



Final Draft: Vincent Moore and the Mysterious Planet, Book 1

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Flash Gordon RPG Publisher: Pinnacle Entertainment Group (PEG)

Savage Worlds Publisher: Pinnacle Entertainment Group (PEG)

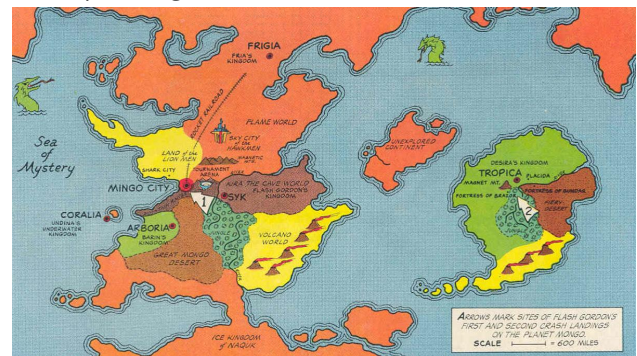
Adventure Background

Mongo is a world in turmoil. A world divided by kingdoms fervent on protecting their borders. A culture of mistrust, old prejudices, and paranoia. All within a conquered land.

A self-proclaimed emperor, Ming is continuing the work started by his father - to bring all the Kingdoms of Mongo under his control. Ming's father began a ruthless campaign to unite the kingdoms of Mongo using sheer might and terror. Ming has continued his father's methods, taking them to even more devious levels. The world they have created is one of repression and fear.

But, it's not a world without hope. The Freeman work in secret to thwart Ming and his final plans to dominate Mongo. Smugglers run in the shadows, provide necessary goods and hope. There are legends that speak of heroes. Heroes from another world will come and unite the people of Mongo. Unite them against Ming and his minions. A hero that will become the savior of the Universe.

1A: Map of Mogo



Adventure Overview

Alexander (Alex) Veldis is a moon cruiser. In other words, a scoundrel, part-time thief, and smuggler. One that takes any job that comes his way, no matter the situation. Well, almost any job. So long as he can keep his ship, the Bombshell, sailing he's free to live the life he wants. But that's all changing. With the self-proclaimed, diluted emperor Ming consolidating his power, and the kingdoms of Mongo, running goods is becoming difficult. Profitable sure. But difficult nonetheless. And with the "tributes" to Klytus, the profits are becoming less and less.

An off-the-books trip to Fragia

An old friend and client, Dr. Moore contacted him about a simple, cushy run hauling passengers from Mingo City to an archeologist dig site in Frigia. One he just founds some references to in an old diary or something. An academic, a dwarf miner, and a couple of big game hunters along with their gear. Simple, right? Nothing an all-powerful ruler of the universe type would be worried about. A quick trip there. Unload. Trip back. Relax. Then return after two weeks to pick them up. Pure profit.

Chapter 1: The Gathering

During the opening encounter, the players are meeting at a tavern in the ship port at the request of Dr. Moore. They have been recruited for the unique skills they possess and could bring to the expedition. Dr. Moore has been a bit vague on the expedition details but that is not out of character for the doctor. This is an opportunity for the players to learn more about the expedition and the team members before heading out. Also, an opportunity for others who may be listening.

DM Notes:

Before game play begins, hand the custom notes to Dr. Moore and Flisk.

While the party knows each other, they should take moment to introduce themselves. At this stage, they do not know anything about the expedition except that it's to the north, in Frigia.

The goal of the encounter is for Klytus to allow the players to learn a bit more about each other. Klytus knows of the doctor's plans and a bit of dirt on each one of the expedition members. He doesn't want to stop them, but stall them long enough for his technicians to install a tracking device on the Bombass and tweak Rocky's programming.

Dr. Moore notes:

You can share as much information as you want with the expedition members about the trip. While you know each one, Mingo is a place of spies and treachery. You need the teams help but you don't necessarily trust everyone. Klytus has spies... and influence... everywhere.

Flisk notes:

Klytus has you under his thumb. You have agreed to help by stealing whatever the doctor finds and returning it to Klytus. But, these are your friends and you won't let harm

to come to them. Trapping them while returning to Klytus, sure. You can always come back to free them. But not harm them. That would be going to far.

Chapter 2: Encounter on the Grasslands

With the need for secrecy, the expedition lands on the edge of the Pridelands to make sure they are not being followed. Alex is very protective of his ship, the Bombshell, and likes to ensure its safety. Past experiences with the security forces of Mondo, specifically General Klytus, has made him a bit paranoid. But not all is quiet in the Pridelands, others are watching and hunting.

DM Note:

The goal of this encounter is to allow the players to get comfortable with working as a team. And, how they solve the problem of the Hawkman will determine their relationship with the Hawkman in Book 3.

Interlude: Flight to Frigia (Optional)

For longer game sessions, an optional random encounter generator is included for the flight to Frigia.

Chapter 3: The Buried Observatory

With the players finally arriving at the buried observatory, Dr. Moore sets out on exploring the newly exposed ruins. But why, the doctor has been vague about what he is looking for in the ruins? And the doctor never does anything without a reason. What might lie within the walls of this destroyed piece of Mingo history?

DM Notes:

Review the "Cliffhangers" to see how the adventure ends based upon the players actions so you can guide the adventure.

Planetary Romance

Due to Rocky being saved and restored by Alex Veldis, Rocky has tremendous love for Alex. As a result, Rocky is very protective. Well, that might be an understatement, Rocky is very jealous of Alex. All the players must roll a 2d6 at the beginning of the game session. The player with the highest roll will be the target of Rocky's Jealousy. If there is a tie, all players are the target.

During game play, Rocky will do whatever he can to protect Alex. He will also try to impede the one he is jealous of. In the case of combat, he will not do anything to help that person. At least until the one is jealous of is in danger of dieing. While he might be jeous of that person, his programing won't let them come to death. Scratches, bruises, even a broken this or that, but not death.

Chapter 1: The Gathering

The encounter opens with the players' characters meeting in a tavern below the landing platform. While the expedition team knows each other, they should take a moment to "catch up" (introduce themselves).

Rocky play notes. For this initial chapter, Alex leaves Rocky onboard the Bombshell to facilitate some minor repairs.

Description for players:

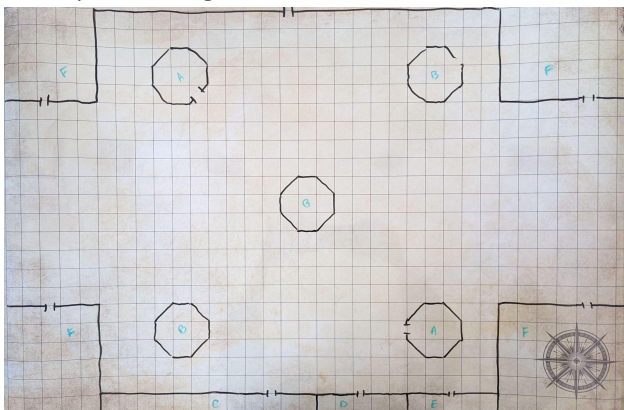
"Are you looking for a place with cheap drinks? A kitchen surviving food that caters to the various denizens of Mongo? A place where those denizens hang out? You found them in Mongo's own Crooked Crystal. Nestled underneath the landing platform on the south side of Mongo City. A place where captains and their crew relax while waiting for their cargo to be unloaded. Open all day, all night, all week."

After the players introduce themselves, the doctor says: *"Now, let's get aboard the captain's ship and settle up your tabs. Wait. Strike that. Reverse it. Quickly now."*

If the players start to pause, wanting to ask questions, they should notice individuals with the pub taking notice of them. Moving towards them. A bit of a rough crowd interested in what such a "posh" doctor is doing in the spaceports. More so, what he might be shipping. The players should be encouraged to move along and not engage.

Upon leaving the pub, the players encounter Klytus, Ming's general of his army. Ming's right-hand man. Ming's head of the Secret Service. Klytus is escorted by Mongo Guards (Number of players +2)

4B: Map of Landing Pad



Klytus: "Well, Alex, good to see you again. And that your ship has been repaired since that horrible incident in the Burning Lands a few months back. It was such a shame your ship was mistaken for one carrying contraband to the inhabitants. I am sure my officer would not have ordered your ship to be shot down and damaged if we would have known."

Klytus is aware of Dr. Moore and his expeditions to uncover items to help the freemen. From time to time, the doctor has actually been useful as the items had a way of winding up in Klytus's hands. Klytus' spies have informed him of the doctor's upcoming expedition but not as to why. Klytus is curious and has come to see what he can learn. At the same time, to have a tracker installed on the Bombshell and recording device installed in that annoying robot of Alex.

Klytus: "So, captain, what sort of supply run are you on now with your, umm... guests." (said with a bit of disdain)

The following "interrogation" encounter is an attempt by Klytus to learn more about the mission. At the same time, for the players to learn a bit about each other. In the following encounter, the role of the characters are as follows:

- **Klytus (DM).** He is trying to subtly learn what the characters know, specifically the doctor, what they are seeking, and where to find it. In the end though, he doesn't care as he has "backup plans"
- **Characters (Players).** The players must address Klytus' questions without giving away too much information. They must also try not to irritate Kytus for if they do, Klytus will order his guards to attack. Then extract the necessary inform "other ways"

The interrogation encounter will take place during a series of rounds, 6 in total. Each round,

- the players must spend a bennie token to participate.
- They can share bennies if they need to.
- The "bid" amount starts at 1 and goes up by one with each failure. For example, if a player spends 1 bennie to answer Kytus questions and succeeds in their roll, the next round they still only spend 1 token. If they failed though, they spend 2 tokens.
- The goal is to succeed in as many rolls as possible. The total number of successes divided by the number of players will determine the outcome.

Players can use intimidation, persuasion, or smarts. Others skills or attributes can be used based upon the

game master's discretion and how the players frame their responses. The number of successful roles will determine the outcome of the encounter.

In addition to the initial question, Klytus will ask five additional questions. This will allow for a total of 6 rounds of interrogation rolls. Some sample questions are as follows:

- Question 1: *So, captain, what sort of supply run are you on now with your, umm... guests."*
- Question 2: *"What does the good doctor have to do with this run?"*
- Question 3: *So doctor, what are you hunting for now? A new lost city? Perhaps a mysterious monkey idol lost by the Ape Men? Such primitives."*
- Question 4: *"A dwarf? Are you going to do some underground exploring? Some potential gem hunting?"*
- Question 5: *"My you are big. Familiar to. What is your name giant? And why so far from home?"*
- Questions 6: *"Do you expect trouble? Seems to be the only purpose of the Lion Men these days. Good hunters... when they listen."*
- Alternative: *"Captain, I am sure you are provisioned for the journey. Would hate for you to run short of rations like last year. Over the sea did you say? The Burning Lands? The north?"*

Encounter Results

At the end of the questioning, the number of successful Responses are totaled. Divide the result by the number of players. Based on the result, read the following to the players:

1. *"Guards, please escort my guests to the cells. I will continue this conversation there."* Klytus retreats while his guard attacks. If the guard wins the encounter, the players are captured and bound. Upon the last couple of player characters being bound, Rocky approaches from behind, stunning one guard. With the guard surprised, Rocky is allowed another round and will stun a second one. The two unbound players can grab the guard's weapons and attack any remaining guards.
- 2-3. *"This all sounds like an exciting adventure. I am sure you won't mind if I send one of my associates along with you? I think he will benefit from what he might learn in your presence doctor."* Klytus raises his hands and professor Milo walks over. Milo is a historian for Ming. And only Ming. Milo will accompany the party to the ship. Unless the players figure out a creative way to "lose" him, he will travel with the players. Watching and "learning".
- 4-5. *"Such a good endeavor. Let me assist you, doctor. Here is a visiphone to record this expedition. It just*

mounts to a helmet. It will be exciting to see what you find." The visiphone is just a basic visiphone. Klytus has no expectations that the players will use it. The item is more of a distraction so they don't inspect the ship, or Rocky, in more detail to uncover the real recording device.

6+. *"Well doctor, seems like I am keeping you and the others from what seems to be an exciting adventure. I will be curious to learn what you find."* Klytus allows the group to continue on their way.

When the characters finish the encounter with Klytus, they board the Bombshell. As they do, Captain Veldis hollers at Rocky to start "her" up. Closing the hatch, he orders the rest of the party to "strap in" as he heads to the cockpit. "This might be bumpy. Might have to do some fancy sidestepping if Klytus decides to tail us."

With the crew aboard, Captain Veldis departs from Mongo city. As he does, he slightly diverts from the flight path on file to the Land of the Lion Men. Not that that was the right one in any case. There he lands the Bombshell within the tall grass of the savannah, next to a grove of trees. Upon landing, he instructs the players to exit the ship.

"Alright, time to earn your keep, we need to get the lady dressed in some camouflage. Just in case Klytus still decides to follow up." Captain Veldis has some rather unique netting that can be thrown over the Bombshell. The netting allows the Bombshell to blend in with the surrounding landscape, as long as it's natural.

After covering the ship, Captain Veldis directs the group back inside the ship, sealing it behind them. *"Alright, will be here until morning. Keep the chatter and the power usage to a minimum till then. ROBOT can show you where the galley is if you are hungry. The med bay if you have any wounds."* following that, Captain Veldis heads back to the cockpit.

Note to GM: The players will rest onboard the Bombshell overnight. They can recover from any wounds accordingly. Based on past experiences, Alex keeps medical supplies fully stocked.

NPC Stats

Klytus

- Attributes: Agility (d8), Smarts (d12), Spirit (d10), Strength (d8), Vigor (d10).

- Skills: Athletics (d8), Fighting (d10), Intimidation (d12), Notice (d8), Piloting (d6), Knowledge (Science) (d8), Riding (d8), Shooting (d8), Stealth (d8).
- Cha: 2; Pace: 6; Parry: 9; Toughness: 7
- Hindrances: Obligation (Major: To Ming), Arrogant, Blood-thirsty, Mean, Overconfident
- Edges: Arcane, REsistance, Combat reflexes, Command, Dodge, Expert (Fighting), Expert (smarts), Favor, Jack-of-all-trades, Killer Instinct, Level headed, Nevers of steel, Strong Whitted
- Gear:
 - Ray Gun, pistol (Range 12/24/48, Damage 2d6+2, RoF 1),
 - sword (Str+d6)
 - Plate corselets (Armor +3)

Mongo Guards

- Attributes: Agility (d6), Smarts (d6), Spirit (d6), Strength (d6), Vigor (d6).
- Skills: Athletics (d6), Fighting (d6), Intimidation (d8), Notice (d6), Piloting (d6), Shooting (d6), Stealth (d6).
- Cha: 0; Pace: 6; Parry: 5; Toughness: 5
- Hindrances: Obligation (Major: To Ming and Klytus when Ming is not around)
- Gear:
 - Ray Gun, pistol (Range 12/24/48, Damage 2d6+2, RoF 1),
 - sword (Str+d6)
 - Plate corsetlets (Armor +3)

Chapter 2: Camouflaged On The Savannah

The Bombshell is nestled neatly within the tall grass of the Savannah. While obviously taller than the grass, the Bombshell blends in nicely with the netting draped over her. A small grove of trees lies off to the side providing a rather peaceful panoramic view. One that is broken by Captain Veldis yelling:

"!@#%\$@%\$ Boots" and "!@#%\$@%\$ locked". But the part that stands out is "can't !@#%\$@%\$ off" and "!@#%\$@%\$ dressed, armed, and outside. NOW!"

Overnight, a group of Hawkman placed a magnetic boot on the Bombshell, effectively grounding the ship. The Hawkmen are hiding in the trees, waiting for the characters to exit the ship so they can ambush them.

Their goal was to strip the ship for parts that could be sold on the black market. The money from the effort will do well to support their secret efforts to undermine Ming. Not that they are inclined to help the ground dwellers though. To them, the ground dwellers created Ming and they can suffer his being.

Upon exiting the ship, the Hawkman (equal to the number of players + 2) jump from their cover in the tree and descend in front of the characters. If the players don't shoot first, they will land about 24 MongoMeters from the characters.

Rocky play notes. *Rocky will exit the ship with the rest of the expedition. While they are talking to the Hawkmen, he will be trying to unsuccessfully remove the boot. Again, and again and again.*

"I see you ground dwellers are, well-grounded. " **says the leader with a chuckle.** "Good as place as any for you. Why don't you just mosey along and leave the skies to those that belong there."

The players will have to make a choice here. The Hawkman placed the boot and have the key, though the characters don't know which one. They can either attack or try to reason with the Hawkman.

If the players choose to attack, the Hawkman will fight until two of their numbers remain. Those two will attempt to escape. The key will be on one of the dead Hawkman's bodies and will be discovered if searched.

If the players decide to try to reason with the Hawkman, well, they can but the Hawkman has no desire to help the other races. While they will listen to the characters, they have no intention to help them. They will just toy with the characters until they get bored. Then, they attack.

Roll a d6. This is the number of turns the players have to try to reason with the Hawkman. After the last turn, the leader of the Hawkman states "Blah, enough of this. Hawkman, ATTACK!"

After the first attempt at reasoning with the Hawkman, roll die equal to the number of Hawkman (rounded down). That will be the Hawkman with the key. Then, the leader of the Hawkman stats:

"Why don't we play a game. You think we have the little key to your boot problem. I say we don't.

We will number ourselves. Then you can guess a number. You get three tries. You guess right, you have the key. You guess wrong, well, we have your ship.

Sounds fun, right. What's your first guess?"

Regardless of the player's guess, it will be wrong. The Hawkmen are not going to let the group get away with such a prize. After the third wrong guess.... Or anytime the leader gets board, he says:

"Wrong again, It was number (result from the die). Hawkman, ATTACK!"

Or

"Wait, I guess you did guess it right, It was number (result from the die). Too bad. Hawkman, ATTACK!"

the Hawkman will fight until two of their numbers remain. Those two will attempt to flee. If the Hawkman with the key is one fleeing, he will drop the key as he lifts himself into the air. Otherwise, the payers will find it on one of the remaining Hawkman bodies.

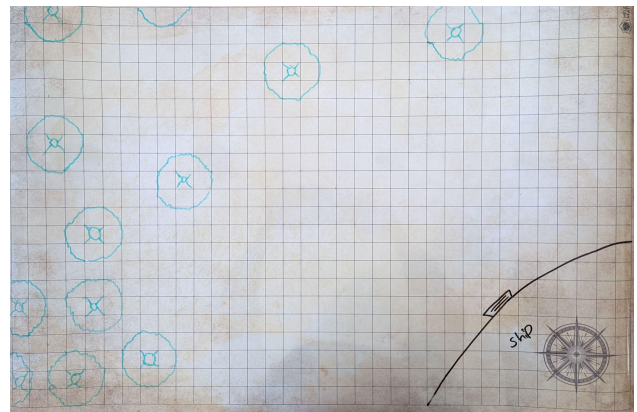
Rocky play notes. *Once the attack begins, roll a d6 for Rocky's actions.*

- A roll of 1, Rocky will shut down for the round.
- A roll of 2-3, Rocky will continue to try to remove unsuccessfully the boot.
- A roll of 4-5, Rocky will attack a hawkmen attacking Alex.

- A roll of 6, Rocky will get in the way of the person he is jealous of.

If the players begin to lose the battle, a wandering band of Lion Men will step in at the last minute to help the expedition. They have no love for the Hawkman at the moment, especially since they are in their lands.

Regardless of the outcome, the expedition boards the Bombshell and sets off for Frigia



NPC Characters

Hawkmen (leader)

- Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d8
- Skills: Athletics d6, Fighting d8, Intimidation d6, Notice d6, Shooting d8, Stealth d8
- Cha: +0; Pace: 6; Parry: 6 or 7 (spear);
- Toughness: 6 (1)
- Gear: Leather armor (+1), Light pistol (Range 12/24/48, Damage 2d6, RoF 1), spear (Str+d6, Parry +1, Reach 1), 500M.
- Special Abilities: Flight: Hawkmen can fly at their basic Pace and have a Climb of 0.

Hawkmen

- Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6
- Skills: Athletics d6, Fighting d8, Intimidation d6, Notice d6, Shooting d8, Stealth d8
- Cha: +0; Pace: 6; Parry: 6 or 7 (spear);
- Toughness: 5 (1)
- Gear: Leather armor (+1), Light pistol (Range 12/24/48, Damage 2d6, RoF 1), spear (Str+d6, Parry +1, Reach 1), 500M.
- Special Abilities: Flight: Hawkmen can fly at their basic Pace and have a Climb of 0.

2B Map

Interlude: Flight to Frigia (Optional)

The flight to Frigia will take a few days. GM can determine how many, rolling a d6 for each day to determine what will happen.

1-2: Airscouts. A scout ship sent by Klytus discovers the Bombshell. After radioing its location back to Klytus, it will attack in an attempt to slow the Bombshell down. Roll a d12. The result will be the number of turns before a second Airscout appears. (Flash Gordon Sourcebook, pg. 62)

3-4: Pirates. After crossing into Frigia, the party lands in a small community. While there the party can gather any supplies they need while Captain More and Rocky prepare the Bombshell for the cold weather. Shortly after landing, while everyone is disembarking, pirates attack from the ground (number of pirates equals the number of players plus two). (Soldier, Flash Gordon Sourcebook, pg. 165)

5-6: War Rocket Ajax. Klytus has been following the party from a distance and from his warship. He will attack in after requesting they be boarded and questioned further. (Flash Gordon Sourcebook, pg. 65)

Trek to the Observatory (Optional)

JaqaMobah informs the party, "The area around the observatory is too narrow and rocky. We will have to land about a day's journey and go on foot."

The GM can roll a d6 to see what the party will encounter along the way.

Roll 1. The party is attacked by a Snow Serpent (Flash Gordon Sourcebook, pg. 164)

Roll 2-3. The party is discovered by some rather aggressive wandering Frigian Giants (x4) (Flash Gordon Sourcebook, pg. 164)

Roll 4. The party is attacked by aggressive Snowbirds (x4) after stumbling upon their nest (Flash Gordon Sourcebook, pg. 163)

Roll 5. The party is attacked by a Giant Ice Worm (Flash Gordon Sourcebook, pg. 155)

Roll 6. The party is attacked by a pair of Ice Bears (Flash Gordon Sourcebook, pg. 154)

Part 3: The Buried Observatory

Deep into the backwaters (or ice) of Frigia, JaqaMobah informs the expedition they have arrived.

"There, towards the top of the rise. There, notice how the sun glistens from the tip of the telescope." JaqaMobah points. "And down there, at the base. That's where the Mongoquake uncovered the entrance. At least I think. I didn't enter the last time I was here. Was not prepared to enter on my own."

The observatory was lost in time due to what was commonly thought of as a Mongoquake. One that shook most of the land of Frigia. Between the Mongoquake, the resulting avalanches, and the war being waged across Mongo, the Observatory was just one more statistic. One more forgotten with time. Now, lost underneath years of snowfall.

If JaqaMobah has not told the party about his discovery, he will at this time.

"I was exploring this part of Frigia when a Mongoquake hit. Not a big one, but one that disturbs the snow covering the Observatory. When things settled, I explored around the observatory, trying to discover what it was. I was low on supplies when I found the outer doors with the name, Mongo Observatory. It was then I decided to head back to the village and contact Dr. Moore."

Dr. Moore picks up at this point (if he hasn't already) and says:

"The Observatory is a bit of a legend amongst the folks here in Frigia. Its location was lost due to the constant war, rebellions, and such in Mongo's past. But the stories continue about it. And the stories of a mysterious planet discovered right before it was destroyed by the Mongoquake. "

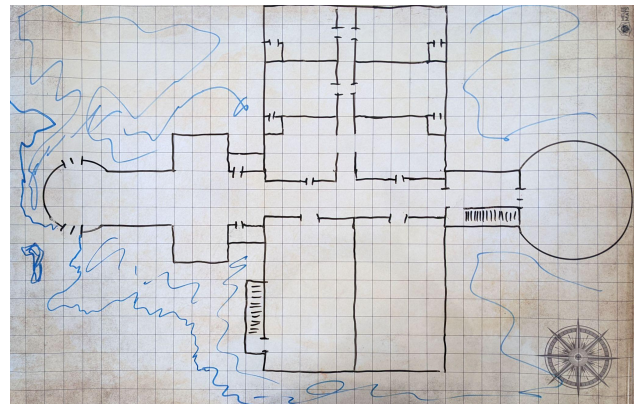
"The story tells of another planet in the sky and of a Mongo-like people living on it. In the final days of the observatory, as the story goes, the astronomers discover evidence that this "mysterious planet" existed and even communicated with it. The planet apparently is on a very narrow elliptical path that only takes it close to Mongo every 100 years or so. Close enough that a rocket ship can pass between the two. Or at least that's the legend.

The legend also talks of a race of Bowmen, Humax, or something. The astronomers were able to make contact with these natives. But, just like that, the mongoquake destroyed everything. Or so that was the thought. If Jaq is right, it is right here under the snow.

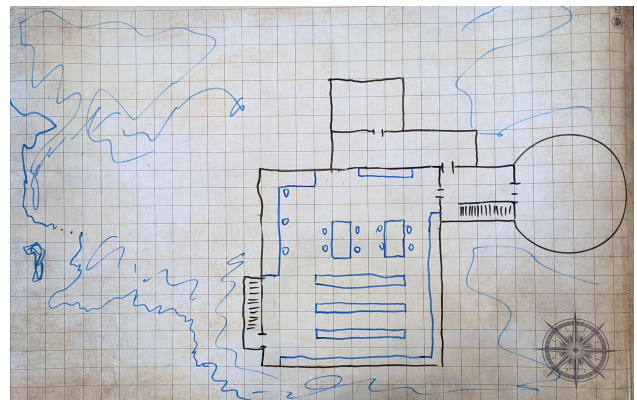
Dr. Velgis continues, "We are here to explore the observatory and for any evidence of this mysterious planter. Specifically when it will be in "near" orbit again. Also, how the astronomers made contact with it. A discovery like this could change the course of Mongo's history forever."

The players are free to enter the Observatory. There are no other entrances other than the main entrance that Jaq found. Plus, the power source is still operational, at least enough to run the lights.

4D: Map of the Observatory, Level 1



4E: Map of Observatory, Level 2



Rocky play notes. Rocky will follow Alex into the Observatory. He will assist with whatever Alex asks him to do. As long as it does involve the person he is jealous of. If combat ensues, a d6 roll will determine his action.

- A roll of 1, Rocky will shut down for the round.
- A roll of 2-3, Rocky will try to distract the person or creature attacking Alex with a taunt.

- A roll of 4-5, Rocky will attack a the person or creature attacking Alex.
- A roll of 6, Rocky will get in the way of the person he is jealous of.

Unknown to the player though, Klytus has been keeping tabs on the expedition. While not able to access Rocky's recordings, he can tell the location of the party. The players have a finite number of turns before Klytus' Soldiers appear. The number is determined by the initial interrogation encounter.

- 1 success. 4 rounds.
- 2-3 success. 8 rounds.
- 4-5 success. 12 rounds.
- 6+ success. 16 rounds.

There is also an Ice Dragon curled up in the upper level of the observatory, the Star Chamber. While asleep, it will awaken upon loud noises. If the players make a loud noise for any reason, roll a d6. A 4 or above will awaken the Ice Dragon. This includes combat with the Soldiers. If the Ice Dragon wakes up with the soldiers present, it will attack everyone.

The party can try to convince the soldiers to partner up against the Ice Dragon. If they do and are victorious, they will leave the expedition alone. The soldiers' stats "We are not paid enough for this. We're leaving. Stay if you want. We will tell Ming the Ice Dragon finished you off. He will probably return with more soldiers and explore this place himself so I wouldn't stay too long." With that, they depart.

If the party has already defeated the Ice Dragon or they do not wake it up, the soldiers will fight until the last man. For pity the one who returns to Klytus alive, without the prize.

Mogo Captain

- Attributes: Agility (d6), Smarts (d6), Spirit (d6), Strength (d6), Vigor (d6).
- Skills: Athletics (d6), Fighting (d6), Intimidation (d8), Notice (d6), Piloting (d6), Shooting (d6), Stealth (d6).
- Cha: 0; Pace: 6; Parry: 5; Toughness: 5
- Hindrances: Obligation (Major: To Ming and Klytus when Ming is not around)
- Gear:
 - Ray Gun, pistol (Range 12/24/48, Damage 2d6+2, RoF 1),
 - sword (Str+d6)
 - Plate corsetlets (Armor +3)

Mogo Soldier

- Attributes: Agility (d6), Smarts (d6), Spirit (d6), Strength (d6), Vigor (d6).
- Skills: Athletics (d6), Fighting (d6), Intimidation (d8), Notice (d6), Piloting (d6), Shooting (d6), Stealth (d6).
- Cha: 0; Pace: 6; Parry: 5; Toughness: 5
- Hindrances: Obligation (Major: To Ming and Klytus when Ming is not around)
- Gear:
 - Ray Gun, pistol (Range 12/24/48, Damage 2d6+2, RoF 1),
 - sword (Str+d6)
 - Plate corsetlets (Armor +3)

Descriptions of Rooms in the Observatory

(A) Entryway. Two entrances lead into this area from the outside. Only one thought was uncovered from the last Mongoquake. Nothing of real note except for a "guest book" that lies on the floor. Within it, the names of people who visited the observatory in the months before being buried. One of which, just the day before, was Ming's father.

(B) Greeting Room. An area used for casual greetings of visitors. Doubles as a great hall for fundraising events.

(C) Bathroom. Plumbing still works, well, kind of.

(D) Storage Closet. Nothing of real value, just boxes of decorations, tables, chairs, and other items that can be pulled out for large events.

(E) Corridor. Long, ominous, and empty.

(F) Office. The office is a bit disheveled with an overturned desk and chairs. Along the wall are a few file cabinets and shelves that are overturned.

If the players spend the time to search the office, they will find a body underneath some cabinets. Killed when they fell. If they continue searching, upon a successful notice check, roll a d6 and they will find:

- 1-2. Various notes and research on the skies of Mongo. Nothing out of the ordinary.
- 3-4. Some personal letters, notes, and work schedules.

- 5-6. A few research journals underneath a fallen cabinet. In one journal, a personal one, a scientist references another old myth amongst the Frigians. One about a strangely decorated metal ship falling from the sky on the borders of Frigia in the generation past. And about a single survivor of the crash. A woman from the description. A woman of golden hair (most Frigian's hair is white). As the story goes, captured along with the ship by the Emperor of Ming, never to be seen again.

(G) Computer Room. The room is filled with large computer banks, servers by their appearance. A few tip over, revealing a body underneath one of the ancient apparatus, possibly an astronomer, from their appearance. Some of the servers still have some lights blinking. There is also a terminal on one of the walls.

Upon investigating, there is still power to the terminal. The players can choose to try to access the computer. If they do, the GM should roll a D6 to determine how many turns the players have to try to use the computers. After that, the computer terminal fails.

Upon a successful skill check, the following happens in order:

- First success. The players successfully gain access to the computer.
- Second success. The players locate some files on the mysterious planet.
- Third success. The computer lights dim, almost going out completely only to come back on.
- Fourth success. The players locate some photos taken of the mysterious planet. The photos show the Earth as it was back in 1940.
- Fifth success. The computer shuts down. But then reboots itself.
- Sixth success. The players discover what they believe to be the mathematical calculations of the orbit of Earth. But it's in code. They will need a cipher to understand it.

(H) Bedroom. There are two beds within the room, tossed, scratched, and broken. Part of the wall and ceiling has caved in with a body lying on the rubble. Next to them are desks and dressers similarly knocked over. A doorway off to the side leads to a bathroom.

If the players choose to investigate, upon a successful roll they will find some journals. Upon reading one, they talk about Ming's father visiting the Observatory. He talks about the tense feeling of the scientist. On one

hand, excited about the discovery of a lifetime. A potential new planet in the sky if the calculations were true. On the other hand, Ming's father. People who upset him tended to disappear. And today, he just didn't seem happy with their discovery.

The journal recites the visit by Ming's father. Who, returning to Mongo City after hearing about this potential discovery, ordered the Mole Men to cause an earthquake. One that would destroy the observatory.

(I) Bedroom. A room is similar to the other bedroom. Partially destroyed by the earthquake. Nothing of real value.

(J) Main Bedroom. A room with a single bed, desk, and dresser. Some file cabinets sit next to the desk. All seem to be in decent shape. A single body lies on the bed.

Upon examining the records, there is nothing of real value within the room. The body appears to be an astrophysicist who survived the Mongoquake. Trapped. Isolated. Alone. Until he passed away.

(K) Main Office. The office of the head astrophysicist from the appearance. Desk, file cases, computer, all in fairly neat order. The room doesn't really appear to have been impacted by the earthquake.

Upon a successful search of the room, the only thing of value found is a file folder with photos from the telescope. They are photos of an unknown planet at various levels of detail. Upon one, the words "Earth" are scribbled.

(L) Recreation/Entertainment Room. The far wall of the room has caved in a bit. There is a door off to the right, partially open. A couch, Mongovision display lying flat on the floor, exercise equipment, and recreational game equipment litter the room. Looks like someone was in the process of cleaning up here. Upon investigation, nothing of real value is within the room.

(M) Kitchen/Dining Room. Filled with cabinets, kitchen equipment, dining table, and various food items. All have spoiled or have been eaten by vermin.

(N) and (O) Stairway. To the lower level.

(P) Star Chamber. A large domed chamber. The ceiling is partially collapsed with rubble lying around the chamber. In the middle is the telescope, still protruding

through the ceiling. Skylight showing through exposed hole. At the base of the telescope is a series of computers and chairs. Lights still blinking on the computers.

Wrapped around the base of the telescope, with the computers, is a Snow Dragon. Slowly lifting its head with an eye on the characters. As its head raise, the full size of the beast is exposed as it towers above the characters.

The Snow Dragon will attack immediately, defending its home and its nest. It has burrowed through the opening in the ceiling.

If the character has already encountered the Snow Dragon, then the chamber is empty, except for the eggs in the nest on the far corner.

After defeating the Snow Dragon or finding the chamber empty, the characters are free to explore. During exploration, they confirm the computers are still operational. Treat the operation of the computer as the same as the one they found within the computer room.

Along with the computer, there are file cabinets that can be searched. With those, upon a successful check, the players find papers with mathematical formulas. The papers though seem encrypted or coded.

Also within the chamber is a spacephone. Or at least an early version of one. Though not like one anyone has heard of. There is not nearly enough power to make it fully operational, but upon a successful skill check, the players can turn it on enough to see the address it's dialed to. With another spacephone, they just might be able to call earth again.

Snow Dragon. Towering, beast comfortable in the snow-covered lands. IT's quick and dextrous with a beaver-like tail. The tail is used by the Snow dragon to travel on the snow-covered mountains.

- Attributes: Agility (d8) Smarts (d6) Spirit (d8), Strength (d12+6), Vigor (d10)
- Skills: Fighting (d8), Intimidation (d8), Notice (d6), Stealth (d8)
- Pace: 8, Parry: 6, Toughness: 15 (2)
- Special Abilities
 - Armor: +2 (layers of thick, woolly fur).
 - Bite/Claw: Strength + d6.

- Large: Creatures add +2 when attacking snow dragons due to their great size.
- Environmental Resistance (Cold): +4 to Vigor rolls to resist cold, subtract four from cold-based damage.
- Size: +6 (Snow dragons are over 20" tall).
- Tail Sled: As an action, a snow-dragon can leap upon its flat, beaver-like tail and propel itself down snow and ice-covered hillsides on Page 16.

Flisk Play Notes: (Pass to Flisk) You realize the hole in the roof of the chamber will be a perfect escape route to the messenger pod provided by Klytus. Sitting outside, at the base of the mountain. Once you have the recording, you can escape.

(Q) Library. As the characters move through the doors at the bottom of the stairs, they enter a large room with racks and racks of books. Along the wall are desks, workstations, and such. Though some of the walls are collapsed in and the bookshelves lie flat on the floor.

Upon searching, the computers within the room are operatable. Random notes. Upon searching the bookshelves, the payers will find various books, some fiction. Some research. And some in between. There is also a body beneath one of the bookshelves. The body holds a journal that is the decipher for the mathematical formula in the Star Chamber.

(R) Storage. A large storage room filled with shelves and boxes, all overturned. Upon investigating, the players will discover a pit horror hiding in the corner.

Pit Horror

Cliffhanger

This adventure has three cliffhangers that can be triggered based on the player's actions. One of which can be triggered by the player of Fisk at anytime. The others, will be triggered by the DM when the gameplay needs to end. The cliffhanger will lead into the next adventure for the professor and his expedition.

MONGOQUAKE!

All the cliffhangers begin with another Mongoquake. While the players are involved in searching the

observatory, Klytus soldiers trigger the weapon that originally destroy the Observatory in the first place. A MongoThumper. The device appears like a drilling device inserted into the ground. But instead of drilling, it thumps the ground with enough external force to cause an mongoquake in areas prone to them.

The mongoquake forces the expedition to take cover where they are at. If they can. While the mongoquake does not damage the players, if they don't act fast, it might. It's also the perfect time for Klytus' spy to escape.

1. **Flisk Treachery.** If Flisk decides to take what he learns and finds back to Klytus, he can escape through the roof in the Star Chamber, the storage room in the basement, or the main entrance. Once free, he can move down the mountain to a messenger pod provided by Klytus.
2. **Rockey's Order 33.** Klytus sends a remote activation code to Rocky. Once activated, his programming, even his loyalty towards Alex, is overrode. While he won't harm any of the expedition members, he will leave them. He will escape through the entrance and steal the Bombshell or out the Starchamber to the awaiting messenger pod.
3. **Klytus Invades.** Klytus sends in more troops. He was hovering overhead when the first entered the Observatory after the expedition and failed. With the mongoquake starts, they invade through the Star Chamber and the main entrance while guarding the basement exit. His soldiers quickly subdue the party and confiscates anything they found, including the recordings. The soldiers and Klytus depart, after damaging the Bombshell.

In the upcoming adventure, Vincent Moore and the Mysterious Planet, Book 2, the expedition will be forced to track down the spy or free themselves from Klytus. Following that, figure out how to find their way out of Frigea, one of the most wild and dangerous kingdoms on Mongo.

