not attack with its claws or bite in the round it breathes fire.
- **Bite/Claws:** Str+d10, AP 4.
- **Fear (−2):** Anyone who sees Lyzar must make a Fear check at −2.
- **Fearless:** Lyzar is immune to Fear and Intimidation.
- **Gargantuan:** Heavy Armor. Fighting and Shooting attacks against Lyzar by man-size creatures are made at +4. Lyzar's attacks are considered Heavy Weapons. Add Size to damage when stomping.
- **Roar:** As a full action, Lyzar can emit a Mongo-shattering roar. All those who hear this ear-piercing bellow—typically anyone within two mongomiles—must make a Spirit (−2) roll or be Shaken.
- **Size +12:** Lyzar stands over 100' tall.

Emberspawn Young

Lyzar's unholy progeny are not nearly as tough as their parent, but they can still pose quite a challenge when confronted in packs. Under normal circumstances, once free of their eggs, these competitive offspring attack one other until one prevails, but if another target should present itself, they collectively strike at that first. Unlike their bipedal sire, emberspawn are born as quadrupeds. They can scamper about pretty quickly for younglings and each is bred with a killer instinct.

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d10, Vigor d8
Skills: Fighting d6, Guts d6, Notice d4, Stealth d4
Pace: 6; **Parry:** 5; **Toughness:** 10 (2)
Special Abilities:

- **Armor +2:** Thick, warty skin.
- **Bite:** Str+d6.
- **Heat Blast:** Emberspawn babies breathe intense heat using the Cone Template. Every target within this cone may make an Agility roll at −2 to avoid the attack. Those who fail suffer 1d10 damage. An emberspawn may not bite in the same round it breathes heat.
- **Size +2:** These are large creatures.

Moltek

These centipede-like insectoids burrow into the hardened pumice that surrounds the volcanic region of the Breath of Dyzan. They are not particularly stealthy as the action of their grinding mandibles on the soft volcanic rock can be heard from several yards away. While they tend to be quite shy, they can deliver a dangerous bite with a set of heavily sclerotized mandibles.

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d8, Vigor d8
Skills: Fighting d6, Notice d6
Pace: 6; **Parry:** 5; **Toughness:** 11 (2)
Special Abilities:

- **Armor +2:** Thick, chitinous armor.
- **Bite:** Str+d6.

- **Burrowing:** Pace 6. Molteks can chew their way through pumice stone and softer materials at their full Pace.
- **Poison:** A moltek bite can be deadly. Anyone wounded by a moltek bite must make a Vigor roll or immediately become Incapacitated. Death follows in 2d6 rounds. A Healing roll at −2 prevents death, however the victim will remain paralyzed for 2d6 hours.
- **Size +3:** Molteks grow up to 15′ long and weigh over 300 pounds.
- **Wall Walker:** Molteks can crawl up most surfaces at their normal Pace.

PELTURE

Peltures are man-size, crimson-colored carrion birds that love to feed on the dead (or nearly dead). They have extremely long necks and rapier-sharp beaks for ripping flesh or digging out organs. Not easily driven from their meals, peltures are fiercely territorial.

Attributes: Agility d10, Smarts d4 (A), Spirit d6, Strength d6, Vigor d6
Skills: Fighting d6, Notice d6
Pace: —; **Parry:** 5; **Toughness:** 5
Special Abilities:
- **Beak:** Str+d6.
- **Flight:** Peltures have a Flying Pace of 8", and Climb 3.



PIXIE

Pixies are meddlesome creatures with personalities bent on mischief and greed. Most of these grey-skinned halflings hideout within the caves and steaming vent-holes of Tropica, while a few have been known to occupy abandoned apocritax colonies deep in the Fiery Desert. Their cities are nigh-impossible to find due to their inherent psionic powers. Any traveler that gets too close is driven to madness and either killed or, in most cases, dropped into the heart of the desert and left to die. It is believed that their cities are loaded with treasure stolen from such unfortunate victims. Pixies are truly cowards, though, often choosing to cloud the minds of their foes in order to flee versus engaging in confrontation.

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d4, Vigor d6
Skills: Athletics d6, Fighting d6, Notice d8, Psionics d8, Stealth d6, Taunt d10
Pace: 4; **Parry:** 5; **Toughness:** 4
Special Abilities:
- **Flight:** Provided Pixies have access to the hot smoke and gases spewed from volcanic vents, they can waft on these clouds at a rate of 4" with a Climb of 2. To do so requires no extra effort on their part nor the use of special devices.
- **Pixie Powers:** Pixies have the Arcane Background (Psionics) Edge, 10 Power Points, and the *blind*, *confusion*, and *disguise* powers.
- **Size −1:** Pixies stand 2–3′ tall

RIVER DRAGON

Much like their flameproof cousins, the fire dragons, river dragons are not to be messed with. Nocturnal, lest disturbed, these aquatic beasts attack with little provocation. Pink and duck-billed with large webbed paws for propelling themselves up and down the river, they can see perfectly in low light conditions. They can be startled, even driven away, by flashes of light, especially strobes. River dragons can spray water with enough force to topple a large amphicar.

Attributes: Agility d8, Smarts d6 (A), Spirit d10, Strength d12+4, Vigor d10
Skills: Fighting d10, Intimidation d10, Notice d8, Shooting d10
Pace: 4; **Parry:** 7; **Toughness:** 24 (8)



Special Abilities:

- **Armor +8:** River-dragons have incredibly thick, scaly hides.
- **Bite/Claws:** Str+d8.
- **Fear (–2):** Anyone who sees a river-dragon must make a Fear Check at –2.
- **Water Breath:** River-dragons shoot water using the Cone Template. Every target within this cone may make an Agility roll at –2 to avoid the attack. Those who fail suffer 2d8 damage. A river-dragon may not attack with its claws or bite in the round it breathes water.
- **Huge:** Attackers add +4 to their attack rolls when attacking river-dragons due to their size.
- **Swimmer:** Pace 8 in lakes, pools and rivers. They have a membrane that covers their eyes when they swim underwater.
- **Size +6:** River-dragons measure 30′ from nose to tail.
- **Tail Lash:** The river-dragon can sweep all opponents behind it in a 3" long by 6" wide rectangle. This is a standard Fighting attack, and damage is equal to the river-dragon's Strength –2.
- **Weakness (dryness):** River-dragons need water. Fire, stranding them on land, or draining the pool around them causes damage. River-dragons take a wound every round they are deprived of moisture.

SUNHAWK

Resplendent, the appearance of these yellow and orange, long-necked birds is considered an omen by many of the more superstitious people of Tropica. It is said that one sees a sunhawk immediately before a time of great upheaval. In the past, rulers believing this claim have ordered the wholesale slaughter of these gorgeous birds in an attempt to avoid a tumultuous future. Of course, this has almost driven sunhawks to extinction. Now, it is quite rare to see one in the wild, let alone a mated pair.

Attributes: Agility d6, Smarts d6 (A), Spirit d8, Strength d6, Vigor d8
Skills: Fighting d6, Notice d6
Pace: 10; **Parry:** 5; **Toughness:** 7
Special Abilities:

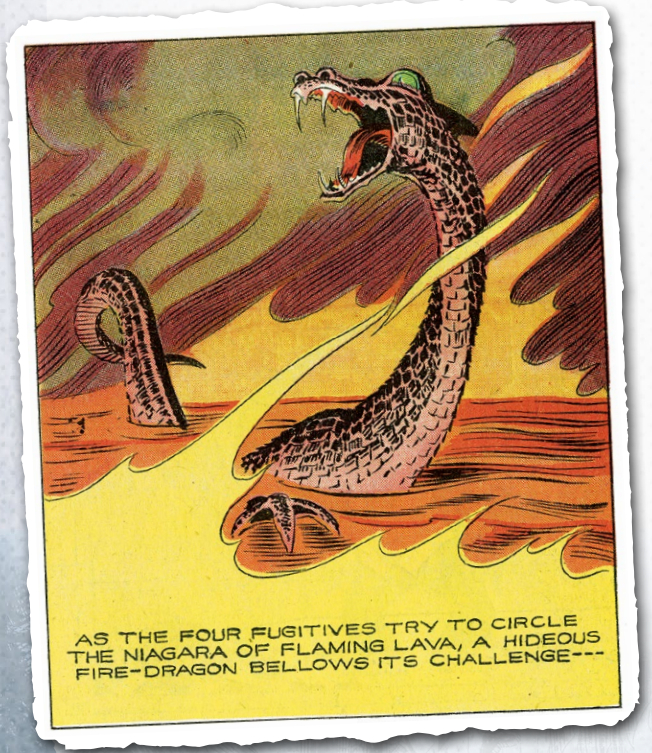
- **Bite:** Str+d4.
- **Fear:** Those aware of the prophetic aspect of sunhawks must make a Fear check when they spy these birds in the wild.
- **Size –2:** Attackers subtract 2 from any attack rolls against sunhawks due to their size.

TROPICAN HAZARDS

While a number of dangerous hazards are detailed in Flash Gordon, the untamed lands of Tropica offer a couple additional threats well worth avoiding. Like those on the main list, hazards can be introduced to the game as random encounters, or designed into the adventure from the start. They also make for great cliffhangers!

LAVA PLUMES

As opposed to lava flows, which move and behave like a flowing stream, lava plumes act more like a geyser. They can erupt at any moment, almost without warning. A successful Notice roll alerts heroes to the sound of pressurized gases spitting from the rock, giving them only seconds to run for cover or dive out of the way. Once the plume erupts, it sends a jet of hot lava into the air raining down upon all targets within a medium burst template. Those open to the assault must make Agility roll at −2. Success allows the character to get clear or find cover and they are unaffected by the burst. With a failure, they suffer 2d10 damage from being spattered with liquid hot magma and they must roll to see if they catch fire. See the rules for fire and burning in *Savage Worlds* for more information.



WHIRLPOOLS

Many of Tropica's rivers, lakes, and even seemingly placid pools can suddenly, and without warning, sprout sucking whirlpools of doom! This is because of the many lava tubes and unstable caverns that run under much of the land (and water). When pressures become too great, or tunnels shift due to seismic activity, the roofs of these chambers can suddenly collapse, creating powerful, swirling eddies in the waters above.

Those caught in whirlpools must make Swimming rolls every other round at −2 to struggle against the twisting currents and avoid drowning. Aquatic and semi-aquatic races cannot drown, but may be drawn down into the flooding cave below.

Once a character is pulled under the surface, they cannot escape from the powerful whirlpool on their own and must be extricated with the help of those above or be sucked into the caves below!



VALKR

The kingdom of Valkr lies within a patch of unmapped wilderness southeast of Mingo City between the Great Mongo Desert to the west and Volcano World to the east. Few people have ever travelled there, and only they know the secret of where it actually is. The jungle is harsh, large, and forbidding—full of giant and deadly creatures, and an environment of sudden death storms, cloud bursts, and flash flooding combine to create a deadly atmosphere in this hidden kingdom.

FLASH'S ADVENTURES IN VALKR

Flash Gordon and Dale Arden were first introduced to the mysterious lands of Valkr some time after the fall of Ming the Merciless. While in pursuit of a rocketship belonging to Kang the Cruel, the rocket belonging to Flash and Dale fell victim to the region's dreaded death storms. The storm's lightning and hurricane force winds caused their ship to crash-land into the jungle kingdom of Valkr. Flash and Dale were rescued by Queen Valkir and brought to the palace. There, Flash exposed the cultural problems of Valkr and ended up in a sword duel with the queen. While he won this fight, it did little more than draw her anger and wrath. Flash learned from Prince Marko that the queen had been secretly meeting with Kang who was promising her great weapons of power for her aid.

This lead to a showdown between the Valkrans and Flash against Kang and his minions. This resulted in a great victory as Kang was defeated and during the celebration that followed, Queen Valkir announced that she would marry Flash and make him King. Flash responded to this stating that he only loved Dale. Queen Valkir gave into her rage and sentenced Flash to the "Dozen Deaths." If he refused, she would kill Dale, so Flash reluctantly agreed to her arena matches. Prince Marko declared his love of the queen, but she was so consumed with anger over Flash's rejection, she sent Flash into the arena.

Flash overcame the knife-wielding apeman, and then defeated two gladiators armed with electro-rifles. He then fought off two savage men wielding braziers full of fireballs, which he managed to seize and turn on the men. He next faced Valkir's dreaded octoshark, but again he was victorious.

Angered that she could not kill him, Queen Valkir sent Flash into the last of the Deaths; where had to survive for 24 hours among a swarm of large and extremely hungry terrocrabs. While he fought them successfully, the horde continued to come at him until it seemed even he would be overcome. Prince Marko then offered assistance, but this action further-enraged Queen Valkir who tried to push Marko into the arena. Dale, in turn, gave the queen a taste of her own medicine by pushing her into the arena along with Flash. Marko leapt to the queen's rescue as Flash continued to battle the terrocrabs. The queen called out for her warriors to rescue her, but they refused. However, Marko and Flash fought for Valkir and were able to get the queen back to the wall, where the warriors pulled all three up to safety.



The queen then realized that only the men were willing to save her and she asked Marko to forgive her. Marko asked her to marry him and Flash and Dale attended the spectacular royal wedding before being gifted a pair of fierce toroks and the freedom to ride out of the jungle kingdom of Valkr.

BACKGROUND

Many travelers have been shipwrecked by being caught in one of the random and quickly forming death storms that rage above the land. Massive updrafts and down drafts create the instability in the atmosphere that generate huge amounts of lightning, downpours, wind, and plasma that are devastating to a ship's controls and equipment.

The jungles of Valkr are deadly and truly a place of adversity and challenge as only a few have traveled there and returned to share a tale of the warrior women. The towering tarib trees that provide the canopy of the jungle in multi-colored fans and flowers are often encrusted with dalos vines. Dalos vines are, in turn, are covered with a thin layer of fine hair-like fibers that sting like needles and contain a contact poison often collected and used by the Savage Men of the jungle. There are other varieties of vine that stretch through the jungle that are surprisingly strong with ropy-fibers that can be taken apart, and reformed into ropes, baskets, and more.

This canopy provides enough shade to the jungle floor to leave much of it perpetually dim (−1 Notice), though it also allows for unimpeded travel as the sunlight cannot reach the ground to support much undergrowth. Another substantial and prolific tree, the Kana, grows with hundreds of large roots that often form small caves in the ground and provide shelter for many of the smaller native creatures. The Kana tree is also the source of the delicious honey-banana which resembles a normal Earth banana, though it is much sweeter to the taste, but with a spicy kick, and is often used in Valkran recipes.

The surrounding lands of Valkr are uneven and rough with many natural arroyos formed as a result of cloud bursts, flash flooding, and natural rolling hills. Combined with low, swampy areas, quicksand zones, and the many dangerous and bloodthirsty creatures of the jungle, you begin to really grasp how harsh this landscape can be.

Something in the flora, fauna, or even the mineral-rich waters, has mutated many of the jungle animals and grown them to great and unusual sizes, with the most-feared being the mighty throngas (a huge species of wild apes), while the lakes, rivers, and swamps often contain huge fish as well, including a few non-native octosharks.

Valkr has traditionally been ruled by a tribe of amazon women-fierce and proud, who have made men their slaves, concubines, and servants. They are ruled by a queen who once bestowed with her crown takes the traditional title of Queen Valkir. The people of Valkr, both men and women, are ruled by a noble class of amazons, and from the ranks of these warrior women, a queen is raised upon the death of the previous queen, removal by the Council Noblisse, or abdication of the position.

To be raised to queen, the warrior-woman must be courageous, tenacious, and counted amongst the greatest of all the amazons. The queen and all the noble amazons, live in the Palace of the Valkir attended to by the common people of the land, as well as numerous slaves and concubines. The queen once kept a large court of slaves and concubines, but since Flash visited and she married Prince Marko, these have been done away with and all men have been granted freedom and equality. However, not all Valkrans agree with Queen Valkir and some desire a return to the old ways.

Valkran nobility pride themselves for their skill in battle—especially with swords, and fencing is a dangerous game amongst them. The winner of a duel may choose to kill the person they defeated, or turn them into slaves. As this is quite serious, it is rarely done between Valkr, and when it is, it usually is to the death. Each warrior is trained from birth to ride the gigantic wolfin (wolf-like creatures, though with huge barrel chests, and the size of a small, riding horse). Each wolfin is trained for riding and combat and is also used for tracking prey with a unique sense of smell.

Valkr warriors often carry electro-spears (see page 177), swords, electro-rifles, or electro-shock guns (see *Flash Gordon* for information on both powered weapons) when they fight their enemies, hunt in the jungle, or defend the land of the Valkir while riding their ferocious wolfin mounts. These warriors are often proud and arrogant; though they show more courage when fighting in groups

than when alone. Valkr patrols are usually made up of six to twelve warriors.

Valkrans tenaciously defend their land from outsiders as well as from the savage men, primitive apemen, red monkey men, and throngas of the jungle. While the overall population of Valkr is quite small, they are always fighting tribes of savage men, taking prisoners for use in harems or as slaves, as well as gathering dangerous beasts of the jungle for use in their arena games, or simply hunting for food.

The savage men are ruled by King Krugma and he has always believed that Valkrans are evil and his sworn enemy. While a brute and a barbarian, Krugma is surprisingly intelligent and wants nothing more than to protect his people.

Queen Valkir is actively changing Valkran society. She has married her former servant, Marko, has decreed that men are no longer servants or slaves, and has outlawed the operation of male harems. Many in the kingdom, especially those in the outlying villages, are rebelling against these changes and while in court they may agree with Valkir, in private they still hold to the old ways and some even consider a rebellion for the throne.

The most outspoken against these new ways is Princess Tala, second sister of Queen Valkir. She rules as baroness in the Old District, a once great city-now lying in ruins, on the southernmost reaches of Valkr. Baroness Tala rules several small villages and is the Head Mistress of the Dueling Academy of Valkr in the Old District. She has openly defied the new ways and continues to control her harem. Her boldest move against her sister involved sending her Fist (five male duelists) to Castle Valkr to kidnap the Roki (jester) who now serves the baroness and provides entertainment to her court.

Ming's General Lai has been sent to Valkr to foment civil war against Queen Valkir and to bring the Valkrans under Ming's control. He has secretly been meeting with Baroness Tala and has agreed to provide her with advanced weapons (ray guns) and use his war rocket in support of such a rebellion. She is making her plans to become Queen Valkir.

The baroness is a devoted worshipper of the Goddess of Valk and begins every day with a devotion to a large statue of Neswoirah that stands in her garden. Her manor in the Old District is filled with nella flowers as well. She believes it is a religious war she is planning against Queen Valkir for going against the teachings of the Goddess of Valk regarding the status of men. In her mind, all men are servants, and should be made to serve the warriors of Valkr.

WEAPONS

Weapon Name	Range	Damage	RoF	AP	Shots	Weight	Cost
Electro-Spear	3/6/12	Str+2d10/2d10	1	10	1	2	5.5M
Notes: This is a single-use weapon, though it is only discharged on a successful hit. Spear may be used in melee or thrown. Reach 1. After discharge it may be wielded as a normal spear.							
Fireball Brazier	3/6/12	Str+d6, 2d6	2	—	6	5 each	3M each
Notes: Minimum Agility d8. Used by Savage Men and dual-wielded. These fire buckets can toss small flaming rocks. When thrown, they cause 2d6 damage. Targets may catch fire. Affects least Armored area. If used in melee they have Reach 1, and do Str+d6 damage.							
Red Monkey Sling	4/8/16	Str+d4	1	—	1	1	—
Notes: —							
Savage Blowgun	3/6/9	2d4	1	—	1	—	—
Notes: Each barb is wrapped with dalos fibers that require a Vigor roll or target is Fatigued, level 2, for 1d6 hours.							
Valkran Dueling Blade	—	Str+d6+1	—	—	—	3	45M
Notes: Minimum Fighting d6 to gain the +1. Cannot be purchased in Valkr. Considered sacred blades.							

NEW GEAR

BASIC EQUIPMENT

Mongo-Tech: Thronga Control Device—Used by the red monkey men to control throngas. Only operates within 10" of their target and the user must understand the jabbering ape tongue.

SAVAGE TALES OF VALKR: WELCOME TO VALKR

At some point, the heroes are caught in a death storm over the jungles of Valkr. Perhaps they were chasing an enemy, lost control of their craft, or some other devious plot device of the GM's imagining. The storm wreaks havoc on the rocket's controls and sensors while the lightning and hurricane-force winds cause their ship to crash-land in Valkr.

First they must survive the death storm. Have each hero make an Agility roll. If they are strapped in or wearing a seatbelt, they gain +2 to this roll. Anyone who fails takes 2d4 damage as the ship is tossed about violently in the storm. The rocket will crash, but the damage they sustain depends on making a successful Piloting roll. To have a controlled crash-landing requires a Piloting (−4). On a success, the ship crashes with minimal damage to the crew (2d6 each). On a failure, the crew suffers 3d6 damage, though no one will die from this damage, they may take up to three wounds.

Unfortunately, the rocket is on fire and the heroes need to make a hasty escape. They need to recover from being Shaken and gather everyone at the hatch. However the hatch is busted and needs to be either repaired or forced open. Anyone with the appropriate tools can make a Repair attempt, though the cabin is filling with smoke which makes this attempt difficult (−2 to their roll). The hatch may also be forced by making successive Strength rolls at –2. Both of these rolls may be assisted by other heroes. This is a Dramatic Task and requires three successes in five rounds to open the door. After the first round, the cabin is heavy with smoke. The second round requires everyone to make Vigor rolls or suffer a level of Fatigue from smoke inhalation. The third round requires another Vigor roll at –1 due to increasing smoke. In the fourth round, fire is approaching the group and requires someone to battle it back. Allow the heroes leeway to fight the fire, whether they use a fire extinguisher, or a fire blanket to smother it. Allow each hero who does so a Fighting roll against a target number of 4. Each success puts some of the fire out. If no one successfully fights the fire, each hero takes 1d6 fire damage plus each must make an additional Vigor roll against the smoke (-2). On the fifth round, have each hero fight the fire, though the Fighting roll is made at –2, and the Vigor roll against the smoke is –2. If the heroes have failed to get the door open, it suddenly bursts open due to the changing pressure and heat inside the cabin, though this results in another 2d4 damage for each hero still inside.

Free of their rocket, the heroes find themselves lost in the jungles of Valkr. Allow them a few moments to bind their wounds. The rain falls in hard sheets and the wind rages about them. Should they consider staying by their burning ship, remind them that radiation leaks could prove to be extremely dangerous and everyone should leave the area as quickly as possible.

The jungle floor is muddy and there are many deep ruts and channels carved into it from the monsoon storms and spontaneous flash flooding. The heroes need to overcome three more natural ordeals before the storm subsides. The first is getting through the mud of the jungle floor. It is very slippery



and the steep hills and channels make for a dangerous combination. Allow the heroes to react to this information. Maybe they will tie a rope around each other to ensure they don't become separated in the jungle, or similar type action. The jungle is dark due to the dense canopy overhead and the heavy rains, so all Notice rolls herein are made at −2.

THE RAVINE

As the heroes make their way along the jungle floor, they notice a deep ravine to their right. The mud is very slippery and the winds and rain are still crashing their way through the canopy. Have each hero make an Agility roll. If they fail, they begin to slide into the ravine. They may save themselves from the fall by grabbing for nearby vines. This requires an Agility roll (−2 due to slipperiness). If successful the fall is averted, though the heroes must pull the character back to the top of the ravine. If failed, the hero must make a Vigor roll or suffer a level of Fatigue due to bumps and bruises sustained on the way down. Unfortunately, the hero lands in a torrent and is swept down the channel. This requires a dramatic task roll of three swimming successes over five rounds. On a failure, the hero slips under the water and drowns. With a success, he is thrown from the torrent onto land somewhere, possibly miles from where he slipped into the waters. The hero is left with Fatigue Level 2 from the fall, various bumps and bruises, and one frightening close call.

The rest of the heroes should try to track the channel and make their way to where the unfortunate hero(es) were swept to. This is not difficult, though if they remain near the edge of the ravine, they must make several Agility rolls to keep from slipping. The best option is to move away from the ravine, but attempt to parallel it with a successful Tracking roll. A failed roll results in being lost another 1d4 hours in the jungle. Not to worry, all heroes are eventually discovered by Valkran warriors and returned to the palace.

CROSSING THE ARROYO

The heroes come to an arroyo filled with rushing water they need to ford. The arroyo is about fifteen feet across. There are several ways to cross it. The heroes can cut down a tree and use it as a makeshift bridge or they may use one of the long vines that stretch from the canopy down to the jungle floor. If they decide on the vines, have them make Notice rolls. If successful they see that some of the vines have tiny, fibrous needles. These are dalos vines and if the heroes choose random vines there is a 1–2 chance on a d6 that a dalos vine is grabbed. On a 6, the heroes grab a strangler vine.

- **Dalos Vine:** See page 190.
- **Strangler Vine:** Use the Strangler Vine profile from *Flash Gordon*.

A NEW THREAT

When a hero is near the water, and at the time of the GM's choosing, allow them to make Notice rolls (−2). On a success they see the water moving as something quite large races towards them in the water. If they fail this roll, a freshwater octoshark gets the drop on its first attack. A full move away from the water's edge ends the combat.

- **Freshwater Octoshark (1):** Use the Octoshark profile from *Flash Gordon*.

MEET THE WARRIORS OF VALKR

When things look bleak for the heroes, they are suddenly discovered by 10 Valkr warriors riding wolfins, led by the Baroness Tala. They are very wary of the heroes, but Tala invites them to her estate in the Old District. She promises food, shelter, and healing (if needed). The heroes are allowed to ride double with the warriors on their wolfins.

They ride for two hours and eventually come to a small city hidden in the jungle. The city has a thick, outer walled perimeter that is 10 feet high and constructed of ancient stones, though it is crumbling in places. Guards can be seen upon the wall and on the principle parapets and towers leading into the city. The city itself looks as if it was once contained a much larger population, but there are no more than 600 people living here now. The buildings are all covered in growing and clinging vines, the roads are in bad condition, and much of the infrastructure is ancient and crumbling. The heroes should note that as the baroness and her entourage come into the city, all the men bow their heads before her. They are escorted to a large manor built on the



primary center and on a tall hill in the city. The manor is very well maintained and there are several servants working in the gardens (all male). Once inside, the heroes are given an audience with Tala as she asks about them, where they are from, why they are here, and their adventures. She is pleasant and warm to all of them, especially the men, as she is trying to win their trust, though if asked about the male servants, she simply answers, "It is our ancient customs. But times are changing." All men wear the same servant's outfit consisting of a yellow shirt and brown pants, as she considers all male servants part of her harem.

After the discussion, each of the heroes are taken to separate rooms spread out in the manor and given a Valkr warrior to see to their needs (they are actually guards, but they see to any food, clothing, or healing. They do not say much, and refuse general conversation). This leads directly into the next adventure, **Proof of Value** below.

- **Baroness Tala**: See page 187.
- **Valkr Warriors (10):** See page 189.

SAVAGE TALES OF VALKR: PROOF OF VALUE

FROM DUEL TO DEVOTION

Once everyone is healed and rested, the baroness invites them to join her for breakfast. At some point, she challenges them to a duel, but only wielding wooden training swords as dueling in Valkr is taken very seriously and the loser of such a real duel would become the slave of the victor. She states she would not like to dishonor her guests in such a way, so she offers the wooden swords. If no one accepts her challenge, she gets quite angry, calls them all cowards, and asks that they leave her city. They may change her attitude with a successful Persuasion roll. If the challenge is accepted and the hero manages to defeat her, she is angry at first, but gains a new respect, admiration, and even passion for that particular hero (to be handled in whatever way the GM sees fit).

The heroes also meet the resident Roki. He is the baroness' jester and he is rather annoying pointing out anything he can about the heroes and making fun of it. He refuses to answer any question directly, but truly seems to enjoy making the Valkrans laugh at the expense of the baroness' guests. Should the characters take offense, he pleads for mercy and understanding. Baroness Tala sends him to his room if his insults become too upsetting for the party.

- **Baroness Tala:** See page 187.

HUNTING TROUBLE

Soon after the duel, a warrior enters and explains that a mighty, enraged thronga has been spotted near the city. Tala explains that the throngas are enormous apes that occasionally raid and destroy Valkr villages.

They are gigantic terrors of Valkr and any reports of them straying so close to a major city is taken quite seriously. If the heroes won the duel and have not been argumentative with Tala, she sends four warriors with them to assist in the hunt (these are extras and may be given to the players to control as Allies during the hunt). If the heroes lost the duel, or have been negative towards Tala, she goes along with them and takes an escort of ten warriors, as well. If she goes with them, she stands back and lets the heroes do most of the hunting and fighting, but she takes a direct hand if things go badly.

A storm hits during the hunt making the normally dim jungle, dark (−2) and targets are not visible outside of 10". To make matters worse, the jungle floor becomes very slippery reducing normal movement by 1" and any running rolls must first succeed with an Agility roll (−2) or the hero falls in the mud. Despite the storm, winds, lighting, and jungle conditions, the thronga isn't all that difficult to track as there are trees laid aside as he passed through.

Allow a Tracking roll at –2. If successful the heroes discover smaller ape prints as well. There is too much rain falling to determine exactly how many of the smaller apes there are, but there are at least three. One of the Valkran warriors states that it's probably the red monkey men, and that they occasionally control the throngas and send them against the kingdom.



While the heroes are unaware of it at this point, these attacks are actually happening more and more as Ming's General Lai is hoping to start a civil war amongst the Valkrans and is attempting to prove that Queen Valkir is too weak to protect her kingdom from outside forces.

The eventual fight with the thronga should be in close quarters, jungle conditions, and harsh!

Once the fight is over, the rebels should discover a Mongo-Tech device on one of the red monkey men. It is a small box with several knobs and dials and it hums at a particular frequency that only certain animals can hear. If opened, the device is clearly a marvel of Mongo-Tech engineering with white sapphires used as both the power source and the modulated frequency generators.

Once this is revealed to the baroness, she leaves the city saying only that she will return in a few days. She takes her Fist along with her and goes to meet with General Lai to ask him directly about the Mongo-Tech device. Should the heroes follow her they need to be sneaky, as she will be angered if they are discovered, and will attempt to capture them and make them slaves for their arrogance. However, if their pursuit is successful, they learn that she is meeting with a camp of Ming's soldiers and with General Lai himself.

- **Baroness Tala**: See page 187.
- **Thronga**: See page 190.
- **Red Monkey Men (4):** Use the Red Monkey Man profile from *Flash Gordon*.

SAVAGE TALES OF VALKR: TRACKING THE TIGRET

The baroness' favorite tigret, Screwtail, has gotten out, and Tala has ordered everyone to find her beloved pet and bring it back unharmed. Screwtail is still very wild, and though she is not overly aggressive, anyone who corners her is in for quite a fight.

To track the Tigret requires a dramatic task. Allow Tracking rolls in the city and it requires three successes over five rounds. If successful, the team manages to locate Screwtail, but how to capture it unharmed soon becomes the issue. Allow for the players to be creative and reward good planning, otherwise there may be some bites and scratches involved.

Should Screwtail be harmed, the baroness is extremely upset and the hero(s) suffer a −1 on all Charisma rolls with her. Should Screwtail be killed, she orders the perpetrators to surrender and be arrested to face punishment in the Arena. Should they successfully capture Screwtail unharmed and bring it back to the Manor, the baroness is delighted and offers to make them her "favored companions," a high court position, and gives each of them an authentic Valkr dueling blade from the Dueling Academy and allows the team to train there if they wish.

- **Screwtail**: Use the Tigret profile from *Flash Gordon*.

Savage Tales of Valkr: Escape the Clutches of the Baroness

Whenever the GM deems appropriate, one of the heroes receive a strange note under their pillow. It simply reads: Things are not what they seem. Do not trust the baroness. Meet me at 2am in the kitchens. If you value your lives, you will keep this a secret. The note is not signed. Should the rebels decide to share the note with the baroness, she shakes her head and states that there are spies everywhere and that Queen Valkir will do anything to hold onto her power. She later has the Roki questioned and flogged in her secret underground arena of torture and slave quarters (a secret hatch is hidden in her private study and is covered by an impressive thronga rug).

If the team decides to meet the mysterious sender of the note, they must devise a way to sneak past the warrior assigned to them. If successful, they may make their way to the kitchen and discover the Roki. He is no longer the court jester, dropping that persona, and comes across as a beaten down slave who dreams of escape to rejoin the Court of Castle Valkr and Queen Valkir.

He explains that he was recently kidnapped by Baroness Tala's Fist and brought here to serve her. Shortly before that happened, he had been awarded his freedom by Prince Marko and Queen Valkir, and he asks the characters to help him escape and take him back to Queen Valkir.

In an effort to prove he is telling the truth, the Roki gives the characters a map to the secret armed encampment of General Lai. He states that Queen Valkir is now an enemy of Ming and that General Lai is promising the baroness new weapons and an army of red monkey men to wage a civil war against Queen Valkir.

The heroes now have a choice to make. If they attempt to free the Roki and return him to Castle Valkir, they will have to fight many of the baroness' warriors along with her Fist. If they check out his story of General Lai's camp, see **The Enemy is Everywhere** on page @@.

Allow the players to come up with an escape plan, but remember that the Roki is regularly monitored, is only allowed in certain rooms of the manor, and is never allowed outside. He is normally watched by one warrior on a regular basis, but this morning, he snuck past this guardian to meet with the heroes. They may decide to use the late hour to try to make their escape immediately.

To escape the manor, the heroes must either sneak past, or take out, four warriors who are on duty at all times. Two guard the back door of the manor, two the front. There are two other warriors mounted on wolfins who make patrols outside the manor at all times. If they manage to get past these guards, it is easy to hide in the ancient city, perhaps in one of the ruins found there. The next obstacle is getting either over the wall or through one of the gates out of the city. There are not enough warriors to cover all the walls but they are stationed every forty feet of the wall, and there are four warriors in the principle towers overlooking the main gates of the city. Unless an alarm is raised, the guards are inactive. If the alarm has been sounded, the guards are active and there are extra wolfin patrols both inside and outside the walls.

Once out of the Old District, the team must make their way through the jungle in a two week journey on foot, or a four day journey if they manage to steal any wolfins. Each member of the Fist is given two warriors per hero and use their wolfins to track the Roki. This is a modified Chase with a length of 10 days (one day is the same as a round in the standard Chase rules). If the heroes are on foot, then their pursuers gain a Wild Die for their Chase cards. The wolfins roll a Tracking skill for each day. This roll may be modified by the heroes taking precautions, such as

following streams or creeks (dangerous due to flash flooding), or some other way they may devise to throw off the trail. Allow them to be creative. The modified Tracking roll if successful, gives the pursuers one success or two with a Raise for the chase. Each day of the chase, allow all groups to roll Agility if on foot, Riding if mounted. Each group draws a card for each success and raise plus any auto successes for the Tracking roll. Should the pursuers gain advantage on the team, break the Chase and begin a fight using the range modifier for chases. Only one Fist pursuer may fight the team per day.

Remember to keep track of Fatigue levels, and rest. The team needs to eat as well. Roll a d4, and a major storm hits in that amount of days following the first one of the chase. This gives an additional −2 modifier to the wolfins' Tracking.

If you wish to make it even more interesting, add an encounter in the jungle with a creature(s) of your choice.

Once the team escapes the jungle chase, they arrive safely at the castle of Queen Valkir.



- **Fists of the Baroness (5)**: See page 187.
- **Valkr Warriors (2 per Hero):** See page 189.
- **Wolfins (1 per Valkr Warrior):** Use the Wolfin profile from *Flash Gordon*.

CASTLE VALKR

Once the team rescues the Roki and brings him to Castle Valkr they gain an audience with Queen Valkir and Prince Marko. The team immediately note the differences between Castle Valkr under Queen Valkir, and the Old District under the baroness. Here, men no longer wear servant's clothing, and there are even several guardsmen amongst the warrior women of Valkr.

The queen and prince are visibly upset by the news of what the baroness is planning. Afraid of the war rocket and the ray guns, the queen requests that the team lead an expedition to King Krugma of the savage men. She hopes that they might be persuaded to join with her against the baroness and the forces of Ming.

The Queen sees that all the team is refreshed and given any provisions they may need for the expedition. When they are ready, she offers the team the Eye of Thronga, a huge cat's-eye crystal. She explains, "*This holy relic was stolen from the savage men long ago. Perhaps your returning it to them will help persuade them to join us and perhaps bring about a lasting peace between our people.*" If the team undertakes this mission see **The Savage King** on page 184.

SAVAGE TALES OF VALKR: THE ENEMY IS EVERYWHERE

This tale may be played after the Roki contacts the heroes for escape (see above), it may be while the heroes have gone exploring or hunting in the jungles of Valkr, or it may occur once the team has learned the truth and made their plans to fight in the civil war (see Civil War below). Approximately four miles north east from Old District, General Lai has made his encampment. The camp is located in a hill in a cave complex, but there is a large, mechanical lid on top of the hill measuring about fifty feet in diameter and cleared of trees. It can only be opened from inside the complex and beneath it is found General Lai's War Rocket.

The cave complex is guarded by 13 savage men on duty at all times stationed at the cave mouth (four), on top of the hill (four), and another five patrolling the immediate area. Inside the cave complex are several rooms: there are four barracks for 13 Savage Legion members each, a command center filled with

computers and strange Mongo-Tech used by General Lai to communicate with Ming and run his devious operations in Valkr, General Lai's personal quarters, and quarters for his personal guard of six guardsmen. The very center of the complex contains General Lai's War Rocket. The rocket contains the full crew of eight that lives on board and sees to maintenance of the ship.

If the team is discovered, two of the squads of savage men (26) are sent to hunt down and kill them, though they will not go within a mile of a village, town, or the city of Valkr. General Lai plans on using his soldiers and his war rocket when the civil war begins against Queen Valkir's forces. If searched at this time, the war rocket contains fifty ray guns that General Lai has promised the baroness when she decides to openly attack.

- **General Lai**: See page 187.
- **Savage Men (52):** See page 189.
- **Guardsmen (6):** Use the profile for Guardsman in *Flash Gordon*.
- **Rocket Crewmen (8):** Use the profile for Guardsman in *Flash Gordon*. Each has Piloting d8.

THE SAVAGE KING

Queen Valkir sends Jess, a Valkr warrior and one of her best scouts, to escort the team through the jungle to seek out the Savage King Krugma. As long as she is with the team they will not get lost in the jungle. Should they become separated, Jess will have to attempt to track them or vice-versa. Each hero is given a wolfin mount to carry them through the jungle as well as food and supplies for a two week journey, though Jess states that it is only four days ride to the land of the savage men.

The second day of the journey sees another death storm and deluge, though Jess leads the team to high ground. Despite this, the wind is terrible and each hero must make Agility rolls. On a critical failure the hero takes 2d6 flying debris damage.

On the third day of the journey the team encounters a band of roving red monkey men. They attack hoping to steal the team's supplies. They swing into battle on jungle vines and attempt to stay in the trees giving them cover. They carry crude rock battle axes, and use slings to throw rocks at the heroes. If half their number are defeated, the rest flee into the jungle.

- **Red Monkey Men (2 per Hero):** Use the Red Monkey Man profile from *Flash Gordon*. Each is armed with a crude rock hand axe (Str+d6) and red monkey sling (Range: 4/8/16, Damage: Str+d4).

THE SAVAGE VILLAGE

On the fifth day Jess leads the team to the top of a rocky ridge and below there is a savage village made up of 34 crude huts made of various jungle vines, trees, and foliage. A Common Knowledge roll reveals there are over two hundred savages in the camp, though over a third of that number seem to be children. Allow the team to decide how they wish to proceed, however, Jess states that she should remain hidden as if they see her, they will believe it is a raid. If the team simply walks into the village, they are surrounded by savage men and threatened with spears and braziers of fireballs. It is certain that most such adventurers would be killed at that point, however, if the team reveals the cats-eye stone, each of the adult savages kneel before it except their king.

King Krugma stands over six feet tall, and is rippling with muscles. He has scars, both from battle and various rituals covering his body and wears a crude skin jerkin and loin cloth. He carries a huge warhammer and demands to know how the team got the cats-eye. If truthful, he invites them into his hut for more formal discussion. King Krugma is very adept at reading people and is very distrustful. If the team lies to him, he suspects them to be enemies and orders them to leave the village at once, though he returns the cats-eye orb back to its rightful place. The team needs to Persuade King Krugma to join with his ancient enemies, and support Queen Valkir in the coming civil war.

If the team tells the truth to the King, he invites them into his hut and they may make their Persuasion rolls. The King is Uncooperative at first and must be moved to Neutral or Friendly for the talks to continue. If the team is successful, the King tells them that they must prove their worth to the people by undertaking three tests. One is a test of strength, one is a test of huntsman, and the final test is one of combat. He states that if they complete these three tests, he will pledge his support for the Queen of Valkr.

THE TEST OF STRENGTH

King Krugma asks the team how many of them are willing to take the test of strength. It is a wrestling competition between his warriors and all willing hero participants. Each battle is fought separately and the winner's side has the most victories. To win, you must pin your opponent's back to the ground. The rules are no biting, no actual fighting, no weapons, etc. This is a true wrestling match. The savages have a large, though crude arena dug out of the earth down to a depth of 20 feet. King Krugma personally referees each match and the two participants are lowered by ropes into the fighting pit. When both participants are ready, Krugma grins and yells, "Have at it!"

While no fist fighting, kicking, or biting is allowed, this is still a fight and all damage is non-lethal. Tricks are allowed as well as Pushing, going Full Defense, Wild Attack (this is a body slam charge), but most importantly Grappling. Once an opponent is grappled and held for two rounds, make a special test of Strength as an opposed Strength roll. If the grappler is successful, they have pinned their opponent and won the match. If an opponent is knocked unconscious by a body slam, the match ends and the winner is the one standing. If a participant is knocked prone, the attacker may make a Fighting roll to land on top of them in an attempt to pin their opponent. If successful, the match ends.

If the team defeats or ties their savage opponents team score, they have successfully completed the first of King Krugma's tests.

- **Savage Men (1 per Participant):** See page 189.

THE TEST OF THE HUNTSMAN

Once the team recovers from the test of strength, they face the second test. Again the test is open to all members of the team, but they do not all have to participate. King Krugma assigns one warrior to compete with each willing team member. The rules are simple; each participant is given a spear and must track a small lizard called a Garockaline and kill it. The first to return with the kill and hand it to King Krugma is the winner. King Krugma explains that the garockaline lizards are one of their preferred food sources in the jungle and that they raise them for slaughter. Both participants drink the milk of the tantos plant, the garockaline is set free, and the participants must kill it.

Of course the milk of the tantos plant is a drug that messes with your perception of the world, especially your depth perception. It is a very similar effect to drinking lots of strong alcohol. Each participant suffers a −2 on all Agility and Smarts related rolls.



The winners are tallied and if the team wins or ties the contest, they are invited to participate in the final test of combat.

- **Garockaline Lizards (1 per Participant):** See page 189.
- **Savage Men (1 per Participant):** See page 189. Each is armed with a spear (Damage Str+d6, Reach 1, 2 Hands).

THE TEST OF COMBAT

The final test is not a team effort. It is the greatest warrior of the savage men versus the greatest warrior of the heroes. King Krugma fights for his people and each participant is allowed one melee weapon in the pit. The fight is not to the death, but to the first blood (1st wound). King Krugma, having grown to like the heroes allows his competitor the first attack and he chooses to wield his giant warhammer.

Should the heroes lose this fight, King Krugma offers to allow them to stay in the village and enjoy his hospitality. A simple Persuasion roll then convinces him to support Queen Valkir despite the hero's loss to him. If the hero wins the fight, the King is very happy (if he is still alive, mistakes can happen), and agrees whole-heartedly to support the queen. Should the worst happen and the King is killed, the savage men allow the heroes to leave, but warn them that they will be killed on sight should they ever return.

➘ **King Krugma**: See page 188.

CIVIL WAR

At the proper time, a warrior interrupts a meeting with Queen Valkir and the heroes. She explains that there is an army being led by Baroness Tala approaching Castle Valkir and that she is being supported by Savage Legion soldiers and many of her warriors have been given ray guns. Queen Valkir worries that her forces may not be able to stand against an army with ray guns. If the heroes do not know about General Lai's encampment, Prince Marko reveals it now stating that he discovered it recently and that he has reason to believe General Lai has a war rocket there. He states: "If he does, then we make certain he doesn't use it to support the baroness. In fact, if we can take it, we can use it against her." Allow the heroes to draw up plans and equip as necessary before setting out to gain the rocket. If any of the heroes stay to help fight for Castle Valkir, prepare for a major battle.

AGAINST THE GENERAL

Once the civil war begins, Prince Marko asks the heroes to either stop General Lai's war rocket, or better yet, take control of it and use it against the baroness' forces. Only 13 Savage Legion remain, along with General Lai, his six guardsmen, and the crew of the war rocket, as the other three units of his Savage Legion have gone to assist the baroness against the queen. At that time, the war rocket is being prepped for launch to bomb Castle Valkr and the queen's forces. General Lai and his guardsmen are on the rocket, while the 13 Savage Legion remains to garrison the cave system.

Once the team makes it to the rocket, the engines are warming up. They have only three rounds to get aboard before the rocket takes off. All fighting for control of the rocket takes place in the air. Should the pilot be killed or wounded, the war rocket goes out of control and a hero must make a Piloting roll (−2) to prevent the rocket from crashing into the jungle. General Lai is a true warrior and will never surrender, preferring to fight and die in the old way. If he takes two wounds, the general moves to the closest computer console and spends a turn initiating the rocket's self-destruct sequence. At this point the heroes have five turns to defeat the general and rework the wiring to stop the self-destruct order. This is a dramatic task, and though it is not difficult, they must still fight the general and any surviving crew during each turn. To turn off the self-destruct mechanism requires two successful Repair rolls in the five rounds. A hero without the Repair skill may attempt to stop the sequence, but the roll is made with the usual −2 (unskilled) modifier.

THE FINAL BATTLE

Once the team has control of the war rocket and General Lai is defeated, they should join the battle. The final battle uses the Mass Battles system found in *Savage Worlds* with the following modifiers:

Queen Valkir's forces receive an initial 9 tokens, while Baroness Tala's forces receive only 8. (She is outnumbered after all.) Add

one more token to Queen Valkir's side if King Krugma was convinced to join with her against the baroness.

Both Baroness Tala and Queen Valkir have Knowledge (Battle) d6.

The modifiers to the Knowledge (Battle) rolls are as follows:

+1 for every token one side has more than the other.

Whichever side has the war rocket gains a +2 for air support.

The two armies charge each other on the fields outside of the castle on wolfinback, so there is no terrain advantage, unless the team can successfully Persuade Queen Valkir to fight defensively inside the castle in which case the baroness' forces suffer a −2 terrain modifier. However, Queen Valkir is proud and states that no blood has ever been spilled fighting for Castle Valkir. To persuade her, the team must move her from Uncooperative to Friendly on this matter.

Finally award battle plan modifiers accordingly to what the players may have devised. The heroes may fight in the mass battle as normal.

Should the baroness win, Queen Valkir and Prince Marko are taken prisoner, and the Valkr warriors proclaim the baroness to be the new Queen of Valkir. Should Queen Valkir and Prince Marko win, the team is celebrated as heroes of Valkr and may use the leadership of Valkr as if they have the Connections Edge. They may also keep the war rocket for future use and to make their way from the lands of Valkr.

Allies and Enemies

Baroness Tala

Tala is the second sister of Queen Valkir. She rules the Old District as well as several small villages and she is also a devout worshipper of the Goddess of Valk. Tala is also the Headmistress of the Dueling Academy and proudly wears the Ancient Blade of Valk. She believes Queen Valkir and Prince Marko are bringing about too many changes to Valkran culture and she is planning to lead a revolt against them. However, the queen has far more support and a much larger army.

The only way Tala might be successful is through an alliance with General Lai to gain access to his ray guns, the Savage Legion, and most importantly his war rocket. Tala is a woman of extreme passions who is used to getting her way. She is willing to respect other cultures and the freedom of men in those societies, but she does not wish to see any male servants freed as their proper place is serving the people of Valkr.

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

Skills: Athletics d6, Fighting d10, Intimidation d8, Knowledge (Battle) d6, Notice d6, Persuasion d8, Riding d8, Shooting d6, Taunt d8

Cha: +4; **Pace:** 6; **Parry:** 7; **Toughness:** 6

Hindrances: Arrogant, Code of Honor (the Valk Way)

Edges: Attractive, Charismatic, First Strike, Hard to Kill, Improved Trademark Weapon (Blade of Valk), Quick, Quick Draw, Tactician

Gear: Blade of Valk (Str+d6+2).

Fist of the Baroness

There are five of the baroness' greatest warriors who make up her Fist (personal guard). Each was trained in the Dueling Academy and serve as her secret operatives and personal guard. Each is blindly devoted to Baroness Tala and the worship of the Goddess of Valk. Their names are Aria, Jodi, Nola, Rayci, and Vyn.

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

Skills: Athletics d8, Fighting d10, Intimidation d6, Notice d6, Persuasion d6, Riding d8, Shooting d6, Stealth d10, Taunt d6, Tracking d6

Cha: 0; **Pace:** 6; **Parry:** 7; **Toughness:** 6

Hindrances: Code of Honor (the Valk Way), Loyal, Stubborn

Edges: First Strike, Improved Trademark Weapon (Valkr Dueling Blade), Mighty Blow, Quick, Quick Draw

Gear: Electro-shock gun (Range 20/40/80, Damage Special, RoF 1, AP 2), Valkr electro-spear (Str+2d10 (2d10 if thrown)), Valkr dueling blade (Str+d6+1).

General Lai

General Lai is a devoted follower of Ming and one of his best field generals. He has been sent to take control of Valkr, to foment anger and rebellion against Queen Valkir and Prince Marko, and to support a revolution against them. He is in charge of four units of savage men, his private guardsmen, and the crew of his war rocket. He has brought 100 ray guns

to present to the baroness when she finally decides to attack Castle Valkr. Lai is devious, dangerous, and totally devoted to Ming. He prefers death to surrender, will fight to the last, and is not afraid to destroy his war rocket and kill everyone on board if it means defeating even some of his enemies.

Attributes: Agility d8, Smarts d10, Spirit d10, Strength d8, Vigor d10
Skills: Fighting d8, Intimidation d10, Knowledge Battle d8, Notice d10, Persuasion d8, Shooting d8, Taunt d10
Cha: +4; **Pace:** 6; **Parry:** 6; **Toughness:** 7
Hindrances: Loyal, Overconfident, Stubborn
Edges: Alertness, Command, Command Presence, Dodge, Elan, Harder to Kill, Killer Instinct, Noble
Gear: Ray gun pistol (Range 12/24/48, Damage 2d6+2, RoF 1).

KING KRUGMA

Krugma is king of the savage tribes. He is quite unusual for a savage man as he stands well over six feet tall making him a giant to his people. He is their greatest warrior and bears the scars of many battles as well as elaborate (and voluntary) ritual scarring. He will do anything for his people and is absolutely fearless in battle. For his entire life, he has always considered the Valkran people to be his enemy as they have spent centuries raiding his tribe for slaves, supplies, and more. He is intrigued that a peace might be established between his tribe and Queen Valkir, though he must first know that her emissaries are worthy of his trust.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d10, Vigor d10
Skills: Athletics d8, Fighting d8, Notice d8, Shooting d8, Tracking d8
Cha: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 7
Hindrances: Heroic, Loyal
Edges: Ambidextrous, Brawler, Brawny, Combat Reflexes, Frenzy, Harder to Kill
Gear: Warhammer (Str+d8).

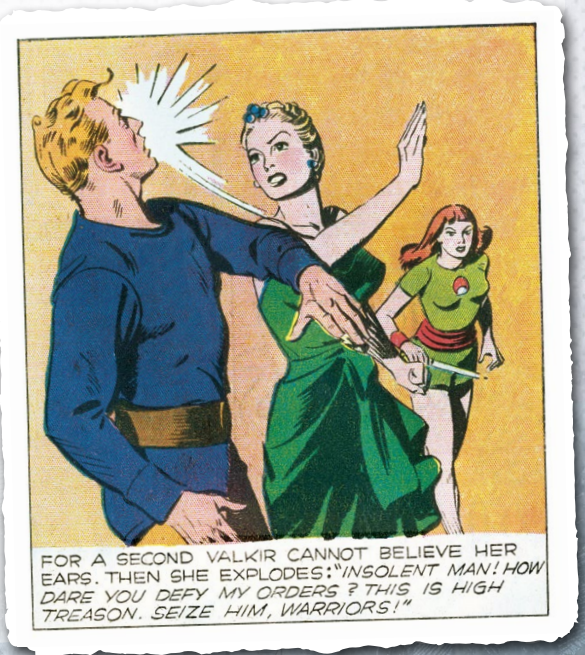
PRINCE MARKO

Prince Marko is the son of the previous Queen Valkir, once loyal servant of the current Queen Valkir, and now her husband who helps rule the kingdom. He assisted Flash Gordon in defeating Kang and rescuing the queen from terrocrabs when she tried to kill Earthman, but found herself in her own arena. Marko proved his love for her and she repaid him by freeing Flash and Dale, agreeing to evolve Valkr culture to grant men equality, and to marry him. He is devoted to her, to the kingdom, and to fighting Ming and his minions.

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d6, Vigor d6
Skills: Athletics d8, Fighting d6, Notice d8, Persuasion d8, Riding d4, Shooting d6, Tracking d6
Cha: +4; **Pace:** 6; **Parry:** 7; **Toughness:** 6
Hindrances: Cautious, Heroic, Loyal
Edges: Alertness, Attractive, Noble
Gear: Electro-shock gun (Range 20/40/80, Damage Special, RoF 1, AP 2), electro-spear (×2) (Str+2d10 (2d10 if thrown)).

QUEEN VALKIR

Queen Valkir is passionate, arrogant, and more than a tad overconfident, but she truly wants to see Valkr grow in stature and take its rightful place among the nations of Mongo. During their visit, Flash Gordon and Dale Arden proved that Valkr's culture must change in regards to the status of men and once Prince Marko risked his life to rescue her, she realized that she was to be that agent of change. This cultural transformation has not been easy for her and many Valkrans believe it may be too great a change to their culture. Her greatest opponent is her second sister, the Baroness Tala. Queen Valkir is afraid of Civil War and is greatly disturbed if news reaches her of General Lai and his plans for the kingdom.



Attributes: Agility d8, Smarts d8, Spirit d10, Strength d6, Vigor d6
Skills: Athletics d8, Fighting d8, Intimidation d8, Knowledge (Battle) d6, Notice d6, Persuasion d8, Riding d8, Shooting d6, Taunt d8, Tracking d6
Cha: +6; **Pace:** 6; **Parry:** 6; **Toughness:** 5
Hindrances: Arrogant, Overconfident
Edges: Attractive, Charismatic, Command, Command Presence, First Strike, Noble
Gear: Valkr dueling blade (Str+d6+1), tigret protector.

ROKI

The position of Court Roki (jester) is considered a sacred male position in the worship of the Goddess Valk. There may only be one Roki at a time, and before Queen Valkir's culture laws giving men equality, he was considered the most influential of all men in the kingdom. After being given his freedom, the current Roki chose to remain in the court and continue in his service to Queen Valkir and Prince Marko. He is fiercely loyal to Prince Marko and to the culture changes that are happening in Valkr. The baroness was offended by the Roki's freedom and open discourse with her upon her last visit to Castle Valkr. She sent her Fist to kidnap him and bring him to her manor in the Old District where he would know his place and serve the people of Valkr properly. The imprisoned Roki is constantly under guard and though she would never take his life, the baroness has punished him to break him down and put him back into his servant's place in her court. He wants to escape and return home. He has also gained knowledge that the baroness is negotiating with General Lai and is planning a revolt against her sister's rule to bring about a return to the Old Ways of Valkr.

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d4, Vigor d6
Skills: Athletics d8, Fighting d4, Notice d8, Persuasion d8, Riding d4, Stealth d8, Thievery d8
Cha: +2; **Pace:** 8; **Parry:** 4; **Toughness:** 4
Hindrances: Big Mouth, Small,
Edges: Alertness, Ambidextrous, Charismatic, Fleet-Footed
Gear: None.

SAVAGE MAN

The savage men have been enemies of the Valkran people since the time when the Goddess of Valk walked the land. Typically, they are short and sinewy with dark skin and jet black hair.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Athletics d8, Fighting d8, Notice d6, Shooting d8
Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 6
Hindrances: Ambidextrous, Clueless
Edges: Brawny
Gear: Spear (Str+d6), savage blowgun (Range 3/6/9, Damage 2d4 + dalos poison (see page 190), RoF 1), fireball brazier (only if they have time to prepare for battle) (Range 3/6/12, Damage Str+d6, 2d6).

VALKR WARRIOR

The warrior women of Valkr. Some fight for the queen, some for the baroness.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Athletics d8, Fighting d8, Notice d6, Riding d8, Shooting d6
Cha: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 6
Hindrances: Obligations (Major—Queen or Baroness)
Edges: —
Gear: Electro-shock gun (Range 20/40/80, Damage Special), electro-spear (Damage Str+2d10 (2d10 if thrown)), wolfin mount.

THE MONSTERS OF VALKR

Most of the beasts encountered in the wilderness of Valkr are covered in Flash Gordon. These include the notorious red monkey men, snow foxes, terrocrabs, tigrets, toroks, and wolfins.

GAROCKALINE LIZARD

These slow-moving reptiles are roughly the size of small dogs. Healthy garockaline lizards tend to be thick with fat making their flesh tender and sweet. Garockaline lizards are a staple meat raised by the savage men. They only attack when threatened.

Attributes: Agility d6, Smarts d4 (A), Spirit d4, Strength d4, Vigor d6
Skills: Fighting d4, Notice d4
Pace: 4; **Parry:** 4; **Toughness:** 4
Special Abilities:
- **Armor +1:** Garockaline lizards have tough, leathery hides.
- **Bite:** Str+d4.

- **Size –2:** These lizards are roughly the size of small dogs.
- **Wall Walker:** Garockaline lizards live in trees and can walk on vertical surfaces at Pace 4.

Thronga

Throngas are gigantic apes and the most-feared predator of the Valkran jungles. Luckily (and mercifully) there are very few of these creatures known to inhabit the wilderness. When they attack a village, outpost, or town it is usually a massive undertaking to take them down.

Attributes: Agility d8, Smarts d8 (A), Spirit d8, Strength d12+8, Vigor d8
Skills: Fighting d8, Intimidation d10, Notice d8
Pace: 12; **Parry:** 6; **Toughness:** 12
Special Abilities:

- **Bash:** Throngas may use small trees as clubs for Str+d10 damage.
- **Large:** Attackers may add +2 to any attacks against a thronga.
- **Roar:** As a full action, a thronga can thump its chest and unleash a threatening roar. All those who hear this—typically anyone within a mile—must make a Spirit (–2) roll or be Shaken.
- **Size +6:** Throngas are almost 25 feet tall.



Valkran Hazards

Dalos Vines

Dalos vines are covered with a thin layer of fine, white, hair-like fibers that sting like needles and contain a contact poison used by the savage men of the jungle in their blow guns. Whenever a character comes into contact with a dalos vine they must make a Vigor roll. A failure results in the affected area becoming inflamed and painful for 1d6 hours, causing two levels of Fatigue. Anyone who suffers a third level of Fatigue falls unconscious for 24 hours as the body slowly processes and purges the stinging poison.

Death Storms

Occasionally, Valkr's dreaded death storms coalesce in the skies above. These chaotic anomalies consist of mighty updrafts, devastating downdrafts, hurricane-force wind conditions, lightning, plasma, and a deluge of heavy rains that cause flash floods, especially throughout Valkr's many valleys and arroyos. All Piloting rolls in a death storm are made at –4, and all sensors and navigational equipment becomes inoperable due to electromagnetically-charged waves of heavy plasma generated by the storm.

Flash Floods

As a direct result of the powerful storms that rage over Valkr, flash flooding is fairly common and anyone caught on the jungle floor suffers a –1 to their Pace and a –2 for any Agility-related tests during the deluge. Those unlucky enough to be swept into a canyon or arroyo during a flash flood must make a Dramatic Task roll of three Swimming successes over five rounds. On a failure, the hero is swept away and drowns. With a success, he is thrown from the torrent onto land somewhere, possibly miles from where he slipped into the waters. The hero is left with Fatigue Level 2 from the fall, various bumps and bruises, and one frightening close call.

INDEX

A

Aboria
  Arboria City 11
Against the Steel Legion
  Against the Steel Legion 148
Allies and Enemies
  Azura, Queen of Magic 88
  Bandit 158
  Baroness Tala 187
  Bosun Alaris 130
  Brukka, Ice Giant Chieftain 63
  Captain Deera 19
  Captain Kor 158
  Captain Sula 130
  Captain Truno 19
  Captain Volor 107
  Coralian Citizen 43
  Coralian Guardsman 43
  Coralian Noble 44
  Doctor Krulo 159
  Doctor Nas 124
  Engineer's Mate Genos 131
  First Mate Durax 131
  Fist of the Baroness 187
  Fria, Queen of Frigia 64
  General Lai 187
  General Mogard 160
  Grombo the Traitor 19
  Guel 88
  Khan 122
  King Ardo 161
  King Krugma 188
  King Ozon 108
  King Radom 108
  King Triton 45
  Korro, Count of Frigia 64
  Kyssara 162
  Lura 122
  Major Garan 65
  Makon 44
  Mayor Tomaz 163
  Melia, Imperial Spy 65
  Nykuss 20
  One-Tusk 20
  Pequit 164
  Pluton 45
  Prince Marko 188
  Prince Ronal 20
  Princess Arial 110
  Princess Lura 164
  Princess Marina 45
  Queen Undina 45
  Queen Valkir 188
  Radiun Marksman 109
  Radiun Slave 109
  Radiun Soldier 109
  Radiun Veteran Miner 109
  Radiun War Scientist 110
  Rellak 164
  Roag 165
  Roki 189
  Royal Forester 21
  Savage Man 189
  Sergeant Azilus 165
  Shaheela 124
  Skyman Soldier 110
  Snowbird Lancer 65
  Sordak the Terror 165
  Steel Legion Fighter 165
  Steel Legion Officer 166
  Surak 125
  Suvet the Mad King 88
  Tartara 166
  Tithos 131
  Trico, the Beggar King 167
  Valkr Warrior 189
  Zeltona 21
  Zoga the Prophet 167
  Zumar 168
Ammunition 14–15
Ape-Men 12
Arboria 4–13, 15, 23–24, 50, 115
Arborian Medicines 15–16
Asphyxoil 138
Atmonia 92. *See also* Skyland
Atom Furnaces 120
Aura 8
Aurium 51
Azura, Queen of Magic 70

B

Baroness Tala 177
Breath of Dyzan 145, 146

C

Capital City 136, 137, 138, 140
Captain Solas 7
Captain Truno 6, 8
Castle Syk 70
Castle Valkr 177
Cathedral of Death 146
Cave Realms 115
Cave Surfing 140
Chief Zug 70
Coralia 4, 7–8, 23, 25–30, 32–34, 40, 79
  Armory 29
  Hippodrome 29
  Pearl Beds 30
  Submarine Nets 32
  Treasury 29
  Undersea Docks 28
Coral Queen 24–25, 27–28, 32. *See* Queen Undina
Council Noblisse 176

D

Dale 7, 113, 118, 119
Dalos vines 176
Desert of Fire 136
Doctor Heliot 140
Doctor Kulo 137
Doctor Zarkov 7, 115–116, 118
Drogue 51
Dyzan 136, 141, 144

E

Edges
  Atmospheric Acclimation (Thin) 92
  Radiation Resistance 95
Eight Sacred Laws 144
Emperor Ming 70, 94

F

Fiery Desert 141
Flame Kingdom 116
Flash Gordon 5, 8, 10, 12, 27, 53, 70, 91, 94, 113, 115–116, 118–119
Forbidden Forest 140, 142
Forest Kingdom 7–9, 11, 118. *See* Arboria
Freemen 70
Frigia 4, 8, 50–53, 116
  Court 53
  Settlements 52
  Throne 53

G

General Mogard 137
Goddess of Valk 177
Grand Cavern 70
Great Black Pearl of Coralia 29
Great Gathering 83
Great Mongo Desert 7, 8
Great Tree Highway 6, 8–9, 11, 14
Green Dwarfs 13
Grombo 10, 12
Gundar 136
Gundar the Desert Hawk 140

H

Hawkmen 117
Hazards
  Dalos Vines 190
  Death Storms 190
  Extreme Cold 67
  Flash Floods 190
  Ice Storms 67
  Lava Plumes 174
  Rotten Ice 68
  Sinking Silt 47
  Vents 47
  Whirlpools 174
Hinderances
  Luminous Body (Minor) 95

K

Kang the Cruel 8, 91
King Ardo 136, 140–141, 144
King Barin 5, 8
Kingdom of Caves 70. *See also* Kira
Kingdom of Coralia 23
Kingdom of Naquk 8
King Krugma 177
King Ozon 92, 93
King Radom 94
King Triton 7, 29
Kira 4, 6, 70, 116
Komok 70

L

Lieutenant Caran
  Doctor Heliot 159
  Drog 159
  Dyzan Cultist 160
  Gundar 160
  Gypsa 161
  Hesha 161
  High Priest of Dyzan 161
  Lieutenant Caran 162
  Lieutenant Kolan 163
Lingan 8
Lord Atlantia 29
Lord Nori 29
Lord Oceanus 27
Lost Kingdom of Vitruvia 143

M

Magnetic Mountains 114–119
Magnet Mountain 92, 141
Makon 27
Marko 177
Marvela 136, 141–144
Mingo 115, 116
Mingo City 4, 7–8, 23–24, 52, 69, 115, 118, 138, 142, 144–145, 175
Ming the Merciless 7–8, 71, 85, 112, 115, 141, 144, 165
Mongo 92, 94, 114, 117
Mongo Mountains 8
Mongonian Jetstream 116
Mongo-Tech 51, 53, 144
Monsters
- Aerocetus 132
- Albahawk 46
- Annihilaton 66
- Ant-Oid Drone 89
- Ant-Oid Queen 89
- Apocritax 168
- Apocritax Queen 168
- Apocritax Soldier 168
- Blue Magic Man 89
- Brotos 170
- Bullnin 46
- Cavernosaur Bull 170
- Creepers 110
- Crossin 46
- Emberspawn Young 171
- Garockaline Lizard 189
- Kardi 46
- Kragg Lizards 111
- Lyzar, Son of Dyzan 171
- Madbirds 112
- Moltek 171
- Nars 47
- Pelture 172
- Piranha-Eel 90
- Pit Horror 21
- Pixie 172
- Pteroclaw 132
- Pteroclaw Hatchling 133
- River Dragon 172
- River Fang 22
- Rock Slug 90
- Shell Man 47
- Sky-Sharkon 133
- Snow Oxen 67
- Stormlord 133
- Sunhawk 173
- Thronga 190
- Wind-Dragon 134

Mountain Dwarfs 119

N

Neswoirah 177
Nightmare Pox 146

O

Old District 177

P

Pearl Palace 27, 28
- Pearl Tower 28

Penetro-Ray 54
Placida 139
Pluton 27
Polarite 51
Portentia 136, 142, 144
Powers
- Illusion 71

President of Mongo 8
Prince Alan 8
Prince Barin 6, 8, 10, 12, 16, 85, 115, 118. *See also* King Barin; *See also* President of Mongo
Prince Brazor 136, 137, 139
Prince of Portentia 140. *See also* Gundar
Prince Roga 119
Prince Ronal 6, 7, 8, 53
Princess Arial 94
Princess Aura 6, 8, 10, 146. *See* Queeen Aura
Princess Jerala 114
Princess Lura 140
Prince Triton 27
Prince Vultan 6–7, 113–116, 118

Q

Queen Aura 5
Queen Desira 136, 137, 140
Queen Fria 8, 51, 53
Queen Undina 7, 23, 25, 27–29, 32–33
Queen Valkir 176, 177

R

Radiuma 4, 91, 92, 94
- Radioactive Dungeons 95
- Radium Mines 94
- Ray-Tower Defense 95

Rocket Railroad 52
Royal Foresters 6–7, 10, 12, 14

S

Savage Tales
- Attack of the Rock Slugs 71
- Avalanche! 56
- Changeling 59
- Dangerous Diplomacy 99
- Down with Flash 73
- Escape the Clutches of the Baroness 182
- Faux Pas 58
- Hard Labor at Tsa Vong Zah 75
- Haunting of Castle Cyrie 77
- Into the Vortex 78
- King Maguro's Lost Treasure 80
- Lost in Arboria 16
- Murder at the Grand Meet 82
- Operation Annihilaton! 61
- Proof of Value 180
- Race for the Electric Mole Machine 85
- Radium Retrieval 103
- Robbing Hoods 55
- Stolen Thunder 36
- Stormy Passage 37
- The Enemy is Everywhere 183
- The Great Sky-Whale Hunt 125
- The One that Got Away 41
- The Tropican Treasure 153
- To the Last Breath 86
- Tracking the Tigret 181
- Treasure Island 34
- War-Sleds of Radiuma 105
- Welcome to Valkr 178
- Wreck of the Hesperon 39

Sea of Mystery 7–9, 23–24, 26–27, 30, 32–33, 40
- Coral Caves 30
- Deadpool 32
- Debris Field 30
- Hawks' Nest 33
- Swirling Sea 32

Sky City 4, 7, 14, 92, 113–121, 136
Skyland 4, 91, 92, 93
- Cloud Mining 93
- Court of the Skymen 93
- Laws 93

Son of the Desert 136
Sulpha 115

T

Tao 136, 144
Thaltan 114
Thin Atmosphere 92
Trico 138
Tritarium 51
Tropica 4, 92, 135
Tusk-Men 12

U

Ultimate Icepack 51
United Republics of Mong 8

V

Valkr 4, 175
Vehicles
- Armored Sky-Sled 99
- Combustion-Ray Machine 71
- Mobile Atom-Tower 98
- Mobilgun 98
- Radium Mine-Truck 99
- Shell Sled 34
- Speed Sled 34
- Vehicle Qualities 98

Vehicular Weapons
- Atom Cannon 98
- Atom-Splitting Rays 98

Vitruvia 136, 144
Volor 94

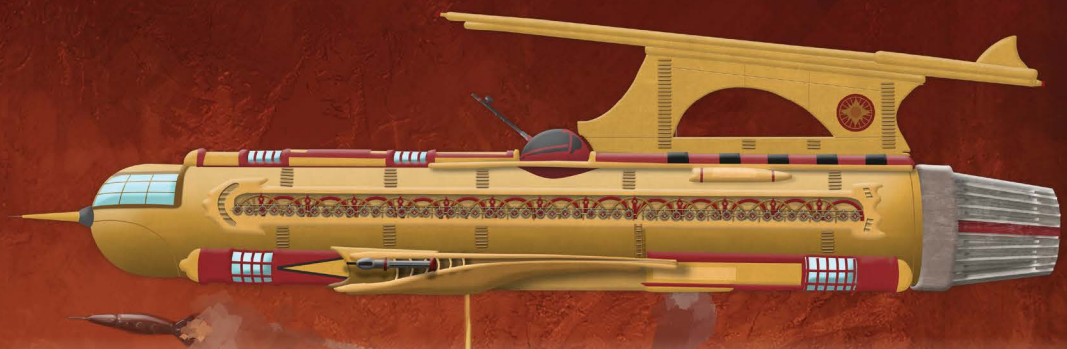
W

Waverly 138
Weapons
- Aerial Lance 121
- Arborian Longbow 13
- Customized 121
- Gas Gun 96
- Halberd 54
- Heavy Radium Cannon 121
- Ice Axe 54
- Lightbeam Artillery 121
- Lightning Sword 122
- Mini-Crossbow 13
- Power Pistol 122
- Precision Atom Rifle 13
- Sky Rifle 122
- Sky Weapons 98
- Spiral Blade 147
- Thunderlance 122
- Water Pressure Gun 33

White Sapphire Mines 144
Witch Queen of Mongo. *See* Azura, Princess

Z

Zoga the Prophet 140, 142, 143



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