



Vincent Moore and the Mysterious Planet, Book 2

Table of Contents

- Introduction
- Adventure Background
- Adventure Overview
- Chapter 1: The Chase
- Chapter 2: The Crashed Rocket Ship
- Chapter 3: Escape
- Cliffhanger

Adventure by Brian Huonker
Editors and playtesters: Jordon Patterson, Tom Stalter, Bennett Morris, and Justin Tirone

Flash Gordon RPG Publisher: Pinnacle Entertainment Group (PEG)
Savage Worlds Publisher: Pinnacle Entertainment Group (PEG)

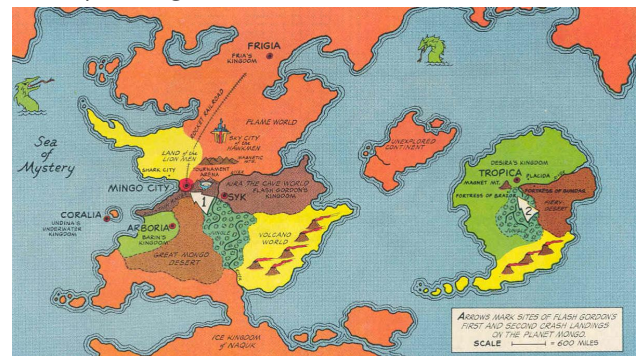
Adventure Background

Mongo is a world in turmoil. A world divided by kingdoms fervent about 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 works in secret to thwart Ming and his final plans to dominate Mongo. Smugglers run in the shadows, and 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

Vincent Moore, professor of archeology at Mingo University, discover the location of an old Planetarium within the frozen landscape of Frigia. One that was rumored to have records of a mysterious, Mongo-like planet that passes within rocketship distance of Mongo every 25 years. These records could hold the key to isolating when the mysterious planet will be within orbit again. A planet that might hold the key to helping Freeman overthrow Ming once and for all. With the help of a small band of friends, Vin heads to Frigia.

During the exploration of the planetarium, the small band of explorers was attacked by a Kytus' personal

guards and a Frost Dragon. At the end of the battle, while the group was exploring the basement level, Flisk escaped through the broken dome. Using the tail of the Frost Dragon as a sled, Flisk escaped into the night with the records of the mysterious planet. When Vin and the rest of the party returned to the main level, they discovered Flisk was missing along with the tail of the Frost Dragon. Outside, Jaq, a giant in the party, finds what appears to be sled tracks left by Flisk riding the Frost Dragon's tail down the mountainside. On the assumption Flisk is trying to deliver the records to Ming, the race is on to hunt Flisk down.

Summary of Book 1

Read to players: *After the expedition met at the Crooked Crystal, they headed toward the Bombshell, Alex's ship. On the way there, they encountered Klytus and his guards. Klytus began questioning the party but it quickly devolved into a shoot-out. The party barely escaped to the Bombshell and blasted their way out of the docks.*

To through off any pursuit, Alex veered from his flight path and landed in the Pridelands. There, he camouflages the Bombshell and the party spent the night in hiding. When they awoke, they discovered a "boot" was placed on the ship. One that prevents it from taking off.

As the party exited the ship, they discovered a group of Hawkman placed the boot on the ship with the intention of stealing it for scrap. After another shootout, the Hawkman retreat, and the party retrieve the key to unlock the boot.

During the exploration of the planetarium, the small band of explorers was attacked by Kytus' personal guards. The battle woke up a frost dragon that attack as well.. At the end of the battle, the party explored the ruins and found some recordings of the mysterious plants. And some records of visitors from that planet landing on Mongo.

While the group was exploring the basement level, Flisk ducked through the broken dome with the records (Note to DM, adjust according to the Cliffhanger used in the previous adventure). Using the tail of the Frost Dragon as a sled, Flisk escaped into the night with the records of the mysterious planet.

When Vin and the rest of the party returned to the main level, they discovered Flisk was missing along with the tail of the Frost Dragon. Outside, Jaq, finds what appears to be sled tracks left by Flisk riding the Frost Dragon's tail down the mountainside.

DM Notes:

Review the "Cliffhangers" to see how the adventure ends based on the player's 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.

Chapter 1: The Chase

Recovering from the stunning discovery of Flisk's treachery, Alex sends Rocky to prep the Bombshell for takeoff. Then, along with the rest of the party, Alex heads out to the opening in the observatory after Flisk.

Outside, you see Flisk moving quickly down the mountain. Much too fast to chase. Radioing to Rocky, Alex tells him to bring the Bombshell around and You stop. In the distance, you see a Mongo Messenger ship. A small, fast, single-person ship. You can't let Flisk reach it.

Just as the realization hit you, the Bombshell comes around. Weapon ports open. With a blaze, the Bombshell fires a shot at the messenger pod, destroying it just as Flisk was reaching it. When the dust settles, Flisk is lying on the ground.

Yelling at Rocky to stop firing, the party heads down the slope. As you approach, Flisk slowly gets up. Seeing you, he runs. Slow and wobbly at first, but quickly gaining speed and strength. He heads straight toward what appears to be an opening in the mountain. A mine perhaps.

The chase begins.

Chapter 2: Rocky's Rescue

You step out of the dark, frozen mining cave and into the bright sunlight. With a deep breath of fresh air, you look around. You are in a valley filled with snow-covered trees. The trees were tall and green, and they swayed in the gentle breeze. The ground likewise is covered in snow. The sun was shining brightly causing you to squint.

To the side of the valley, you see the Bombshell. To the other side though, you see a large, metal vessel with a pointed nose and a long, slender body. The Ajax, Klytus personal war rocket.

Between the two are about 10 of Ming's soldiers pulling a reluctant Rocky along. You can hear synthetic wails as he is dragged.

Notes for a player playing Flisk

During this encounter, you will do what you can to evade your friends and escape. From reviewing the, you saw the mines and the fact it tunneled from one side of the mountain to the other. You don't remember the exact mine's layout, but you know the exit is through an old crashed rocket ship. There, you can contact Klytus at an outpost there and give him the records crystal, and be done with this whole mess.

Encounter Motivations:

- Flisk desires to help the Dwarves. His family, his friends, and the clans. Ming has targeted them for years trying to break their spirits.
- Flisk has a strong loyalty to Doc, Jaq, and Bembo. They have been through a lot over the years, each saving the lives of others.
- Flisk is torn about what to do. He took the disk thinking he could place it about a message pod before and found out. Now, panicked, he ran.
- In his heart, he knows he did the wrong thing. Klytus can never be trusted. He was just caught in a moment of weakness.

If captured and interrogated:

- First Fail: He will tell them That Klytus recruited him to steal what was discovered in exchange for loosening the restrictions on the dwarven people.
- Second Fail: That you (Flisk) know of a second way out, through an old crashed rocket ship. The one that caused the Mongo quake destroyed the observatory.
- Third Fail: The rocketship came from the Mysterious Planet. And that (he looks at Vin when saying this) the scientist saw a survivor, a Mongolike woman, before the observatory roof crashed in, causing them to be trapped inside.

Chapter 1: The Chase

In this chapter, Flisk has entered the cavern to escape the rest of the party. In return, the players chase Flisk in an attempt to retrieve the records. After they enter the mines, another mongo quake hits and collapses the entrance. The party is trapped inside. Their only hope is to find Flisk and another way out.

Intro for players: Recovering from the stunning discovery of Flisk's treachery, Alex sends Rocky to prep the Bombshell for takeoff. Then, along with the rest of the party, Alex heads out to the opening in the observatory after Flisk.

Outside, you see Flisk moving quickly down the mountain. Much too fast to chase. Radioing to Rocky, Alex tells him to bring the Bombshell around and You stop. In the distance, you see a Mongo Messenger ship. A small, fast, single-person ship. You can't let Flisk reach it.

Just as the realization hit you, the Bombshell comes around. Weapon ports open. With a blaze, the Bombshell fires a shot at the messenger pod, destroying it just as Flisk was reaching it. When the dust settles, Flisk is lying on the ground.

Yelling at Rocky to stop firing, the party heads down the slope. As you approach, Flisk slowly gets up. Seeing you, he runs. Slow and wobbly at first, but quickly gaining speed and strength. He heads straight toward what appears to be an opening in the mountain. A mine perhaps.

The chase begins.

The Mines

The mine is old and dangerous. There are stalactites, stalagmites, and loose debris everywhere. Dark and foreboding, the players can only see a short distance ahead of them. Mongoquake hit periodically causing the characters to perform Agility checks to avoid falling.

GM Note: Each round, roll a d6, A 6 represents a Mongoquake and all players and creatures must perform an Agility check.

GM Note: Map of Cavern

To create the map, take a 24"x48" white poster board and divide it into a 10x8 grid. On the board, draw the map. Take a black 24x48 black poster board and create the same grid. Cut those squares out. Use those squares to cover the map up. The players can only see one grid space ahead and behind them. As they move, cover up the

previous places. There should only be three grid squares opposed at one time.

For Flisk, use an 8"x11 sheet of paper and perform the same actions. Place this behind a screen so that player playing Flisk can see the map. With him ahead of the players, he will see different squares exposed.

Once the players catch up to Flisk, they can both utilize the same map.

GM Note: Chase encounter

The chase starts with Flisk in the lead and the players at a "long" distance behind him. The ranges are as follows: Lead, Close, Medium, Long, and Extreme

The players can move their characters at half the walking speed unless they light a torch or lantern. If they light one, they can move at his full walking speed. If he chooses to run, all trait checks will be at a -2. Full walking speed allows them to move one grid square. Running, they can move 2.

In each round, the players have two actions:

- Maintain position (1 action). Succeed the trait check determined by the table below, failure means you lose one position. If you are in the "lead" position and you fail, all the players advance one position.
- Perform an action (1 action). If successful, the action succeeds.
- Gain position (2 actions). Succeed the trait check determined by Table 1A, failure means you lose one position. If you are in the "lead" position and you fail, all the players advance one position.

In order to end the chase, a player must "grapple" Flisk (opposed STR checks, attacking player rolls first to set what Flisk needs to beat). Once grappled, the players can interrogate Flisk.

Trait check table

Roll a d4, the result sets the check the players must make.

- 1-5 Debris. Agility check.
- 6-7 Stalagmite. Athletics check.
- 8-9 Stalactite. Athletics check.
- 10 Ice Worm Attacks. Combat.

GM Note: Interrogation Encounter

Once Flisk is constrained by the players, they can question him. They can do so by spending a bennie. If they succeed in questioning Flisk, they get the bennie back. If they fail, they lose the bennie.

The GM will determine the role based on the question the player asks. Flisk rolls to set the number the Player must beat. If the players fail one check during the round, the cost of bennies goes up the next round. Not to exceed 3 bennies.

If they succeed, the players have the notes for Flisk on the answer revealed.

The Mines

Read to Players: The entrance to the old, unused mine in the frozen mountain is a dark, gaping hole in the side of the snow-covered rock. The opening is about 6 feet wide and 10 feet tall, and blocked by a partially closed door covered with a thick layer of frost.

The walls of the entrance are rough and jagged, and they are covered in a layer of ice. The ground around the entrance is littered with rocks and debris, and it is covered in a thin layer of snow.

The air around the entrance is cold and still, and it is filled with the sound of the wind whistling through the cracks in the rocks. The only light comes from the snow-covered trees above, and it casts a faint glow over the entrance.

Upon the main party entering, a Mongoquake shakes the ground." Note: the quake sets the first chase encounter to check to "Agility". The Mongoquake causes the entrance to be blocked.

Cavern location

A) **Entrance.** Blocked by a Mongoquake

B) **Wooden Bridge.** The old, wooden bridge spans a freezing-cold underground river. The bridge is made of thick, heavy wood that has been weathered by the elements for years. The boards are warped and twisted, and the nails are rusted and loose. The bridge is so old that it seems to be held together by nothing more than the force of gravity.

If more than one player steps on the bridge at a time, roll a d10. A 9-10 means the plank they are stepping on gives out as they cross it. They must perform an Agility check to prevent themselves from falling in the river (target=8).

C) **Rope Bridge.** The old, rope bridge spans a freezing-cold underground river. The bridge is made of thick, heavy ropes that have been weathered by the elements for years. The ropes are frayed and worn, and they are held together by rusty knots. The

bridge is so old that it seems to be held together by nothing more than the will of the people who built it.

If more than one player steps on the bridge at a time, roll a d10. A 9-10 means the rope they are stepping on gives out as they cross it. They must perform an Agility check to prevent themselves from falling into the river (target=8).

D) **River.** The bridge spans a deep, dark river of rushing water. The river appears to be freezing cold, with ice floating in spots on the surface. The bridge is a dangerous place, and it is easy to imagine it collapsing at any moment.

If the character doesn't have resistance to cold, they need to make a Vigor check (target=8) or take 1 wound point.

E) **Ice Worm cavern.** The old mining cavern is a large, open chamber with high ceilings and smooth, icy walls. The floor is covered in a thick layer of snow and ice, and the air is cold and still.

This cavern is home to a giant ice worm. There is an increased chance here to encounter it here. On the d10 roll, a roll of 5-10 will cause the giant ice worm to appear.

F) **Frost Yowie.** The old, frozen, snow-filled mining cavern is a dark and foreboding place. The walls are covered in thick ice, and the floor is littered with rocks and debris. The air is cold and still, and the only sound is the occasional drip of water from the ceiling.

As you enter though, a Frost Yowie appears. The Yowie will defend its cavern and the tunnels back to the closest entrance and the bridge. After that, he will retreat back to his cavern.

G) **Golems Cavern.** Similar to the other mining shafts, this long cavern is covered in piles of snow and frost. Out of the darkness though, Golems appear and attack.

The original inhabitants of the mines, don't take kindly to intruders. They can appear anywhere on the left half of the map on a roll of 9-10 (d10). In their cavern, there is a chance of 6-10 (d10) that they will be there.

H) Frost apes. This large, frozen cavern has snow piles only in the corners and sides. Probably due to melting as the temperature seems to be increasing. A fire pit lies in the middle and the smell of roasting flesh fills your nostrils.

To the side, you see what appears to be the nose of a wrecked rocket ship. The ship must have crashed into the mountain. A hatch in the wall looks like it was ripped off years ago.

As the players get closer, a group of Frost Apes appears out of the crashed rocket ship and from the opposite side of the cavern, an area shrouded in darkness.

Placed here by Ming's father to keep intruders away from the wrecked ship. They have long been forgotten. Since then, their numbers have dwindled due to constant battling with the golems and the intrusion of the Yowie. They will still defend the rocket ship to the end.

I) Crashed Rocket Ship. The rocket ship is a large, metal vessel with a pointed nose and a long, slender body. It is painted in bright colors, and it has a large, painted flag on its side. White stars on a blue field with red and white lines. The rocket ship is protruding from the side of the mountain. It is covered in snow and ice, and it looks like it has been there for a long time.

The rocket ship slightly resembles that of Ming's forces.

"This could be where Ming got the idea of his rocketships," the doctor says.

Flicks mention: "The records indicated that this ship was from the mysterious planet. And there was a survivor. Well, the exit is through this ship somehow, let's go."

While on the surface, the design looks similar to the rocket ships of Ming's and Alex's own Bombass. A deeper review shows a more alien design. If the players choose to examine the ship's interior and exterior:

- The engines. driven by steam (Alex)
- The metal, is similar to the alloys used on mongo but has a strange hum when tapped (Flisk)
- The labels used, equipment, and such do not appear to be from any culture the Doc is familiar

with (Doc)
- Smells weird. (Bembo)

They don't find anything of real value. Ming and his scientist pilfered it long ago. They do find, in a type of locked compartment, a woman's locket-type necklace. When opening, a photo of a woman sits inside. One that bears a striking resemblance to Alex's mother.

After the players are done searching, they hear a mechanical voice come across Alex's communicator. It's Rocky, "HELP!"

The exit is in the rear of the shop, it's fuselage torn off.

Next

Chapter 2: Rocky's Rescue

You step out of the dark, frozen mining cave and into the bright sunlight. With a deep breath of fresh air, you look around. You are in a valley filled with snow-covered trees. The trees were tall and green, and they swayed in the gentle breeze. The ground likewise is covered in snow. The sun was shining brightly causing you to squint.

To the side of the valley, you see the Bombshell. To the other side though, you see a large, metal vessel with a pointed nose and a long, slender body. The Ajax, Klytus personal war rocket.

Between the two are about 10 of Ming's soldiers pulling a reluctant Rocky along. You can hear synthetic wails as he is dragged.

"We need to get Rocky back! I had him make a copy of the crystals when I sent him back to the ship. You know, just in case we needed them." Alex says.

- If the players choose to attack, 6 of the soldiers will break off and engage the party. The remaining 4 will continue dragging Rocky to Ajax.
- If they don't, the "Rockey's Kidnapping" cliffhanger is triggered.

DM Note: *The goal of this first part of this encounter is to get the characters on the Ajax. More guards will come to ensure Rocky is taken aboard the Ajax. When this happens, the remaining guards will retreat on board.*

If the players try to escape, Alex will notice another disruptor boot on the Bombshell. Once that must be deactivated before they can escape. Another reason for them to board the Ajax

The War Rocket Ajax

Rockey will be on the upper level, back towards the Engines. As the players move through the ship, Alex can use his communicator to help find Rocky. They will encounter soldiers, engineers, and pilots as they move through the ship. Just enough to make things challenging but not enough to wipe the party.

When the players encounter Rocky, the engineers are in the process of hooking him up to the ship in order to download his memory banks. Once they free Rocky, either the players or Rocky can access the computers to disable the Bombshell. When they do, trigger the "Let's get the H__ out of here" cliffhanger.

Cliffhanger

Let's get the H_ out of here. With Rocky freed and the boot released, you make a break for a hatch in the War Rocket Ajax. Every so often, one of Ming's men appears but you make quick work of them.

Once off the ship, you make a break for the bombshell. Hopefully, the engines are still warm and you can make a quick takeoff. Ming's soldiers continue to fire upon you but you make it to the ship. Enter, close the hatch, and strap yourselves in. With a lurch, Alex launches the ship into the air. Heading south, not sure where you attempt to put some distance between you and the Ajax before it lifts off.

As you start to settle in, from behind you comes a voice. "Well now captain, that was quite the adventure." As you all turn, you see Klytus standing there. His metal face grinning if it could. Before you can draw a weapon though, he holds up a device. Some type of remote.

Klytis says: "Now captain, I wouldn't do that. This little box here will disable your engines and cause the ship to crash. Just settle back down and let's all continue this little adventure together."

"How about a trip to the Sky City? Yes, I think so. It's beautiful this time of year.

Rockey's Kidnapping. The soldiers drag Rocky into the war rocket Ajax, closing the hatch behind them. The remaining soldiers pause after hearing the hatch close. They begin backing up as they are firing. With a rush, the engines of the Ajax engage and the ship takes off. The guards on the ground stop focusing on you and look up in disbelief.

The war rocket begins to speed away and you are left in the open field. With no way to pursue the Ajax. At least for the moment.

Alex says: "I can get the boot off, just going to take me a few hours. Try to grab one of these soldiers, maybe they know where Rocky is being taken. We can go after him. Try to recover him before they break his programming and get access to the records."

As he heads to the ship, the remaining party sets out to capture a soldier. As they have nowhere to go, they are more than happy to cooperate in exchange for a ride out of here. They tell you that Klytus struck a deal with the Hawkmen. Your orders were to capture the Robot

or Flisk and return them to Sky City where they can be interrogated. Or the recordings Rocky was making downloaded.

With the boot released, you head off toward Sky City. Alex had a few contacts there that might be able to help.

Alex: "We go back a long way, Bertram and me.

Dr. Moore: "Can you trust him?"

Alex: "No. But he has no love for Ming, I can tell you that.

Appendix: Creatures

Frigia Yeti.

This massive half-ape, half-giants of the Frigia wastelands are native to the mountains. Extremely aggressive, they are protective of their cavern homes.

- **Attributes:** Agility (d6), Smarts (d4), Spirit (d6), Strength (d12+3), Vigor (d10)
- **Skills:** Athletics (d6), Fighting (d8), Intimidation (d8), Notice (d6)
- **CHA** -2, **Pace:** 8, **Parry:** 6, **Toughness:** 12 (+1 from fur)
- **Hindrances:** All Thumbs, Clueless, Outsider (Major)
- **Edges** Combat Reflexes
- **Gear:** Thick Fur (+1 Toughness)
- **Special Abilities;**
 - **Armor:** +1 from layers of thick, draping hair.
 - **Claws:** Can make 1 attack with a single claw (STR+d10) or 2 attacks to one target (STR)
 - **Bite:** Str+d8
 - **Big.** -2 when using equipment and weapons for smaller beings.
 - **Environmental Weakness (Heat):** -4 to Vigor rolls to resist heat, +4 DMG from heat damage
 - **Environmental Resistance (Cold):** +4 to Vigor rolls to resist cold, -4 DMG from cold damage
 - **Size:** +3. 14" tall.

Giant Ice Worm.

Terrifying Frigian glacier dwellers, giant ice worms are long (75' to 100' in length), thin, furred serpents with surprisingly nimble tentacle-like appendages they use to grasp and lift prey to their beaks. Often lying in a torrid state to conserve energy and heat, ice worms have an especially keen sense of smell, especially when the odor of freshly spilled blood is on the wind, and will snap awake and slither out to pursue their next meal.

Ice worms carve tunnels through the ice and deep snow, leaving dangerous hollows that can become death traps for those on the surface. When they do burrow, the rhythmic vibrations can be sensed by those above. Skilled ice worm hunters are able to track the creatures through these vibrations..

- **Attributes:** Agility d6, Smarts d4(A), Spirit d8, Strength d12+8, Vigor d12
- **Skills:** Fighting d8, Intimidation d6, Notice d10, Stealth d8
- **Pace:** 6; **Parry:** 6; **Toughness:** 18 (2)
- **Special Abilities:**
 - **Armor** +2: Layers of thick, draping hair.
 - **Bite:** Str+d8.
 - **Burrow (20'')**: Ice worms can disappear into snow and ice and reappear on the following action anywhere within 20".
 - **Grappler:** +2 when attempting to grapple or hold entangled foes.
 - **Huge:** Attackers add +4 to their attack rolls when attacking water worms due to their size.
 - **Immunity:** Cold and cold-based attacks.
 - **Size** +8: Giant ice worms measure 75'100' long and 5' or more in diameter

Frost Apes.

Transported from the jungle of Valkr, Ming's scientist mutated them from his Red Monkeys in the Savage Legion. Ming mutated them to release and cause havoc in the lands of Frigia. There, they have taken to living in mines and caverns, driving the original inhabitants out. Once settled, they begin preying on the inhabitants of Frigia.

- **Attributes:** Agility d8, Smarts d6, Spirit d8, Strength d10, Vigor d8
- **Skills:** Athletics d8, Fighting d10, Notice d6
- **Pace:** 6; **Parry:** 7; **Toughness:** 8 (7)
- **Edges:** Combat Reflexes
- **Special Abilities**
 - **Armor:** +1 from layers of thick, draping hair.
 - **Claws:** Can make 1 attack with a single claw (STR+) or 2 attacks to one target (½ STR)
 - **Bite:** Str+d4.
 - **Size:** +1 Slightly larger than humans.

Alpha Frost Ape.

Larger, vicious, and more aggressive than the ordinary frost apes, the alpha leads the tribe through sheer strength. The Alpha can be distinguished by their horn and an extra set of arms

- **Attributes:** Agility d8, Smarts d6, Spirit d8, Strength d12, Vigor d10
- **Skills:** Athletics d8, Fighting d10, Notice d6
- **Pace:** 6; **Parry:** 7 or 8 (spear); **Toughness:** 11 (10)
- **Edges:** Combat Reflexes
- **Special Abilities**
 - **Armor:** +1 from layers of thick, draping hair.
 - **Claws:** Can make 1 attack with a single claw (STR+10) or 2 attacks to one target (STR)
 - **Bite:** Str+d8.
 - **Size:** +1 Slightly larger than humans.

Golems.

Golems are secretive creatures that live in the underground of Mongo. Scientists are unsure if golems are natural creatures, transported from some other planet, or created in the dark labs of Ming. They don't have any appearance of intelligence, culture, or society and appear to live only to destroy anything in their path as they migrate through Mongo.

- **Attributes:** Agility d6, Smarts d4, Spirit d6, Strength d10, Vigor d8
- **Skills:** Athletics d6, Fighting d8, Intimidation d8, Notice d6, Shooting (d6), Stealth d6
- **Pace:** 6; **Parry:** 6; **Toughness:** 7(6)
- **Hindrances:** All Thumbs, Mean
- **Edges:** Brawny, Combat Reflexes
- **Special Abilities**
 - **Armor:** +1 from layers of thick, stone-like skin
 - **Rocks:** Each round, as long as the golem is touching the earth, they can absorb materials to create rocks to throw (STR+d4)
 - **Absorption:** After being defeated, golems are transformed to earth. In (d4) rounds, they can combine with other defeated golems to create a Giant Golem

Merged Golem.

Since golems appear to be created from the earth when they are killed they return to the earth as dust. In a short time though, they can return if there is another golem nearby to absorb. They can continue to absorb golems as they grow even larger.

- **Attributes:** Agility d6, Smarts d4, Spirit d6, Strength d12, Vigor d8+d4 for each golem absorbed
- **Skills:** Athletics d6, Fighting d8, Intimidation d8, Notice d6, Shooting (d6), Stealth d6
- **Pace:** 6; **Parry:** 6; **Toughness:** 8(7) + d4 for each golem absorbed
- **Hindrances:** All Thumbs, Mean
- **Edges:** Brawny, Combat Reflexes
- **Special Abilities**
 - **Armor:** +1 from layers of thick, stone-like skin
 - **Rocks:** Each round, as long as the golem is touching the earth, they can absorb materials to create rocks to throw (STR+d4)
 - **Tentacles:** Reach 1. Instead of forming rocks, merged Golems may make up to four attacks each round, add +2 to grappling rolls, and cause their Strength in damage.

Mongo Soldier..

- **Attributes:** Agility d8, Smarts d12, Spirit d10, Strength d8, Vigor d10
- **Skills:** Athletics d8, Fighting d10, Intimidation d10, Notice d8, Riding (d6), Shooting (d8), Stealth d6
- **CHA;** 2; **Pace:** 6; **Parry:** 9; **Toughness:** 8 (5)
- **Hindrances:** Obligations (Major: Ming), Arrogant, Blood-thirsty, Mean, Overconfident
- **Edges:** Combat Reflexes, Dodge, Expert (Fighting), Killer Instinct
- **Gear**
 - **Ray Gun; pistol (Range 12/24/48, DMG 2d6+2, RoF: 1)**
 - **Sword (DMG: STR+d6)**
 - **Plate corselets (Armor +3).**

Mongo Engineer.

- **Attributes:** Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6
- **Skills:** Athletics d8, Fighting d8, Intimidation d6, Notice d6, Knowledge-Engineering (d10), Shooting (d8)
- **CHA;** 2; **Pace:** 6; **Parry:** 9; **Toughness:** 5
- **Hindrances:** Obligations (Major: Ming), Mean, Overconfident
- **Edges:** Combat Reflexes, Dodge, Expert (Fighting), Expert (smarts), Expert (Piloting)
- **Gear**
 - **Ray Gun; pistol (Range 12/24/48, DMG 2d6+2, RoF: 1)**
 - **Sword (DMG: STR+d6)**

Mongo Pilot.

- **Attributes:** Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6
- **Skills:** Athletics d8, Fighting d8, Intimidation d6, Notice d6, Piloting (d10), Knowledge-Engineering (d10), Riding (d6), Shooting (d8)
- **CHA;** 2; **Pace:** 6; **Parry:** 9; **Toughness:** 6
- **Hindrances:** Obligations (Major: Ming), Mean, Overconfident
- **Edges:** Combat Reflexes, Dodge, Expert (Fighting), Expert (smarts), Expert (Piloting)
- **Gear**
 - **Ray Gun; pistol (Range 12/24/48, DMG 2d6+2, RoF: 1)**
 - **Sword (DMG: STR+d6)**

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 (d10), Riding (d6), Shooting (d8), Stealth d6
- **CHA;** 2; **Pace:** 6; **Parry:** 9; **Toughness:** 10 (7)
- **Hindrances:** Obligations (Major: Ming), Arrogant, Blood-thirsty, Mean, Overconfident
- **Edges:** Arcane, Resistance, Combat Reflexes, Command, Dodge, Expert (Fighting), Expert (smarts), Fevov, Jack of all trades, Killer Instinct, Level headed, Nerves of steel, Strong Whitted
- **Gear**
 - **Ray Gun; pistol (Range 12/24/48, DMG 2d6+2, RoF: 1)**
 - **Sword (DMG: STR+d6)**
 - **Plate corselets (Armor +3)**