

ISSUE# 1

FLASH GORDON

Adventures on Mongo

FREE!
D&D 5E
SUPPLEMENT

Conversion of

The Savage Worlds of Flash Gordon

from
Savage Worlds
core system
to

Dungeons and Dragons Fifth Edition

Requires the use of The fifth Edition Player's Handbook,
Dungeon Master's Guide and Monster Manual.
You may also need The Savage Worlds of Flash Gordon,
Kingdom of Mongo and Savage Worlds Core System

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ADVENTURES ON MONGO

DISCLAIMER

This is a conversion of *The Savage Worlds of Flash Gordon* from the Savage Worlds core system to Dungeons and Dragons Fifth Edition.

The following is a set of House Rules. In this document are alternatives to the normal D&D 5E rules. You will still need the fifth edition *Player's Handbook*, *Dungeon Master's Guide* and *Monster Manual* to make full sense of this document. You will also need a copy of *The Savage Worlds of Flash Gordon*, *Kingdom of Mongo* and *Savage Worlds* core system for additional background and descriptive information, or to play using the *Savage Worlds* RPG rules.

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This document is intended to be used as alternative house rules to an already standing game system. No information herein is to be copied and sold for profit.

INTRODUCTION

This document is intended as a supplement to the *Player's Handbook* rather than a replacement for it. I have attempted to convert the information contained in *The Savage Worlds of Flash Gordon* into a playable D&D alternative.

Many of the rules from the *Player's Handbook* have been repeated here for convenience. Wherever something is mentioned for which I haven't provided adequate information refer to the *Player's Handbook* or to *The Savage Worlds of Flash Gordon*. Much of the descriptive information contained in *The Savage Worlds of Flash Gordon* has been copied here and modified as I thought necessary for use in the D&D game.

To make this work best in a D&D campaign, your character will not be Flash Gordon or any other character you may know from one of the stories. You will be part of an adventuring group on the planet Mongo. You may be an Earthling or a citizen of Mongo.

However if you would like to play the traditional characters you might try this:

Flash Gordon: Race-Earthling, Background-Athlete (Polo), Class - Champion

Dale Arden: Race-Earthling, Background-Investigator (travel agent), Class-Champion

Dr. Hans Zarkov: Race-Earthling, Background-Scientist (Astronomer), Class-Mongo-Tech

Prince Barin: Race-Mongolian, Background-Rebel, Class-Huntsman

King Vultan: Race-Hawkman, Background-Guardsman, Class-Champion

RULE CHANGES

We will be using the rules as presented in the *Player's Handbook* with the following changes.

All New Races

We will not be using any of the races that are in the *Player's Handbook*. Refer to "Races" on page 6.

All New Classes

We will not be using any of the classes that are in the *Player's Handbook*. Refer to "Classes" on page 17.

No Feats or Multiclassing

However, each background has features similar to a feat.

All New Backgrounds

A complete list of new backgrounds. A separate list for Earthlings and characters from the planet of Mongo. Refer to "Backgrounds" on page 12.

Proficiencies

- Your starting proficiencies are determined primarily by your Background.
- There is no proficiency required for armor or shields.
- We are not using the weapon categories as presented in the *Player's Handbook*. You can have proficiency in weapon types as indicated in the weapon tables in this document, or in individual weapon types.
- The weapon proficiencies listed here refer to weapons found on Mongo and listed on the weapons table later in this document.
- After one hour of observing how a vehicle or non-weapon device is being operated, or after one combat session where you were pitted against a creature using a weapon, you can have 1/2 proficiency using that vehicle, device or weapon type.
- If someone who has been proficient with a vehicle, device or weapon type for at least one year provides you with one hour of training you will then be proficient with that vehicle, device or weapon type.
- You can gain proficiency with any type of weapon by using one in an authentic session of combat (without proficiency). If, at the end of that combat session, your character had at least one successful hit with the weapon he will now have proficiency in that weapon type.

- You can gain proficiency with any type of vehicle or non-weapon device by making three successful skill checks (without proficiency) while attempting to use the device.

Equipment

Each class starts with the same amount of money to equip their character on Mongo. Refer to "Creating your PC" on page 5.

Weapon Properties

We will use the weapon properties as shown in the *Player's Handbook* and adding a few more. Refer to "Weapons" on page 31.

Healing

Because an hour is only 40 minutes, natural healing is faster. Refer to "The Planet Mongo an Overview" on page 4.

Spells

Spells are treated differently. Refer to "Spellcasting" on page 23.

Knock Out Blow

When an attacker reduces a creature to 0 hit points with any attack, not just a melee attack, the attacker can knock the creature out. Also, when an attack roll comes up a natural 20, the attacker has the option of rendering the creature unconscious rather than dealing any damage. The attacker can make this choice the instant the damage is dealt. The creature falls unconscious and is stable. Unconscious creatures stay that way for about half an hour or until the DM decides it's dramatically appropriate to wake up.

Flash Gordon - Conversion to 5E

A sword and planet/space pulp adventure.

EXCERPTS FROM AN EARTHLING'S JOURNAL

"The year is 1933. The War to End All Wars ended just 15 years ago. A few short years later came the Great Depression, which is currently showing early signs of recovery. Prohibition of alcoholic beverages is still the law of the land, but steps are under way to repeal that. Construction of the Golden Gate Bridge has just begun in San Francisco. But the only thing on anyone's mind are the unusual events of the last few days. Although scientists are claiming the unexpected eclipse and strange "hot hail" are nothing to worry about, Dr. Hans Zarkov disagrees. He thinks that they are the result of the presence of a previously undetected planet that is on a collision course with our own. Ridiculed by other scientist, Dr. Zarkov believes that the approaching planet is inhabited by intelligent beings that are directing it at the Earth. He has invented a rocket ship which he claims can fly into space. In an attempt to stop the disaster he proposes to fly it to that other planet and to persuade the inhabitants there to change its course.....

"I am accompanied by a few others who want to talk to Dr. Zarkov about his wild theories and perhaps even get a glimpse of his so-called rocketship.....

"The hot hail has started up again. It is much worse than any I have seen before.....

"A huge burning rock just demolished Dr. Zarkov's house! He has herded us into the relative safety of his rocketship. Not only does it exist, it is made of metal and thus little effected by the hot hail.....

"The storm worsened and the ground began to shake. Dr. Zarkov said that our only chance was to power up his ship and fly away. He gave everyone the option to get out of the rocketship before he closed the door. To everyone's surprise the rocketship not only flies but we are on our way into space.....

"As we approach the alien planet, Dr. Zarkov has determined that it is about half the diameter of the Earth, but is very Earthlike. He can see oceans and continents.....

"Dr. Zarkov let me look at the planet through his periscope-like telescope. He pointed out to me where he has identified what he believes are cities on the surface.....

"Dr. Zarkov showed us an invention of his - a microminiaturized device that will allow for the instantaneous translation of any written or spoken language. He persuaded me and some others to allow him implant it into our necks. It was done easily and painlessly

"Shortly after we entered the planet's atmosphere we could see out the windows that another rocketship was approaching ours. It fired some type of light ray at our ship and missed. The second shot hit. Our ship shook violently and crashed into the ocean. The ship sank along with several of its occupants, including Dr. Zarkov. I and a couple of others were able to swim to shore. The only thing that I managed to hold on to was this journal...."

"Something large is headed this way through the strange brush that surrounds the beach....."

If you want to play a human from the Earth, hereafter called an "Earthling", this is where you will start. The journal entries above could be yours, or one of your companions. You also have the option of playing one of the intelligent races that inhabit this planet, which they call "Mingo."

What is actually happening.

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

The rogue planet Mingo is home to a number of different races and cultures all lorded over by a tyrannical monarch known as Ming the Merciless, the self-proclaimed Supreme Ruler of the Universe.

THE PLANET MINGO OVERVIEW

Mingo is an Earth-like planet. Its atmosphere is compatible with Terran life, and the dominant species on Mingo are human-like, such as Ming's people and the Arbonians. Other peoples of Mingo have evolved into different forms, such as the winged Hawkmen, the tailed Lion Men, and the underwater dwelling Coralians. Mingo is about half the diameter of Earth but is considerably denser, so its gravity is only slightly weaker than the Earth's, though it still allows the PCs to put their gymnastics skills to good use. Mingo has a variety of climates, and is inhabited by enormous, dinosaur-like monsters.

Ming's capital, Mingo City is near the equator of the planet. It is an enormous metropolis from where Ming's government rules most of the planet. Mingo's political structure is exclusively monarchical. Each realm has its own king or queen. Most of the kingdoms of Mingo are under Ming's suzerainty, and their rulers always follow Ming's commands. The exceptions are Prince Barin and Thun, ruler of the Lion Men. Prince Barin is leading a guerrilla war against Ming from Arboria. Thun the Lion Man is also Ming's active enemy.

Under Mingo City is a power station where the Power Men of Mingo, a group of electrical engineers led by Ergon, work. Also beneath Mingo City is an abandoned sewer system where a band of rebels against Ming's rule, "the Freeman" make their base. The Freeman are led by the eyepatch-wearing Count Bulok. To the west of Mingo City is the Land of the Lion Men, ruled by King Thun. The Lion Men's country is a region of rocky hills dotted by bushes. The Lion Men live in large tents and flying "Space Gyro" aircraft. Bordering the Sea of Mystery is the city of the Shark Men, led by Ming supporter King Kala. Underneath the fog-shrouded Sea of Mystery, is the underwater kingdom of Coralia, ruled by Queen Undina. Northeast of Mingo City is the airborne Sky City of the Hawkmen, governed by Vultan. Sky City flies above a region of grassland dotted with crags. Between Mingo City and Sky City is the land of the Brown Dwarves. East of Sky City is Flame World, a dusty region of scarps and ravines of basaltic rock. Flame World is named after the lava eruptions that regularly occur in the area. East of the Lion Men's kingdom are the Magnetic Mountains, which emanate magnetic forces that often interfere with the navigation of aircraft flying over them. Southwards from these Mountains is a "Tournament Arena" where the peoples of Mingo meet once a year for the "Tournament of Death", a combat to the death between Mingo's gladiators. Part of the planet is covered by the forest kingdom of Arboria, ruled by Prince Barin, leader of the Treemen who live there. Arboria has enormous trees resembling giant redwoods. Arboria is also inhabited by two primitive tribes hostile to the Treemen: the blue-skinned, fanged Tusk Men, a group of cannibals, and the warlike Horned Ape Men. To the far north, an area of mountains and caverns makes up the frozen kingdom of Frigia, ruled by Queen Fria. Frigia has enormous, ostrich-like "snowbirds" that the inhabitants ride. Frigia's inhabitants are technologically advanced, using rocket ships, electric heaters, and transparent "snowsuits" capable of protecting their inhabitants from the cold. The Frigians are often attacked by giants three times the size of a normal human. These giants are led by their chieftain, Bruikka. A railroad, with rocket-powered passenger trains running on it, links Mingo City and Frigia's southern borderland.

Shorter Day

As the Mingo planet is roughly half the diameter of Earth, a full Mingo day is approximately 16 Earth hours.

The nature of this pulp adventure allows for faster healing and spell recovery so we can make the conversions easier for earthlings. We will divide the day into 24 Mingo hours, each only 40 minutes long. So a short rest will only take a Mingo Hour instead of the normal 60 minute Earth hour. Also a long rest will now only take 8 Mongol Hours instead of 8 Earth hours. All other effects that are listed in hours or days will also be effected the same way. While on Mingo, whenever reference is made to an hour this will refer to a Mongol hour unless specified differently. Just remember that an hour is now only 40 minutes long.

Your Goal

Your character is either a current member of the Freemans or you are sympathetic to their cause. The Freemans are a secret global society dedicated to the overthrow of the emperor, no matter the cost. Where many Mongonians see nothing more than stern but mostly fair rule at the hands of Ming, the rebels see injustice, cruelty, and abject terror.

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

CREATING YOUR PC

Step 1: Ability Scores

Determine your ability scores using any method approved by your Dungeon Master.

Step 2: Race

Select your race from the following list: **Blue Magic Man, Coralian, Dwarf, Earthling, Giant, Hawkman, Lion Man, Lizard Man, Mongonian, Robot, Shark Man**

Only the Earthling is from planet Earth, all of the others are from the planet Mongo.

Go to the "Races" chapter — page 6.

Step 3: Background

Select your background from the following lists:

Backgrounds for Earthlings: Athlete, Crime Fighter, Criminal, Diplomat, Driver, Entertainer, Investigator, Medic, Earth Pilot, Earth Scientist, Soldier

Backgrounds for Natives to Mongo: Citizen, Criminal, Engineer, Escaped Slave, Guardsman, Merchant, Miner, Mongo Pilot, Priest, Rebel, Mongo Scientist, Tribesman

In this game your background is as important as your class. More so in some situations.

Go to the "Backgrounds" chapter — page 12 — for descriptions and features.

Step 4: Miscellaneous Details

Proficiency Bonus: The same as in the *Player's Handbook* - you start out at first level with a proficiency bonus of +2. It increases to +3 at 5th level, +4 at 9th level, +5 at 13th level and +6 at 17th level.

Hit Dice: 1d8 per level (the hit dice are the same for all player characters)

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per level after 1st level

Languages: There is no need to worry about what languages your character speaks. The many races of Mongo are able to communicate with one another and Earthlings all have a "lingual-translator" implant to allow for the instantaneous translation of any written or spoken language.

Describe your Character: Name, Sex, Height, Weight, Alignment.

Step 4: Class

Select your class from the following list: **Champion, Huntsman, Mongomancer, Mongo-Tech, Psion, Scoundrel** (Earthlings and Robots cannot be Mongomancers or Psions).

Go to the "Classes" chapter — page 17 — for descriptions and features

Step 5: Equipment

Each new character begins with the clothes on their back and 500 Mingols, written out as 500m (or 500gp). You must equip your character primarily from the equipment lists in the equipment chapter. If there is a piece of equipment that you want that is not on these lists and it is in the *Player's Handbook* you can purchase it from that book, but the prices are 10 times those listed in the *Player's Handbook* and you will be getting a Mongo equivalent.

Go to the "Equipment" chapter — page 28 — for equipment lists, prices and descriptions.

RACES



Blue Magic Man

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

Blue Magic Man Traits

Ability Score Increase. Your Dexterity score increases by 2 and your Intelligence score increases by 1.

Size. Blue magic men range from under 5 to over 6 feet tall and have stocky builds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Crystal Sensitivity. You can detect energized sapphires within a range equal to 5 x your Intelligence score. You can also estimate how much charge remains in a crystal ("half" or "a quarter," etc.) and recharge them through touch as an action. When you recharge a crystal you suffer one level of exhaustion and recharge the crystal up to the full power level of the crystal.

Coralian

Coralians serve their beautiful queen, Undina. Coralia is one of the kingdoms that refuses to pay homage to Ming. 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. The inhabitants of Coralia all breathe water and must wear a helmet or hydration suit to survive on the surface.

Coralian Traits

Ability Score Increase. Your Constitution score increases by 2, your Intelligence score increases by 1 and one other ability score of your choice increases by 1.

Size. Coralians range from 4'-6" to 5'-6" tall. Your size is Medium.

Speed. Your base walking speed is 30 feet and you also have a swim speed of 30 feet.

Aquatic: You get advantage on any Athletics (Dexterity) checks when swimming.

Subrace. The Coralians have a "lung machine" that can transform a creature from a water breather to an air breather and back again. A few Coralians have undergone the process to more easily explore the surface world. These "explorers" are now amphibious and can operate in and out of water. This effectively results in two subraces.

Choose one of these subraces.

True Coralian

Water Breather: Coralians breathe water rather than air. You must wear a hydration suit to adventure on the surface. Without it, you can "hold your breath" for a number of rounds equal to half your constitution score. After that you must succeed on a DC 10 Constitution save each round or suffer one level of exhaustion. This can lead to death.

Converted Coralian

Aquatic: Converted Coralians can breathe in air or water.

Dependency: You must spend at least 1 hour immersed in water or suffer one level of exhaustion. Hydration suits are recommended!



Dwarf

Despite the term “dwarf,” these diminutive Mongonians are more akin to what might be described as “halflings” in D&D. A number of dwarven races exist across Mongo of varying stature, tone, and temperament. 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.

Dwarf Traits

Ability Score Increase. Your Constitution score increases by 2 and any other ability score by 1.

Size. Dwarves are about 4 feet tall and average about 40 pounds. Your size is Medium.

Speed. Your base walking speed is 25 feet.

Low-Light Vision. This extends the distance a creature can see in conditions of low light. Those with Low light vision can double the effective radius of bright light and shadowy illumination. They cannot see in darkness.

Dwarven Resilience. You have advantage on saving throws against poison, and you have resistance against poison damage.

Dwarven Nimbleness. You can move through the space of any creature that is of a size larger than yours.

Weapon Proficiency: S-shaped Boomerang

Subrace. Two main subraces of dwarves are suitable for player characters: green dwarves and mountain dwarves.

Choose one of these subraces.

Green Dwarf

Deep forests of Arbonia harbors the hidden kingdom of Silvantus, inhabited by a race of insular and secretive green forest dwarves.

Speak with Small Beasts. Through sounds and gestures, you can communicate simple ideas with Small or smaller beasts.

Cantrip. You know one cantrip of your choice from the druid spell list. Wisdom is your spellcasting ability for it.

Mountain Dwarf

Mountain dwarves are three to four feet in height, with rich earth-colored skin. They are a primitive warrior race who dwell in the underground cavern-city at the foot of the Magnetic Mountains of Flame World.

Monster Phobia. Mountain dwarves have disadvantage on all hostile acts or saves vs. wolvrans.

Dwarf Weapon Training. Mountain dwarves are proficient with S-shaped boomerangs.

Connection to Nature. Mountain dwarves have advantage on Intelligence (Nature) checks.



Earthling

Humans from the planet Earth find themselves more powerful on Mongo.

Earthling Traits

Ability Score Increase. Your Strength score increases by 2 and any two other ability scores by 1.

Size. Earthlings vary widely in height and build, from barely 5 feet to well over 6 feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Adaptable. Earthlings start with proficiency in Strength (Athletics) and any two other skills of their choice.

Gravitationally Graced. Mongo is approximately one half the diameter of Earth but has a slightly lower gravitational density. Your proficiency bonus is doubled for any Strength (Athletics) check you make.



Giant

While there are giants in both northern and southern extremes, only those hailing from Naquk are sophisticated enough for day-to-day integration among the other advanced races of Mongo. The barbaric (and significantly larger) Frigian giants seem content to remain in their frozen lands and subterranean cave lairs.

The ice king Naquk is strongly allied with Ming, but as in most societies, there are always pockets of resistance. While most giants are raised as warriors and trained in the fighting arts, technology, medicine, and other sciences are not unknown to those who dwell in the South Polar Cap.

Giants are intimidating to behold, but they are a proud race and unlike their northern cousins, are far from monsters.

Giant Traits

Ability Score Increase. Your Strength score increases by 3 (to a maximum of 20), and your Constitution score increases by 2.

Size. Giants average between 12 and 15 feet tall. Your size is Large.

Speed. Your base walking speed is 40 feet.

Big. Giants have disadvantage when using equipment and weapons designed for smaller beings. Equipment and resources for their size (including food) cost double the listed price. Giants cannot wear gear sized for smaller races, including armor.

Environmental Weakness (Fire). Giants are vulnerable to fire damage.

Environmental Resistance (Cold). Giants are resistant to cold damage.

Outsider. Most giant races keep to the cold extremes of Mongo, rarely venturing into the more populated areas. When they do, they tend to stick out like sore thumbs, towering over most others. Because of this, many people find giants frightening and often go out of their way to avoid interacting with them, mainly out of irrational fear.

Giants have disadvantage on Charisma checks when dealing with anyone other than giant races.

Weapon Proficiency. Giants have proficiency fighting with Greatclubs and tossing boulders.

Greatclub: Melee Weapon: reach 10 ft., 3d8 bludgeoning damage.

Boulder (200+ lbs.): Ranged Weapon: range 60/240 ft., 3d10 bludgeoning damage.



Hawkman

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.

Hawkmen hail from their floating metropolis, a marvel of engineering known as Sky City, located five thousand feet above the surface of Mongo. They are ruled by the corpulent, lustful, and rather egotistical, King Vultan.

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.

Hawkman Traits

Ability Score Increase. Your Dexterity score increases by 2, and your Strength score increases by 1.

Size. Hawkmen are all around 6 feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet and you have a fly speed of 40 feet.

Weapon Proficiency: Light Weapons



Lion Man

Lion folk look a bit like bipedal versions of their Earthly namesakes, down to their thick, tufted tails and luxurious manes, sharp teeth and claws. Lion men are a predatory and occasionally cruel race, but also proud and fiercely loyal.

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

Lion Man Traits

Ability Score Increase. Your Strength score increases by 2, and your Dexterity score increases by 1.

Size. Lion men are typically 6 to 6 1/2 feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Low-Light Vision. This extends the distance a creature can see in conditions of low light. Those with Low light vision can double the effective radius of bright light and shadowy illumination. They cannot see in darkness.

Natural Weapons. You have retractable claws. Your unarmed strikes deal 1d6 slashing damage.

Racial Enemy. Lion men and shark men are hereditary enemies each having disadvantage on Charisma checks when dealing with each other.

Lizard Man

The fanged, savage, and undeniably carnivorous (and even cannibalistic) lizard men dwell in the subterranean cave world of Kira where they are ruled by a monarch known as the Grand Dragon. Fairly primitive, the saurian lizard men shun most technology and prefer to wield crudely forged spears, knives, and two-pronged fighting forks.

Despite their ferocity, like most races under the emperor's thumb, there are pockets of active rebellion even among their scaly ranks.

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

Lizard Man Traits

Ability Score Increase. Your Dexterity score increases by 2, and your Constitution score increases by 1.

Size. Lizard men are from 4 1/2 to 5 feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet and you have a climb speed of 30 feet.

Natural Armor. While you are not wearing any armor and no shield, your Armor Class equals 12 + your Dexterity modifier.

Environmental Weakness (Cold). Lizard men are vulnerable to cold damage.

Environmental Resistance (Fire). Lizard men are resistant to fire damage.

Natural Weapons. You have claws (slashing) and teeth (piercing) weapons. As an attack action you can make a single unarmed strike to deal 1d4 damage, with the natural weapon you chose. You can make an additional unarmed attack with your tail as a bonus action to deal 1d6 bludgeoning damage.

Outsider. The reputation and habits of lizard men make them unwelcome company among all but their own kind. They have disadvantage on Charisma checks when dealing with anyone other than members of their own race.



Mongolian

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

Mongolian Traits

Ability Score Increase. Increase any 3 ability scores of your choice by 1.

Size. Like Humans, Mongolians vary widely in height and build, from barely 5 feet to well over 6 feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Adaptable. Mongolians start with proficiency in any three skills of their choice.



Robot

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

all governed by elaborate positronic brains. While robots have limited free will, at least in regard to protecting themselves from harm, at the end of the day they are constructed to serve and their actions are always in service to others.

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

Robot Traits

Ability Score Increase. Robots are more durable than most biological beings. Your Constitution score increases by 2.

Size. Robots are sized appropriate to their purpose. You can choose whether you were built as a Medium robot or a Small robot.

Speed. You are bipedal and walk similar to a normal humanoid. Your speed is 30 feet.

Artificial Body. Your type is Construct, however you count as both a construct and a humanoid for the purpose of effects targeting such creatures (such as the Charm Person spell, a Mace of Smiting, and a ranger's favoured enemy ability).

You only breathe for purposes of heat dissipation, and you do not require food or water. Additionally you are immune to nonmagical diseases, the poisoned condition, and poison damage.

Dependency. Instead of sleeping, you enter an inactive state for 4 hours each day to recharge your power cells. You do not dream in this state; you are fully aware of your surroundings and notice approaching enemies and other events as normal. You still recover when resting as normal.

Armor. A robot's metal body provides great protection. Their natural armor class is 12 + your dexterity modifier.

Programming. Androids begin with proficiency in one skill, representing their original programmed role.

Advanced Manipulators. You were built with up to two advanced manipulators that serve as your hands. You can do anything with your manipulators that a humanoid can do with their hands.

Complex Neural Net. Your complex neural net can be affected by mind-altering effects that can affect humanoids, including psychic damage.

Fragile Circuitry. The electronics that suffuse your form can easily be stalled by electrical discharges. When you take lightning damage, you cannot take reactions and your speed is halved until the end of your next turn.

Outsider. Most Mongonians treat robots as property rather than sentient, independent beings. Laws protecting others do not apply to them. They have disadvantage on Charisma checks when dealing with anyone other than another robot.

Damage Repair. Robots cannot heal naturally. To heal a robot requires a Wisdom (Insight) check—which is used like the Healing check. Repair kits can be used like a healing kit.

Robotic Resurrection. In the event of your death, your command module can be removed and placed in a similar robotic frame. This must be done within 24 hours or the neural net housing your consciousness will degrade to the point of uselessness.

Self-Destruct! Should a robot become Incapacitated it can make the ultimate sacrifice and voluntarily annihilate itself with devastating consequences. The resulting explosion destroys the robot utterly. It also inflicts 4d12 damage on anyone (friend or foe) within a 20 foot radius centered on the robot.



Shark Man

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

During a bloody conflict with the lion men, the entire city, along with its king, was blown to dust after rising from the sea bed. Scattered to the four currents and with no one to lead them, some shark men refugees swam into Ming's protection, some sought asylum alongside the water-breathing sea people of Coralia while others escaped to join the growing rebellion.

Shark Men Traits

Ability Score Increase. Your Strength score increases by 2, and your Constitution score increases by 1.

Size. Shark men are typically 5 to 6 feet tall.

Speed. Your speed is 30 feet and you have a swim speed of 40 feet.

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 have advantage on swimming-based Athletics rolls. They typically wear specialized diving helmets of transparent metal when traveling long distances underwater. The helmets provide one hour of fresh, breathable air before they must be recharged.

Dependency (Water): Shark men must immerse their bodies in water for one hour every day. Those who do not automatically receive one level of exhaustion each day. Each hour spent recovering in water (or via an appropriately calibrated heal-o-ray) restores a level of exhaustion. Shark men who must work on land for prolonged periods usually employ hydration suits that neutralize the effects of dehydration.

Low-Light Vision. This extends the distance a creature can see in conditions of low light. Those with Low light vision can double the effective radius of bright light and shadowy illumination. They cannot see in darkness.

Racial Enemy. Shark men and lion men are hereditary enemies each having disadvantage on Charisma checks when dealing with each other.

Weapon Proficiencies: Fork / Trident, Net Guns

BACKGROUNDS

Backgrounds for Earthlings

Athlete

Boxing, Football, Olympic Gymnast, Polo, or Soccer

You are a famous, all star athlete, pick your sport. (The original Flash Gordon was a Polo player.) However, your acclaim does you no good on Mongo.

Skill Proficiencies: Acrobatics, Athletics

Weapon Proficiencies: Hand Weapons

Feature: Physical Training

You have undergone extensive physical training to gain the following benefits:

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- When you are prone, standing up uses only 5 feet of your movement.
- Climbing doesn't cost you extra movement.
- You can make a running long jump or a running high jump after moving only 5 feet on foot, rather than 10 feet.

Crime Fighter

Cop, FBI agent, or Military Police

You are a top law-enforcement officer or government official, who works to prevent crime or to enforce criminal laws.

Skill Proficiencies: Intimidation, Investigation

Weapon Proficiencies: Hand Weapons and Slugthrowers

Feature: Sentinel

You have mastered techniques to take advantage of every drop in any enemy's guard, gaining the following benefits:

- When you hit a creature with an opportunity attack, the creature's speed becomes 0 for the rest of the turn.
- Creatures within 5 feet of you provoke opportunity attacks from you even if they take the Disengage action before leaving your reach.
- When a creature makes an attack against a target other than you, you can use your reaction to make a melee weapon attack against the attacking creature.

Criminal

Bootlegger, Jewel Thief, or Mobster

You are known around the world as the best in your field, though few know your name. You have always stayed one step ahead of the law. But your notoriety has not yet reached Mongo.

Skill Proficiencies: Slight of Hand, Stealth

Weapon Proficiencies: Hand Weapons and Slugthrowers

Feature: Skulker

You are expert at slinking through shadows. You gain the following benefits:

- You can try to hide when you are lightly obscured from the creature from which you are hiding.
- When you are hidden from a creature and miss it with a ranged weapon attack, making the attack doesn't reveal your position.
- Dim light doesn't impose disadvantage on your Wisdom (Perception) checks relying on sight.

Diplomat

Ambassador or Politician

Beloved by many, you still have your enemies. You are known as one of the greatest leaders of our time. You can articulate a vision so clear it seems as though it has already come to pass.

Skill Proficiencies: Deception, Insight

Weapon Proficiencies: none

Feature: Inspiring Leader

- Increase your Charisma score by 1, to a maximum of 20.
- You can spend 10 minutes inspiring your companions, shoring up their resolve to fight. When you do so, choose up to six friendly creatures (which can include yourself) within 30 feet of you who can see or hear you and who can understand you. Each creature can gain temporary hit points equal to your level + your Charisma modifier.

A creature can't gain temporary hit points from this ability again until it has finished a short or long rest.

Driver

Cabbie, Race Car Driver, or Truck Driver

Driving a fast vehicle is all you ever wanted to do. You are one of the world's best at it.

Skill Proficiencies: Acrobatics, Perception

Weapon Proficiencies: none

Tool Proficiencies: Earth Vehicles (land)

Feature: Expert Driver

You are expert at driving land vehicles. You gain the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- You can gain proficiency in any Mongo Land vehicle, or flying vehicle that can't fly more than 40 feet above the ground, after observing its operation for 10 minutes, or examining it for 30 minutes.
- Fast Mount or Dismount: You can attempt to mount or dismount from an open cockpit vehicle as a bonus action.

- **Fight while Driving:** In case of the vehicle having an open cockpit, you can make your own attack or attacks normally while driving it.
- **Leap:** Your vehicle may be made to jump. Make a Vehicle (Land) proficiency check, the number of feet the vehicle jumps is equal to your check results. If your vehicle doesn't clear the gap or obstacle, you fall off your vehicle in case of an open cockpit, or simply lose control for 1 round otherwise.

Entertainer

Movie Actor, Musician, or Radio Announcer

You are an award winning performer. You spend your spare time reading through your pile of fan mail. Or at least you did back when you were on Earth. Who knows what you will do now.

Skill Proficiencies: Insight, Performance

Weapon Proficiencies: none

Feature: Actor

Skilled at mimicry and dramatics, you gain the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- You have advantage on Charisma (Deception) and Charisma (Performance) checks when trying to pass yourself off as a different person.
- You can mimic the speech of another person or the sounds made by other creatures. You must have heard the person speaking, or heard the creature make the sound, for at least 1 minute. A successful Wisdom (Insight) check contested by your Charisma (Deception) check allows a listener to determine that the effect is faked.

Investigator

Attorney, Reporter, Private Detective, or Travel Agent

You pride yourself on your investigative skills. You have exposed many illicit activities and are a hero to many.

Skill Proficiencies: Investigation, Persuasion

Weapon Proficiencies: Hand Weapons

Feature: Observant

Quick to notice details of your environment, you gain the following benefits:

- Increase your Intelligence or Wisdom score by 1, to a maximum of 20.
- If you can see a creature's mouth while it is speaking a language you understand, you can interpret what it's saying by reading its lips.
- You have a +5 bonus to your passive Wisdom (Perception) and passive Intelligence (Investigation) scores.

Medic

Dentist, Doctor, or Paramedic

You have dedicated your life to the wellbeing of others. You have never sought the acclaim of others, but have always used your considerable skills to provide aid where you can.

Skill Proficiencies: Insight, Medicine

Weapon Proficiencies: Hand Weapons

Feature: Healer

You are an able physician, allowing you to mend wounds quickly and get your allies back in the fight. You gain the following benefits:

- When you use a healer's kit (or First Aid Kit) to stabilize a dying creature, that creature also regains 1 hit point.
- As an action, you can spend one use of a healer's kit to tend to a creature and restore 1d6 + 4 hit points to it, plus additional hit points equal to the creature's maximum number of Hit Dice. The creature can't regain hit points from this ability again until it finishes a short or long rest.

Earth Pilot

Barnstormer or Flying Ace

You have always felt like you were born to fly. You took to it like a duck to water. You have received medals and accommodations for your flying feats.

Skill Proficiencies: Acrobatics, Athletics

Weapon Proficiencies: Hand Weapons

Tool Proficiencies: Earth Vehicles (air)

Feature: Expert Pilot

You are expert at piloting air vehicles. You gain the following benefits:

- You can gain proficiency in any Mongo Air vehicle after observing its operation for 10 minutes, or examining it for 30 minutes.
- **Fight while Flying:** In case of the vehicle having an open cockpit, you can make your own attack or attacks normally while driving it.

- **Cover:** In case of the vehicle having an open cockpit, you can react instantly to flatten yourself against its surface, using it as cover. You can't attack while using your vehicle as cover. If you fail your Pilot check, you don't get the cover benefit. This usage does not require an action.

Scientist

Astronomer, Chemist, Engineer, or Physicist

You just missed receiving the Nobel Prize last year. You are considered one of the top scientist in your field.

Skill Proficiencies: Investigation, Nature

Weapon Proficiencies: none

Feature: Keen Mind

You have a mind that can track time, direction, and detail with uncanny precision. You gain the following benefits.

- Increase your Intelligence score by 1, to a maximum of 20.
- You always know which way is north.
- You always know the number of hours left before the next sunrise or sunset.
- You can accurately recall anything you have seen or heard within the past month.

Soldier

Decorated Veteran, Mercenary, or Retired General

The art of war is in your blood. Nothing makes you feel as alive as leading men into battle.

Skill Proficiencies: Athletics, Intimidation

Weapon Proficiencies: Hand Weapons and Slugthrowers

Feature: Weapons Master

You have practiced extensively with a variety of weapons, gaining the following benefits:

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- You can gain proficiency in any Mongo weapon after observing it in use during one real combat session, or examining and practicing with it for 30 minutes.

Backgrounds for Natives to Mongo

Citizen

From city-dwellers living and working in Mingo (merchants, engineers, technicians, etc.) to villagers toiling the fields in rural corners of the globe, these are the average folks who make up the general population of Mongo.

Skill Proficiencies: Perception, Athletics.

Weapon Proficiencies: none

Feature: In the Background

People have a tendency to ignore you. You can utilize this to slip into crowds or hide in plain sight. Also, people are less likely to suspect you or question your movements.

Criminal

Smuggler, petty thief, assassin, crime boss

You are an experienced criminal with a history of breaking the law.

Skill Proficiencies: Deception, Stealth

Weapon Proficiencies: Hand Weapons, Ray Weapons

Feature: Criminal Contact

You have a reliable and trustworthy contact who acts as your liaison to a network of other criminals. You know how to get messages to and from your contact, even over

great distances; specifically, you know the local messengers, corrupt caravan masters, and seedy sailors who can deliver messages for you.

Engineer

Through years of study, you have obtained the skills to design, build, and even operate the most complicated machines, including battle tanks, sky ships, and submarines, or architectural marvels like skyscrapers, bridges, or submersible cities.

Skill Proficiencies: Investigation and One of the following: Arcana, Perception, Nature, or Medicine.

Weapon Proficiencies: none

Feature: Once a student, always a student

You can always find shelter or limited sanctuary within a place of learning such as a college or academy, as long as you are on good terms with the group who runs the school, while there you are able to gain basic knowledge of certain topics, as long as you contribute to the school in some constructive way.

Escaped Slave

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

Skill Proficiencies: Sleight of Hand, Stealth

Weapon Proficiencies: Hand Weapons, Ray Weapons

Feature: City Secrets

You know the secret patterns and flow to cities and can find passages through the urban sprawl that others would miss. When you are not in combat, you (and companions you lead) can travel between any two locations in the city twice as fast as your speed would normally allow.

Guardsmen

Whether one of Mingo's dreaded Death Patrol or a member of Vultan's honor guard, you are employed to enforce laws, investigate crimes, and ensure the safety of someone or something.

Guardsmen may stand watch on city walls or serve as peacekeepers in the streets, or they might work privately for wealthy merchants and caravan masters, protecting wares in exchange for a decent wage. From the smallest tree-top Arborian encampment to Mingo's palace, there is always a need for guards

Skill Proficiencies: Athletics, Insight

Weapon Proficiencies: Hand Weapons, all Firearms, Grenades

Feature: Watcher's Eye

Basically, all of your experience is in enforcing the law and dealing with persons who break the rules, it gives you a feel for the local law enforcers and also the criminals. You have a capability to easily find the local outposts that are related to the watch or similar organization and also pick out the dens of criminal activity in any community. You are more likely to be welcomed in the former locations than the latter.

Merchant

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

Skill Proficiencies: Insight, Persuasion

Weapon Proficiencies: Hand Weapons

Feature: Guild Membership

As a respected member of guild you can rely on the certain benefits which membership is providing and your fellow guild members will be providing you with lodging, and food if necessary and pay for your funeral if it needed. In some of the cities and towns, a guildhall offers a central place to meet other members of your profession and is a good place to meet potential patrons, allies, or hirelings.

Miner

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

Skill Proficiencies: Athletics, Survival

Weapon Proficiencies: Hand Weapons

Feature: Dungeon Delver

Alert to the hidden traps and secret doors found in many mines, you gain the following benefits:

- You have advantage on Wisdom (Perception) and Intelligence (Investigation) checks made to detect the presence of secret doors.
- You have advantage on saving throws made to avoid or resist traps.
- You have resistance to the damage dealt by traps.
- You can search for traps while traveling at a normal, instead of only at a slow pace.

Mongo Pilot

The skies of Mongo are almost always crisscrossed by contrails from airscouts, jetcars, and war rockets zooming from kingdom to kingdom, transporting both goods and personnel. Each one of these vehicles needs a qualified aviator at the helm and your experience with the complex controls of these gravity-defying machines makes you a valuable commodity, especially in Ming's infamous Rocket Fleet. Most pilots are also able to work on their airships or at least perform routine maintenance.

Skill Proficiencies: Perception, Survival

Weapon Proficiencies: Hand Weapons, Ray Weapons, Acetylene Ray Guns (Vehicular), Rockets (Vehicular)

Tool Proficiencies: Vehicles (air)

Feature: Direction Sense

You have an excellent memory for maps and also for geography and always capable to determine your cardinal directions whenever you're traveling

Priest

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

Skill Proficiencies: Insight, Religion

Weapon Proficiencies: none

Feature: Shelter of the Faithful

As a priest, you command the respect of those who share your faith, and you can perform the religious ceremonies of your deity. You and your adventuring companions can expect to receive free healing and care at a temple, shrine, or other established presence of your faith, though you must provide any material components needed for spells. Those who share your religion will support you (but only you) at a modest lifestyle.

Rebel

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

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

generated, regulated, and safely distributed throughout the buzzing metropolis above. Unknown to the emperor, the Power Men are in cahoots with the Freeman and it is likely that Ming's eventual downfall will be assisted by these highly skilled masters of raw power.

Skill Proficiencies: History, Religion

Weapon Proficiencies: Hand Weapons, all Firearms, Grenades

Feature: Voice of Authority

Your voice is the voice of experience and authority. Your duties include training and instructing the initiates who are required to obey you. So an actual initiate is expected to defer to your voice and obey your commands. If you abuse this authority, though, the Freeman might punish you personally.

Mongo Scientist

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

Skill Proficiencies: choose two from athletics, arcana, history, investigation, perception, religion or insight.

Weapon Proficiencies: Ray Weapons

Feature: Observant

Quick to notice details of your environment, you have advantage on perception checks. You can add double your proficiency bonus to any non-combat rolls that involve the skills you choose for this background.

Tribesman

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

Skill Proficiencies: Athletics, Survival

Weapon Proficiencies: Axe, Club, Dagger, Primitive Ranged Weapons

Feature: Wanderer

You have an excellent memory for maps and geography, and you can always recall the general layout of terrain, settlements, and other features around you. In addition,

you can find food and fresh water for yourself and up to five other people each day, provided that the land offers berries, small game, water, and so forth.

CLASSES

Champion

As a champion, you have big dreams and extreme confidence. You believe in your capabilities and have extraordinary determination and commitment. You are passionate. You take massive disciplined and consistent action and are not afraid to sacrifice whatever is needed to accomplish a noble cause.

Saving Throws: Strength, Constitution

Skills: Select two skills from this list: Acrobatics, Animal Handling, Athletics, History, Insight, Intimidation, Perception, and Survival

Champion—Features

Level 1

- Add 2 to all weapon attack rolls
- As a bonus action, heal 1d10+your level (1/rest)

Level 2

- Take 2 Actions in one round (1/rest)

Level 3

- Critical hit on a 19 or 20

Level 4

- Increase one ability score by 2, or two ability scores by 1 (to a maximum score of 20)

Level 5

- Attack 2 times with each Attack Action

Level 6

- Increase one ability score by 2, or two ability scores by 1 (to a maximum score of 20)

Level 7

- Add your +1 to all STR, DEX and CON checks

Level 8

- Increase one Ability Modifier by 1

Level 9

- Reroll a failed saving throw (1/long rest)

Level 10

- Add +2 to all melee weapon damage rolls

Level 11

- Attack 3 times with each Attack Action

Level 12

- Increase one ability score by 2, or two ability scores by 1 (to a maximum score of 20)

Level 13

- Reroll a failed saving throw (2/long rest)

Level 14

- Increase one ability score by 2, or two ability scores by 1 (to a maximum score of 20)

Level 15

- Critical hit on 18, 19 or 20

Level 16

- Increase one ability score by 2, or two ability scores by 1 (to a maximum score of 20)

Level 17

- Take 2 actions in one round (2/rest instead of just 1)
- Reroll a failed saving throw (3/long rests)

Level 18

- When down half, regain 5+CON Hit Points (1/turn)

Level 19

- Increase one ability score by 2, or two ability scores by 1 (to a maximum score of 20)

Level 20

- Attack 4 times with each Attack Action

Huntsman

Huntsmen explore unsettled lands in search of meat, furs, and hides to sell in villages and cities.

Saving Throws: Strength, Dexterity

Skills: Select three skills from this list: Animal Handling, Athletics, Insight, Investigation, Nature, Perception, Stealth, and Survival

Huntsman —Features

Hunter's Mark: You have a natural ability similar to the Hunter's Mark spell without any components. You can use this feature a number of times equal to your Wisdom modifier (min. 1). (1/long rest)

Favored Terrain: You can add double your proficiency bonus to INT or WIS skill checks related to this terrain. Select from this list: arctic, desert, jungle, mountain, ocean, swamp, underground.

Natural Explorer: When traveling here for an hour or more: Difficult terrain doesn't slow your group and it can't become lost except by magical means. When alone, you can move at normal pace while being stealthily. When you forage, you find twice as much food. While tracking, you learn their exact number, sizes, and how long ago they passed here.

Animal Companion: This will be a Medium or smaller, CR 1/4 or lower beast. It acts on your initiative. If it dies, you can get another by spending 8 hours bonding with another that isn't hostile to you. This can be an animal from the Monster Manual with its name and appearance changed to be a Mongo animal.

Level 1

- **Hunters Mark:** You can cast it as a 1st level spell.
- **Favored Terrain:** Select one natural environment.

Level 2

- When fighting with a light weapon in each hand you add Ability Modifier to damage of off-hand attack.

Level 3

- **Animal Companion:** You get an Animal Companion. You tell it where to move to; as your action, you can command it to take the Attack, Dash, Disengage, Dodge, or Help action.

Level 4

- Increase one ability score by 2, or two ability scores by 1 (to a maximum score of 20)

Level 5

- You can attack twice with an attack action
- You can make one weapon attack and command your animal companion to take the Attack action.

Level 6

- **Hunters Mark:** You can cast it as a 3rd level spell.

- **Favored Terrain:** Add another favored terrain

Level 7

- **Animal Companion:** As a bonus action, when your animal companion doesn't attack, you can command it to take the Dash, Disengage, Dodge, or Help action on its turn.

Level 8

- Increase one ability score by 2, or two ability scores by 1 (to a maximum score of 20)
- You can move through difficult terrain and plants at normal speed and no damage from thorns, etc.

Level 9—no new features this level

Level 10

- **Favored Terrain:** Add another favored terrain
- If you spend 1 minute creating camouflage for yourself you get +10 to your DEX (Stealth) checks as long as you remain up against a surface without moving or taking actions.

Level 11

- **Animal Companion:** When you command your animal companion to take the Attack action, the beast can attack twice or take the Multiattack action if it has that action.

Level 12

- Increase one ability score by 2, or two ability scores by 1 (to a maximum score of 20)

Level 13—no new features this level

Level 14

- **Hunters Mark:** You can cast it as a 5th level spell
- As a bonus action, you can use the Hide action.

Level 15

- You can't be tracked by nonmagical means.

Level 16

- Increase one ability score by 2, or two ability scores by 1 (to a maximum score of 20)

Level 17—no new features this level

Level 18

- You don't have disadvantage on attack rolls vs. creatures you can't see. You know the location of invisible creatures within 30 ft. (unless the creature is hidden, or if you are blinded or deafened)

Level 19

- Increase one ability score by 2, or two ability scores by 1 (to a maximum score of 20)

Level 20

- **Hunters Mark:** Once per turn you can add your WIS to an attack or damage roll against a creature that you have Hunter's Marked.

Mongomancer

Mongomancers use charged power crystals to cast spells by manipulating their unseen forces. Casting a spell requires a crystal for focus, and at least one free hand.

Saving Throws: Intelligence, Wisdom

Skills: Select two skills from this list: Arcana, History, Insight, Investigation, Medicine, and Religion

Mongomancer —Features

Magic: Refer to the “Spellcasting” chapter.

Backlash: Mongomancers must roll 1d20 with each spell cast. Those who roll a critical failure suffer a level of exhaustion that lasts for one hour.

If the Mongomancer is currently experiencing a backlash and rolls another critical failure, his current level of exhaustion increases and the exhaustion effect extends an hour from that point.

Level 1

- Select energy spell types = INT (min 2)
- Add +1 to all INT checks and saves

Level 2

- You can choose to not affect 1 + spell's level creatures in area of effect spells

Level 3—no new features this level

Level 4

- Increase one ability score by 2, or two ability scores by 1 (to a maximum score of 20)

Level 5

- Roll 1 extra die for Cantrip damage

Level 6

- Creatures that save against cantrips take 1/2 damage

Level 7—no new features this level

Level 8

- Increase one ability score by 2, or two ability scores by 1 (to a maximum score of 20)

Level 9

- Roll 2 extra dice for Cantrip damage

Level 10

- Add your INT to spell damage rolls

Level 11—no new features this level

Level 12

- Increase one ability score by 2, or two ability scores by 1 (to a maximum score of 20)

Level 13

- Roll 3 extra dice for Cantrip damage

Level 14

- 10th level spells do maximum damage (one/long rests)

Level 15—no new features this level

Level 16

- Increase one ability score by 2, or two ability scores by 1 (to a maximum score of 20)

Level 17

- Roll 4 extra die for Cantrip damage

Level 18

- Choose two 3rd level or lower spells you know to now cast as cantrips

Level 19

- Increase one ability score by 2, or two ability scores by 1 (to a maximum score of 20)

Level 20

- Choose two 6th level or lower spells you know to now cast as cantrips

Mongo-Tech

Mongo-Techs make weird science devices that to many appear magical.

Tool Proficiencies: portable tool kit

Saving Throws: Constitution, Intelligence

Skills: Select two skills from this list: Arcana, Deception, Insight, Intimidation, Persuasion, and Religion

Mongo-Tech —Features

Magic: Refer to the “Spellcasting” chapter.

Malfunction: Anyone using a weird science device must roll 1d20 with each spell cast. If you roll a critical failure the device stops working, requiring a DC 15 Repair roll at -2 (as an action) before it can be used again. Anyone who is not a Mongo-Tech will have disadvantage on the roll.

Level 1

- Your skills with mechanical devices allows you to use your tool kit to attempt to open mechanical locks and disarm mechanical traps.

Level 2

- Practical Improvisation:** Gain proficiency with all improvised weapons and can add half of your proficiency bonus (rounded down) to any ability check or saving throw. (1/rest)

Level 3—no new features this level

Level 4

- Increase one ability score by 2, or two ability scores by 1 (to a maximum score of 20)

Level 5

- Expert:** Become proficient in a skill you are not currently proficient in. You receive a +2 expert bonus on checks made using this skill.

Level 6

- Dismantle:** Using your knowledge of machines, you can take an action to interact with a trap, lock, or construct within 5ft of you. The construct takes a wisdom saving throw against your Intelligence. On a failure, the construct is destroyed, falling to pieces under your hand. On a success, deal 1d6 times your level damage to the construct. If you are attempting to dismantle a lock or a trap, you must make an Intelligence check based on GM discretion.

Level 7

- Add double your proficiency bonus to two of your intelligence based skills.

Level 8

- Increase one ability score by 2, or two ability scores by 1 (to a maximum score of 20)

Level 9

- Imitation:** When you witness a spell be cast, you may take your next action to copy that spell. You must have something to write the spell down on (blank parchment) for you to study and learn later. You must also succeed on an Intelligence check greater than twice that of the spell's level. On success, that spell will be added to your Mongo-Tech spell list

Level 10

- Expert:** Become proficient in a skill you are not currently proficient in. You receive a +2 expert bonus on checks made using this skill Level 11

Level 11

- When you roll a 1 or 2 on a damage die for an attack you make with a device, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2.

Level 12

- Increase one ability score by 2, or two ability scores by 1 (to a maximum score of 20)

Level 13—no new features this level

Level 14

- If your total for an Intelligence check is less than your Intelligence score, you can use that score in place of the total. (1/long rest)

Level 15

- Expert:** Become proficient in a skill you are not currently proficient in. You receive a +2 expert bonus on checks made using this skill

Level 16

- Increase one ability score by 2, or two ability scores by 1 (to a maximum score of 20)

Level 17

- If your total for an Intelligence check is less than your Intelligence score, you can use that score in place of the total. (2/long rest)

Level 18

- As an action, you can transfer energy from one device into another by rendering it temporarily inoperative. When you do so, you cannot use the chosen device or cannibalise it until after a long rest.

Level 19

- Increase one ability score by 2, or two ability scores by 1 (to a maximum score of 20)

Level 20

- Expert:** Become proficient in a skill you are not currently proficient in. You receive a +2 expert bonus on checks made using this skill.

Psion

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

Saving Throws: Wisdom , Charisma

Skills: Select two skills from this list: History, Insight, Medicine, Persuasion, Religion

Psion—Features

Magic: Refer to the “Spellcasting” chapter.

Brain Burn: Psions must roll 1 d20 with each spell cast. Those who roll a critical failure suffer a brain overload and their brain seeks additional friendly minds to absorb the energy. The psion and all allies within 60 feet of him must make a CHA save or take 1 d6 psychic damage for each level of the spell cast. The DC for the save is 10 + the level of the spell cast.

Level 1

- When you reduce a hostile creature to 0 hit points, you gain temporary hit points = your CHA + your level (minimum of 1)

Level 2

- You can cast mage armor and levitate at will, without expending any spell points.

Level 3

- You get a familiar. Choose a normal familiar, or choose an imp, pseudodragon, quasit, or sprite.

Level 4

- Increase one ability score by 2, or two ability scores by 1 (to a maximum score of 20)

Level 5

- You can cast speak with animals at will, without expending any spell points.

Level 6

- (1/long rest) Add 1 d10 to any ability check or a saving throw

Level 7

- You can see normally 120 feet in darkness

Level 8

- Increase one ability score by 2, or two ability scores by 1 (to a maximum score of 20)

Level 9

- You can read all writing

Level 10

- Gain resistance of one damage type of your choice, except from magical or silvered weapons. This lasts until you use this feature to choose a different damage type, which you can do after a long rest.

Level 11

- Select one spell that you can cast. From now on you can cast this spell without spending any spell points.

Level 12

- Increase one ability score by 2, or two ability scores by 1 (to a maximum score of 20)

Level 13

- Select one more spell that you can cast. From now on you can cast this spell without spending any spell points.

Level 14

- (1/long rest) When you hit with an attack, the creature disappears and instantly transports to the lower planes. At the end of your next turn, the target returns. If the target is not a fiend, it takes 10d10 psychic damage.

Level 15

- You can speak through your familiar
- Select one more spell that you can cast. From now on you can cast this spell without spending any spell points.

Level 16

- Increase one ability score by 2, or two ability scores by 1 (to a maximum score of 20)

Level 17

- Select one more spell that you can cast. From now on you can cast this spell without using any spell slots.

Level 18

- You can see the true form of creatures

Level 19

- Increase one ability score by 2, or two ability scores by 1 (to a maximum score of 20)

Level 20

- Spend 1 minute, regain all expended spell points. (1/long rest)

Scoundrel

You use your smile, quick wits, and odd dirty trick to find your way into and out of trouble. Some call you a pirate, smuggler, outlaw, or brigand, but you are just doing what you need to stay on the winning side.

Tool Proficiencies: Lockpicks

Saving Throws: Dexterity, Intelligence

Skills: Select two skills from this list: Acrobatics, Athletics, Deception, Insight, Intimidation, Investigation, Perception, Performance, Persuasion, Sleight of Hand, and Stealth

Scoundrel—Features

Sneak attack: Once per turn, if you attack with advantage, or if another of your group is within 5 feet of your target, you deal extra damage with the attack. The attack must use a light, light-thrown, or light-ranged weapon.

Level 1

- Sneak attack extra damage is 1d6
- Add +1 to all DEX checks and saves

Level 2

- Can Dash, Disengage, or Hide as a bonus action

Level 3

- Sneak attack extra damage increases to 2d6
- Can make DEX (Stealth) check to pick pockets as a bonus action
- Can use lockpicks as a bonus action
- Can use an object as a bonus action
- Climbing doesn't cost extra movement

Level 4

- Increase one ability score by 2, or two ability scores by 1 (to a maximum score of 20)

Level 5

- Sneak attack extra damage increases to 3d6
- Can use a reaction to halve damage received

Level 6

- Select one of your skills, from now on you use it with advantage

Level 7

- Sneak attack extra damage increases to 4d6
- On DEX saves, take no damage on a save or half damage on a fail

Level 8

- Increase one ability score by 2, or two ability scores by 1 (to a maximum score of 20)

Level 9

- Sneak attack extra damage increases to 5d6

- **Dirty Trick:** When you Disengage, you can find an object (such as debris, a torch, or a drink) to toss at a creature within 5'. It must make a Dex. Save (DC 8 + your proficiency bonus + your CHA mod or have disadvantage on its next attack before the start of your next turn.

Level 10

- Increase one ability score by 2, or two ability scores by 1 (to a maximum score of 20)

Level 11

- Sneak attack extra damage increases to 6d6
- On ability checks for things you are proficient at, treat 1-9 as a 10

Level 12

- Increase one ability score by 2, or two ability scores by 1 (to a maximum score of 20)

Level 13

- Sneak attack extra damage increases to 7d6
- **Smooth Talk:** You have advantage on Charisma (Deception or Persuasion) checks. If the creature fails their saving throw, you can add your Charisma modifier to your next attack roll.

Level 14

- Can locate hidden or invisible creatures within 10' (if you can hear)

Level 15

- Sneak attack extra damage increases to 8d6
- Make Wisdom saving throws with advantage

Level 16

- Increase one ability score by 2, or two ability scores by 1 (to a maximum score of 20)

Level 17

- Sneak attack extra damage increases to 9d6
- **Tight Spot:** When a creature misses you with an attack, you can use your reaction to make an attack against that creature, adding your CHA mod. to the roll. In addition, you can move up to half of your movement without provoking opportunity attacks. (1/long rest)

Level 18

- Attacks against you can't have advantage (if you are not incapacitated)

Level 19

- Sneak attack extra damage increases to 6d6
- Increase one Ability Modifier by 1

Level 20

- Treat a miss as a hit, or any ability roll as a 20 (1/long rest)

SPELLCASTING

We will use the spell casting rules in the Player's Handbook except for the changes presented here.

Types of Magic

There are three types of "magic" on Mongo; crystal magic, weird science and psionics.

Crystal Magic - Mongo has naturally occurring charged power crystals (white and black sapphires). Masters of the mystical arts harness the power of white sapphires to weave what can only be described as magic spells. These Mongomancers have an elevated understanding of the electromagnetic energy generated by power crystals and are capable of manipulating it.

Weird Science - Scientists and tinkerers transcend the normal limits of Mongo and Earth's technology. Their keen minds seize on advanced concepts, merging cutting edge biological and mechanical research with black sapphires power crystals, radium, and other advanced power sources to create marvels of modern science!

Psionics - A rare, naturally-occurring talent allows some to tap into powers of the mind to protect themselves and their allies, or confuse and attack their foes. Those possessing these gifts are referred to as Psions.

Power Crystals

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

Charged Power Crystals			
Power Level	Size	Weight	Cost (gp)
Small			
2	1/8 in.	.1 lb.	20
3	1/4 in.	.15 lb.	30
4	3/8 in.	.2 lb.	40
5	1/2 in.	.25 lb.	50
Medium			
6	5/8 in.	.3 lb.	60
7	3/4 in.	.35 lb.	70
8	7/8 in.	.4 lb.	80
9	1 in.	.5 lb.	100
Large			
10	2 in.	1 lb.	200

Mongomancer characters must use white sapphire power crystals. Mongo-Tech characters have learned how to power their weird science devices with the cheaper black sapphire power crystals although they could use white

sapphires if they chose to. Psion characters use the power of their mind and do not require the use of power crystals.

Black sapphire power crystals can be purchases for half the price listed, but they can only be used by Mongo-Techs in the creation of weird science devices.

Mongomancerors and all devices, weapons etc. (other than weird science devices) use white sapphire power crystals. The power level of a power crystal represents the highest level of spell that can be stored with it. A Mongomanceror or Mongo-Tech can power a depleted crystal with as many spell slots and levels as he has available up to the level of the crystal. A Mongomanceror can use only one crystal, while a Mongo-Tech must use a different crystal in each weird science device he uses.

When buying power crystals, you can trade in a lower power crystal of the same color and only pay the difference in price between the two.

Spellcaster Spell Slots per Spell Level

Level	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	2	-	-	-	-	-	-	-	-
2nd	3	-	-	-	-	-	-	-	-
3nd	4	2	-	-	-	-	-	-	-
4th	4	3	-	-	-	-	-	-	-
5th	4	3	2	-	-	-	-	-	-
6th	4	3	3	-	-	-	-	-	-
7th	4	3	3	1	-	-	-	-	-
8th	4	3	3	2	-	-	-	-	-
9th	4	3	3	3	1	-	-	-	-
10th	4	3	3	3	2	-	-	-	-
11th	4	3	3	3	2	1	-	-	-
12th	4	3	3	3	2	1	-	-	-
13th	4	3	3	3	2	1	1	-	-
14th	4	3	3	3	2	1	1	-	-
15th	4	3	3	3	2	1	1	1	-
16th	4	3	3	3	2	1	1	1	-
17th	4	3	3	3	2	1	1	1	1
18th	4	3	3	3	3	1	1	1	1
19th	4	3	3	3	3	2	1	1	1
20th	4	3	3	3	3	2	2	1	1



Spell Slots

Mongomancers: They store their energy in a white sapphire power crystal. They must be in contact with it to activate a power. It contains power equal to the Mongomancer's spell slots. Power is drained from the crystal as their spells are cast. The power in the crystal refreshes each night after a long rest.

Weird Scientists: Their powers are focused in gadgets. They can create new devices which contain black sapphire power crystals imbued with as much power as they have available to put into them in the form of spell slots. They may transfer this power from their pool of spell slots or other devices on their person as they wish. As the device is used, its power is used up. Spell slots recharge after a long rest. Which devices get how much power is up to the player.

Psions: They rely on the power of their mind to cast spells. The number and level of spells available each day is based on their number of spell slots. They regain their used spell slots at the end of a long rest.

The number and level of spell slots available to these spellcasters is indicated by the table below.

Spell components

Casting a spell normally requires verbal, somatic, and material components.

- You must say the magic words (the verbal component) in a clear and forceful voice that can be heard from at least 20 feet away.
- You must have at least one hand free to make the proper physical gestures (the somatic component) to focus the magical energies that the spell releases.
- If the spell requires a material component that doesn't have a price listed, you may use a spellcasting focus instead.
- A spellcasting focus must be boldly presented to channel the power of your spell.

A Mongomancers's spellcasting focus is his power crystal.

A Psion doesn't require the use of a material component that doesn't have a price listed.

A Weird Scientist doesn't require any components (verbal, somatic, or material) other than a power crystal which is used in the construction of the gadget and any material component that has a price listed.

Rituals

No spell can be cast as a ritual.

SPELLCASTING BY CLASS

Refer to the Player's Handbook for spell descriptions.

Mongomancer Spellcasting

Mongomancers (also known as Mongomages) are attuned to the upper-range, electromagnetic vibrations that emanate from white sapphires. Their supernatural senses allow them to visualize and manipulate these energies to weave what can only be described as magic spells with a variety of results. To do this, each Mongomancer must carry a talisman of crystal upon their person. This could be a necklace (as in the case of Azura, Queen of Magic), a signet ring, or a stone-capped magic wand.

Cantrips

At 1st level, you know three cantrips of your choice from the Mongomancer spell list. You learn additional Mongomancer cantrips of your choice at higher levels. You can learn one more at 3rd level (for a total of 4) and another one at 10th level (for a total of 5).

Spellbook

Your spellbook is not the same as the one that Wizards in the Player's Handbook have. Yours is simply a notebook, ledger or collection of loose pages where you keep your notes on how to harness and direct the power contained in a power crystal to create your desired effect. At 1st level, you have a spellbook containing six 1st-level Mongomancer spells of your choice. Each time you gain a Mongomancer level, you can add 2d4 Mongomancer spells of your choice to your spellbook. Each of these spells must be of a level for which you have spell slots, as shown on the "Spellcaster Spell Slots per Spell Level" table.

Preparing and Casting Spells

The "Spellcaster Spell Slots per Spell Level" table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of Mongomancer spells that are available for you to cast. To do so, choose a number of Mongomancer spells from your spellbook equal to your Intelligence modifier + your Mongomancer level (minimum of one spell). The spells must be of a level for which you have spell slots. You can change your list of prepared spells when you finish a long rest. Preparing a new list of Mongomancer spells requires time spent studying your spellbook and memorizing the incantations and gestures you must make to cast the spell: at least 1 minute per spell level for each spell on your list.

Spellcasting Ability

Intelligence is your spellcasting ability for your Mongomancer spells, since you learn your spells through dedicated study and memorization. You use your Intelligence whenever a spell refers to your spellcasting ability.

In addition, you use your Intelligence modifier when setting the saving throw DC for a Mongomancer spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Intelligence modifier

Spell attack modifier = your proficiency bonus + your intelligence modifier

Mongomancer Spell List

Mongomancers use the Wizard Spell list found in the Player's Handbook.

Mongo-Tech Spellcasting

A Mongo-Tech character can create a weird science devices. Doing so requires parts of some kind that can be quickly jury-rigged. The player is encouraged to "explain" his device to the rest of the party in terms only scientists of his caliber would understand! While the fruits of your labors may be seen by some as supernatural, you are simply skilled in the exploitation of black sapphire power crystals and can masterfully utilize them to create new and ingenious technological devices and weapons, often from scratch. These are called weird science devices.

What is a Weird Science Device?

A weird science device is a weapon or some other device that is powered by a black sapphire to produce an effect that may appear to many to be magic. These devices can be used by anyone but they have a limited number of uses based on how much power was infused into its power crystal. Some have a dial that can be used to select different power settings. Any unused power is drained from its crystal at the end of each day (before you take a long rest) and must be re-charged by a Mongo-Tech before it can be used again.

A high level Mongo-Tech may carry around with him dozens of weird science devices that he has created. Therefore they tend to make them as small possible, normally no larger than could easily be carried in one hand. The form of the device relates to its function. Devices that cast spells that create cones or lines of effect that originate from you or that effect a creature are often designed somewhat like a gun that you point and fire. Devices that activate at a distance from you will have to move to the target point before releasing its energy, so they may be equipped to walk, roll, climb or fly to a point within the spell's range where they "go off". Or you could just throw it or place it on the floor and walk away. For a range of "touch" they may be like a glove, or extent in some way up to 5 ft. long.

Preparing your spell list

Your spell list is a list of spells that are available for you to use to use in creating new weird science devices. This is your prepared spell list. A spell does not have to currently be on your prepared list to cast the spell. You cast a spell by activating one of your devices that you have previously created that contains the spell.

You prepare the list of Mongo-Tech spells choosing from the Mongo-Tech spell list. When you do so, choose a number of Mongo-Tech spells equal to your Intelligence modifier + half your Mongo-Tech level, rounded down (minimum of one spell). The spells must be of a level for which you have spell slots.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of Mongo-Tech spells requires at least 1 minute per spell level for each spell on your list.

Cantrips

Mongo-Techs can't use cantrips.

How to make a Weird Science Device.

Each different spell you wish to cast requires a different weird science device.

Only Mongo-Techs can create weird science devices. Doing so requires parts of some kind that can be quickly jury-rigged and a black sapphire that will be imbedded into the heart of the object to power it. Select a spell from your list of prepared spells. The black sapphire you use in the construction of the device must be of a power level equal or higher than the level of the spell. If the spell has a material component that has a listed cost, that component must be used in the manufacturing of the device. If that component is used up when the spell is activated, you must include as much of it as needed for as many spell slots as you will use. It takes 1d20+10 minutes to create a weird science device wiring it with the instructions required for a single spell. Once you have the device, you can charge the crystal with as many unused spell slots of the spell's level or higher as you currently have available. You can't charge a crystal with a spell slot of a level that is higher than the power level of the crystal. You can place a dial on the object to allow the user to cast the spell at a higher level, which can be useful if the spell has more powerful effect when cast at a higher level. To utilize this feature you must have charged the crystal with one or more spell slots of this higher level.

Casting a spell from a weird science device

When creating the device, you can make activating it easy or complicated. It can require moving levers, flipping switches, turning dials, etc. or be as simple as point and pull the trigger. If the "casting time" of the spell is one action you would normally make the procedure simple and it would take one action to activate, but you could make it take longer if you wish. You can never make it take less time

than the “casting time” listed in the spell description. You can ignore all components when casting a spell with a weird science device.

Once all of the device’s spell slots are drained, the device stops working. If the device isn’t destroyed it can be recharged, or the black sapphire inside can be removed and used in a different device.

Preparing and Casting Spells

To cast a spell, you must activate a weird science device which has been created with instructions to activate that particular spell. The power crystal inside the device must be of a power level at least as high as the spell’s level and must have at least one spell slot of power remaining. If the device contains spell slots of different levels, you decide when activating the device which level spell slot you will be using. When you use the device, its power crystal expends one spell slot of charge. When the device has used all of its spell slots it must be recharged before it can cast spells again. All weird science devices lose all of their charges at the end of each day (at the beginning of a long rest).

The “Spellcaster Spell Slots per Spell Level” table on page 23 shows how many spell slots you have available to charge your devices. Each weird science device will contain a black sapphire power crystal of some power level. You can charge a power crystal by transferring as many spell slots into the device as you have available. It takes one minute to charge one power crystal. The spell slots transferred this way must be the same spell level or lower than the power level of the crystal. Note that spell slots of a spell level lower than that of the spell in the device cannot be used to cast that spell. Once you transfer a spell slot into a device, that spell slot is no longer available for charging that device or any other device.

It takes one minute to remove a power crystal from one weird science device and install it into a different one.

You regain all expended spell slots when you finish a long rest.

Spellcasting Ability

Intelligence is your spellcasting ability for your Mongo-Tech spells; your understanding of the theory behind the mystical forces contained in the black sapphires allows you to wield these spells with superior skill. You use your Intelligence whenever a Mongo-Tech spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a Mongo-Tech spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Intelligence modifier

Spell attack modifier = your proficiency bonus + your Intelligence modifier

Note regarding record keeping

Mongo-Techs have more to keep track of than other classes. You must keep a list of each of your weird science devices, what spell it contains, what it looks like, how it works, if it currently contains a power crystal, the power level of the crystal and its current level of charge (how many spell slots of which level remain). This is in addition to the spell slots you have left to charge your device and your prepared spell list.

To make it a little easier, I recommend that you spend all of your available spell slots to “power up” all of the devices you intend to use each time you finish a long rest.

Mongo-Tech Spell List

1st Level

Burning Hands
Feather Fall
Fog Cloud
Grease
Inflict Wounds
Magic Missile
Purify Food and Drink
Sleep
Tenser's Floating Disk
Thunderwave

2nd Level

Darkness
Detect Thoughts
Flaming Sphere
Heat Metal
Levitate
Scorching Ray
See Invisibility
Shatter
Silence
Web

3rd Level

Call Lightning
Daylight
Dispel Magic
Fireball
Fly
Leomund's Tiny Hut
Lightning Bolt
Nondetection
Sleet Storm
Water Breathing

4th Level

Ice Storm
Wall of Fire

5th Level

Cone of Cold
Flame Strike
Scrying

6th Level

Chain Lightning
Disintegrate
Move Earth
True Seeing
Wall of Thorns

7th Level

Fire Storm
Forcecage
Reverse Gravity

8th Level

Antimagic Field
Earthquake
Power Word Stun

9th Level

Imprisonment
Meteor Swarm
Power Word Kill
Prismatic Wall
Time Stop

Psion Spellcasting

Psions use psionic abilities (the power of their brain) to cast magic spells.

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

Cantrips

At 1st level, you know four cantrips of your choice from the Psion spell list. You learn additional Psion cantrips of your choice at higher levels. You can learn one more at 4th level (for a total of 5) and another one at 10th level (for a total of 6).

Spell Slots

The "Spellcaster Spell Slots per Spell Level" table on page 23 shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these Psion spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

Spells Known of 1st Level and Higher

You know two 1st-level spells of your choice from the Psion spell list. The "Spellcaster Spell Slots per Spell Level" table shows when you learn more Psion spells of your choice. Each of these spells must be of a level for which you have spell slots.

Additionally, when you gain a level in this class, you can choose one of the Psion spells you know and replace it with another spell from the Psion spell list, which also must be of a level for which you have spell slots.

Spellcasting Ability

Charisma is your spellcasting ability for your Psion spells, since the power of your magic relies on your ability to project your will into the world. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a Psion spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Charisma modifier

Spell attack modifier = your proficiency bonus + your Charisma modifier

Psion Spell List

Cantrips (0 Level)

Chill Touch
Dancing Lights
Friends
Guidance
Light
Mage Hand
Minor Illusion
Prestidigitation
Resistance
Shocking Grasp

1st Level

Animal Friendship
Charm Person
Color Spray
Command
Heroism
Illusory Script
Silent Image
Sleep
Tasha's Hideous Laughter

2nd Level

Blur
Calm Emotions
Enthrall
Hold Person
Invisibility
Magic Mouth
Mirror Image
Silence
Suggestion
Zone of Truth

3rd Level

Dispel Magic
Fear
Hypnotic Pattern
Major Image
Protection from Energy

4th Level

Confusion
Dimension Door
Freedom of Movement
Greater Invisibility

5th Level

Dominate Person
Dream
Dream
Geas
Hold Monster
Mislead
Modify Memory
Seeming

6th Level

Mass Suggestion
Otto's Irresistible Dance
Planar Ally
True Seeing

7th Level

Mirage Arcane
Project Image
Simulacrum
Teleport

8th Level

Antipathy/Sympathy
Dominate Monster
Feeblemind
Power Word Stun

9th Level

Gate
Power Word Kill
Weird

EQUIPMENT

Currency

The official currency of Mongo is the "Mingol". This is a gold coin stamped with the image of Ming on one side and the words "One King, One World, One Vision" on the other. These stamped coins come in a variety of denominations, each in a different metal.

We will use the standard D&D currency where a gold piece is roughly the same as a Mingol. The prices are greatly inflated over the priced in D&D. One Mingol can buy roughly what a silver pieces can buy in the Player's Handbook.

10 Copper pieces (cp) = 1 Silver piece (sp)

10 Silver pieces (sp) = 1 Gold Piece (gp) or 1 Mingol (m)

10 Gold Pieces (gp) = 1 Platinum piece (pp)

All coins are the same size and the same weight regardless of the type. Each coin is 1 1/4" dia., 1/10" thick and weighs 1/3 oz. (50 to a pound).

All the prices listed on tables in this document are in Gold Pieces.

Gear

Leather Armor: Covers everything from animal hide to plant fibers to advanced synthetic textiles.

Diving Suit and Helmet: These armored, self-contained suits provide divers with fresh air while submerged for long periods of time. When fully charged, the internal tanks provide one hour of fresh, breathable air. When walking on an ocean floor or lake bed, the diver moves as in difficult terrain and cannot dash.

Plate Corselet and Helm: Typically worn only in ceremonial situations, but Ming's troops occasionally employ them.

Electro-Shield: These are personal force fields worn as a belt and powered by a small Power crystal, which has enough energy to resist one hit per power level before it must be replaced. Electro-shields stack with all other types of armor except for additional electro-shields; the fields generated by the projection units tend to harmonize and cancel each other out.

Ray-Proof Armor: Ming's security forces use these heavy bronzine suits when dealing with significant threats in Mingo City. They provide 16 AC and resistance to damage from all energy weapons (including atom, light, heat, flame, and ray guns).

Basic Equipment

Autograpnel: This pistol-gripped climbing device sports yards of super-fine cord strong enough to support hundreds of pounds of weight. More important, its spear-headed tip can be fired into rock-hard surfaces as its grappling claws deploy and bury themselves deeply in for a secure hold. Once anchored, the winch pulls the user (up to 300 pounds) at a rate of 60 ft. per round. The autograpnel has a range of 30/120 and contains 159 ft. of sturdy line. The grapnel at the end can be released by the press of a button (wires run along the cord) so it can be retracted and used again. It's powered by a medium Power crystal, which has enough energy of 1 shot per power level. It causes 2d4 damage if used as a weapon.

Backpack: A leather or canvas backpack negates up to 20 lbs. of weight from gear carried inside it.

Canteen: Carries 4 quarts of water.

Chemi-Torch: Roughly the size of a penlight, these devices can make accurate, narrow cuts through matter. Each quarter-inch wide, six inch long, three inch deep cut requires an action. As an improvised melee weapon, it causes 2d8 fire damage.

Climbing Gear: A small pick, safety harness, crampons, pitons, and carabiners. Provides a +2 bonus to Strength (Athletics) checks when making climbing rolls.

Flashlight: Illuminates a 20 ft. Cone. Freshly charged small power crystals are good for 10 hours of continuous use (2 hr. per power level).

Flying Belt: Some advanced cultures have replaced parachutes with flying belts as a means of safely escaping from doomed air ships, while others employ them for surveillance or other military operations. The belt uses two medium (power level 9) power crystals that can sustain three hours of flight. It gives the wearer a flying speed of 50 feet. To perform any maneuvers other than level flying, the operator must use their Piloting skill.

Gem Cutting Tools: A necessity if mining for power crystals.

Grappling Hook and Line: A grappling hook is attached to a line usually no more than 50 ft. in length. The user throws the hook just as if he were attacking a target. It has a Range of 30/60. If the roll is successful, the hook sets and can hold up to 200 pounds of weight.

Lantern: Provides light in a 20 ft. radius. A pint of lantern oil weighs 2 pounds and costs 2m.

Lockpicks: As per the "Thieves' Tools" in the PHB. Proficiency with these tools lets you add your proficiency bonus to any ability checks you make to disarm traps or open locks.

Optoscope: This lens allows a closer look at small Objects. An optoscope grants advantage on any ability check made to appraise or inspect an item that is small or highly detailed.

Pain Manacles: These handcuffs cause searing pain to the wearer should he attempt to remove them without the use of the key. The wearer must succeed on a DC 10 constitution check when doing so or suffer one level of exhaustion from Bumps & Bruises. If the wearer reached exhaustion level 6, rather than death he becomes incapacitated. If worn on the ankles, the prisoner's speed is reduced to 10 ft. Pain manacles use small power crystals good for up to 20 shocks (4 per power level).

Parachute: While flying belts are standard issue on most of Ming's rockets, parachutes are still very much in use on Mongo. Landing safely requires a DC 10 Dexterity saving throw (DC 15 if jumping at night). A failure means the jumper lands badly or comes down in an obstacle such as a tree. He suffers 2d6 damage or is hung up until rescued or he cuts himself free.

Quiver: Holds 20 arrows/bolts.

Radiophone: Roughly the size of a 21st century mobile phone, these small, handheld communications devices are used by a few of the advanced kingdoms of Mongo. They have a broadcast range of up to 100 Mongomiles and offer a number of selectable wavelengths and frequencies, including high-range wavelengths used exclusively by Imperial security. A small power crystal provides 10 hours of use (2 hours per power level).

Rope (50 ft.): Rope can be made of braided hemp, living vines, or twisted metal or synthetic strands, but it all serves the same purpose. Rope can safely handle up to 300 pounds. For every 50 pounds over that, roll 1d6 every minute or whenever the rope suffers a sudden stress. On a 6, the rope snaps under the strain.

Scope: Scopes may be mounted on rifles or other longarms. When using the scope, the character adds an additional +2 to attack rolls against targets at Long Range. Scopes also add +2 to wisdom (perception) checks made to view things at a distance.

Skis & Poles (pair): A character moving in skis treats snow and ice as normal terrain. When skiing downhill, he adds an additional 5 x 1d6 ft. to his movement.

Spaceophone: Mongo's version of a two-way video and audio device. Spaceophones are large, expensive and require substantial power, but can reach other units most anywhere on the planet.

Tool Kit, Portable: Contains a set of basic tools for working on various types of machinery or systems. The tools are stored in a hard (metal or wood) or soft (canvas or leather) case. Proficiency with these tools lets you add your proficiency bonus to any ability checks you make to make repairs.

Torch: Lasts for one hour and provides bright light in a 20-foot radius and dim light for an additional 20 feet.

Tubelite: An 18" long glow-stick with a slight pistol grip. Lasts for one hour and provides bright light in a 30-foot radius and dim light for an additional 30 feet.

Visiphone: Smaller versions of the radiophone with a 10 Mongomile range and only one channel. They resembled hand-held mirrors and offer a crystal-clear, full color image.

Adventuring Clothing

Aircon: A slim respiratory apparatus developed by the people of Skyland fits over the nose and allows land dwellers to breathe "high air." Proper use of aircons also prevents altitude sickness without the need for bulky oxygen tanks and breathers. Aircons also add +2 to resist harmful gases or dangerous atmospheres.

Cold Weather Clothes: Required for use in some of the extremely cold regions of Mongo (such as Frigia and the ice kingdom of Naquk), a complete ice-suit is comprised of a fur-trimmed parka, snow pants, long johns, gloves, and weather-resistant boots. Those without such gear suffer -2 to their Exhaustion rolls in cold climes. A Frigian alternative made of glassine (a transparent, weightless, and waterproof material) is available in Fria's kingdom and offers the same degree of protection.

Environmental Suit: These multi-layered rubberoid suits are worn by the Power Men of Mingo City and offer basic protection against a variety of hazards including toxic waste, electricity, heat, cold, and low-level radiation. Should the wearer be exposed to any of these hazards, he gains +2 to constitution checks to resist their effects.

Fire Proximity Suit: Made of silvered, fire and heat-resistant asbestone, these body suits (with removable, windowed hoods), provide protection against the effects of extreme heat. Useful for firefighting or exploring the active cores of Volcano World, these suits offer 4 points of Armor against fire, a +2 modifier to Constitution checks to resist the effects of heat, and total protection against smoke inhalation while wearing the hood.

Gas Mask: These one-piece hoods filter airborne toxins and poisonous gases. Wearers gain +4 to Constitution checks to resist their effects. The bulky hood and restrictive lenses reduce Perception checks by -1.

Goggles: Protective eyewear worn to protect against flying debris, sand, snow, glare, or other optical dangers. This grants a +2 bonus to resist such effects.

Hydration Suit: These sealed, full-body suits contain internal filtration systems that circulate fluids throughout, allowing hydro-dependent species like shark men to function for long periods of time out of water. Hydration suits offer no Armor benefits.

Protecto Suit: This heavily shielded suit and helmet provides a +4 bonus to resist the effects of radiation.

Water Helmet: Coralians use these ploglass bubble helmets along with a backpack filtration system to walk upon the surface. The pump and filtration system can circulate purified sea water through the helmet for six hours before the water must be refreshed. A compact version, known as a hydrator, is worn over the nose and mouth (six ounces,

300m, usually available only in Coralia). A fresh supply of water is provided via water pills (1 m per dose).

Food and Drink

Alcane: Alcane is a heady, red Marvelan wine made from the varga fruit.

Vokko: Vokko is a colorless, distilled beverage found in many noble houses across Mongo. It is also the preferred drink of Queen Azura of Kira.

Drugs and Medical Equipment

Asphyxoil (vial): A Tropicant drug that, while inert in liquid form, turns to gas when exposed to air. The resulting vapor, if inhaled, renders the target unconscious. Those exposed to the odorless gas must make a DC 12 Constitution save or immediately become Incapacitated and fall into a deep sleep for 2d6 hours. Once unconscious, only exposure to oxygen breaks the sleep cycle. Otherwise the victim slumbers until the effect wears off. A glass vial of the liquid contains enough asphyxoil to affect a single target. Similar formulas are found in other kingdoms like Kira and Lostland where it is simply referred to as "sleep gas."

Drogol (salve): The product of Arborian herbal medicine, this ointment is known for its miraculous healing abilities. Spreading this thick, foul-smelling unguent over a wound allows the injured character to make an immediate DC 10 Constitution save. If successful, all hit points lost from the last attack are healed instantly. This can be applied after any normal healing due to medical attention. A Tropicant variant known as sulphacilium offers the same restorative effects.

First Aid Kit: As per the "Healer's Kit" in the PHB. Using a first aid kit containing basic supplies such as antiseptic, bandages, medical tape, and topical powders and salves grants a +2 bonus to Healing rolls.

Heal-O Ray: A medical device of Tropicant design that can be used to project soothing curative light to aid in the natural healing process. Heal-o-rays can also be recalibrated to emit an anti-venom ray which neutralizes poisons noninvasively or even attack parasitic organisms like bore worms or viral biological agents. You can cause creature in the light beam (within 5 feet) to regain a number of hit points equal to 1d6 times your character level. Once used, the device must recharge before it can be used again. It takes until sunrise the next day to fully recharge. A similar Frigian machine known as a penetro-ray does the same by generating an aura of penetrating heat. This is extremely useful when aiding victims of hypothermia or ice guns!

Lethium (vial): Lethium: Known as "the drug of forgetfulness," anyone who ingests a dose of this potion must make a DC 12 Intelligence save. With failure, the victim suffers from a form of temporary amnesia for 4d6 hours, after which time the suppressive effect fades and memories are restored. During this period, the affected

mind is like an empty slate and vulnerable to suggestion. Friends can be declared enemies, phobias may be implanted or removed, and loyalties can be altered. After two implanted falsehoods, the victim may make another DC 12 Intelligence save to overcome the drug's effect. For each additional suggestion beyond the second, this roll is made at +2.

Oxygas: A hyperoxygenated concentrate, one blast of this gas awakens someone from the effects of sleep potions and gases (such as asphyxoil) or restores consciousness to those who have been incapacitated due to wounds or poisoning. Healing rolls made for Incapacitated victims are granted a +2 bonus when using oxygas.

Psi-Block (pill): This drug (usually taken in pill form (though it can also be administered via injection)) grants a +2 bonus to saves against magic spells for one 1d4 hours against psionics only. A psionicist using this drug suffers a -4 penalty to his Spell save DC and his Spell attack modifier.

Trance Drug (dose): Voluntary ingestion of this drug slows the metabolism to the point where it is detectable only with advanced equipment. Heart rate, blood flow, respiration, and brain activity are all arrested. The effect lasts for 2d6 hours. The drug can be administered via injection, gas, or pill. Should the target be unwilling, she resists with a DC 12 Constitution save.

Truth Gas/Serum: A few varieties of this potion are in use on Mongo, particularly in Ming's Hall of Torture. While some interrogators use an injectable serum known as Uninhibitin, others opt for the inhalation of Verigas. Either chemical makes it impossible for the victim to tell a falsehood for the next 6 hours.

WEAPONS

Weapon Properties

Refer to the Player's Handbook for weapon properties not listed here.

Damage Types: Weapons deal bludgeoning, piercing or slashing damage like similar weapons in the PHB. If a weapon delivers a different type of damage that will called out in that weapon's description.

Power Crystals: Weapons that use Power Crystals use white sapphire power crystals. Each time you attack with a weapon that contains a power crystal, you reduce the amount of charge remaining in the crystal. The weapon loses any feature provided by that crystal when the power crystal's power is depleted. If you have available another charged power crystal of the appropriate size you can use an action to replace the power crystal in the weapon. Refer to the "Charged Power Crystals" table on page 23 for the price of crystals of different power levels.

Charging Power Crystals

Public Recharging Station: Recharging can be done at a public recharging station for half the cost of a charged power crystal, however public recharging stations are only found in the more technologically advanced kingdoms. Recharging power crystals requires ten minutes per power level.

Blue Magic Man: The blue magic men of Kira can use an action to fully recharge any power crystal, at the cost of one level of exhaustion. (Refer to "Blue Magic Man" on page 6.)

Mongomancers: A Mongomancer character can only recharge the one power crystal that he uses to power his spells. Once a day after a long rest.

Mongo-Tech: A Mongo-Tech character can only recharge black sapphire power crystals for use in his weird science devices. Once a day after a long rest.

Firearms

Add your dexterity bonus to attack and damage rolls made with firearms.

Shots: Each time you attack with the weapon, you expend one piece of ammunition or reduce the charge of a power crystal. The number listed under "Shots" is the magazine size, or number of attacks you can make with the weapon before it must be re-loaded or recharged whichever the case may be. (Note that we are not using Savage World's Rate of Fire property.)

- If the weapon doesn't use a power crystal: It requires an action to reload the weapon before it can be fired again. With a single action you can load the weapon with as much

ammunition as you have available, up the weapons "shots" property.

- If the weapon uses a power crystal: If you have available another charged power crystal of the appropriate size you can use an action to replace the power crystal in the weapon. If you don't have another appropriate power crystal available, you must remove the power crystal from the weapon before it can be recharged and it requires another action to later load it back into the weapon after it has been recharged.

Cooldown: Some weapons require a "Cooldown" of one round before they can fire again. If they aren't allowed to do so and the firer rolls a 1 on his attack roll, the weapon blows up in his hand for its normal damage (with no ability adjustments to damage). After firing in two consecutive rounds, the weapon automatically shuts down and cools for 1d6 rounds.

Armor Piercing: Some vehicles are immune to all damage except from weapons with the Armor Piercing property.

Acid Rounds: These are small pellets containing acid that breaks on impact when fired from an acid gun.

Hand Weapons

Axe: As per the "Handaxe" in the PHB.

Axe, Huge: As per the "Battleaxe" in the PHB.

Club: As per the PHB

Club, War: As per the "Greatclub" in the PHB.

Dagger: As per the PHB

Fork / Trident: As per "Trident" in the PHB

Gauntlets, Steel: Worn by the First Lancers, the greatest fliers in the hawkmen army, these gauntlets feature a set of sharpened knuckle blades (Str+d4) and offer the user a +1 AC bonus when worn as a pair.

Knife, Clasp: A large folding knife. Opening takes 1 action. Finesse, light

Lance: As per the PHB

Lance, Flaming: As Lance with additional +2 fire damage and produces light as a torch. It uses a small power crystal that generates the flame for a number of rounds = 2 X the crystal's power level.

Rapier: As per the PHB

Scimitar: As per the PHB

Shockstick: These are electrified weapons used for crowd control, subdual, or even torture. Uncharged shocksticks can be used as standard clubs, but when activated, struck targets (including Touch Attacks) must make a DC 10 Constitution save or be Stunned. Stunned creatures can attempt another save at the end of each round. It uses a small power crystal that is good for a number of shocks = 4 X the crystal's power level.

Spear: As per the PHB

Sword, Short: As per "Shortsword" in the PHB

Sword, Long: As per "Longsword" in the PHB

Sword, Flame: As Longsword with additional +2 fire damage and produces light as a torch. It uses a small power crystal that generates the flame for a number of rounds = 2 X the crystal's power level.

Whip: As per the PHB

Whip, Electric: As Whip with additional +2 lightning damage. It uses a small power crystal that is good for a number of shocks = 4 X the crystal's power level.

Primitive Ranged Weapons

Boomerang, S-shaped: The favored weapon of the dwarfs of the Magnetic Mountains, these aerodynamic, s-shaped blades, if correctly thrown, fly in an elliptical path and return to the wielder's hand unless they strike their prey first. Catching a returning boomerang requires a DC 10 Agility check. Should the would-be catcher roll a critical failure, he's struck for 1d6 damage!

Bow: As per the "Shortbow" in the PHB

Bow, Arbonian: As per the "Longbow" in the PHB

Spear: As per the PHB

Firearms

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

Acid Guns

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

Acid Pistol: Armor Piercing. Acid damage. Ammo: Acid Rounds (Pistol).

Acid Rifle: Armor Piercing. Acid Damage. Ammo: Acid Rounds (Rifle).

Atom Guns

Atom pistols are sometimes called disintegrators. They disrupt and expel the target's very atoms! Monsters killed by atom pistols are blasted to atoms. PCs and monsters who succeed in making their saving throws receive a permanent scar.

Atom Pistol: Armor Piercing, Cooldown, Force damage. Ammo: It uses a small power crystal that is good for a number of shots = the crystal's power level.

Rust Guns

So-called "rust guns" are manufactured in the toxic kingdom of Radiuma. They can set fire to anything by altering its atomic structure so that it oxidizes, generating

a sudden explosion of extreme heat. Treat any substance hit by an Atom Fire gun as flammable.

Atom-Fire Pistol: May start fires. Ammo: It uses a small power crystal that is good for a number of shots = 2 X the crystal's power level.

Atom-Fire Rifle: Armor Piercing. May start fires. Ammo: It uses a small power crystal that is good for a number of shots = 4 X the crystal's power level.

Bent Ray Guns

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

Bent Ray Gun: Ammo: It uses a medium power crystal that is good for a number of shots = 2 X the crystal's power level.

Electric Weapons

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

Electro-Rifle: Cooldown. After a target is hit, he must make a DC 10 CON save or be stunned for 10 rounds. He can make another save attempt at the start of each round. Ammo: It uses a medium power crystal that is good for a number of shots = the crystal's power level.

Electro-Shock Gun: After a target is hit, he must make a DC 10 CON save or be stunned for 10 rounds. He can make another save attempt at the start of each round. Ammo: It uses a medium power crystal that is good for a number of shots = the crystal's power level.

Flame Weapons

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

Flamol Thrower: Armor Piercing. It ignites flammable objects not being worn or carried. Backpack tank holds two canisters worth of flamol. Each canister costs 50 m, and weighs 2 pounds per unit. Each tank is good for 10 shots, then you must take an action to switch tanks before attacking with the flamol in the second tank. If thermiton is used instead of flamol, double the ammo cost and increase damage to 2d12.

Heat Gun: Armor Piercing. Ammo: It uses a medium power crystal that is good for a number of shots = the crystal's power level. These terrible weapons fire a ray of pure heat that can melt flesh and stone alike!

Ice Gun: These Frigian rifles emit a focused stream of cold fire capable of freezing a living target. After a target is hit, he must make a DC 10 DEX save or he's frozen solid and paralyzed. If he makes his save he is slowed (as per the slow spell) until the end of his next turn. A frozen victim thaws in 2d6 rounds under normal conditions, but a companion can spend his entire turn heating the target with a suitable heat-source (DM's call). Ammo: It uses a medium

power crystal that is good for a number of shots = the crystal's power level.

Light Weapons

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

Light Pistol: May be overcharged. Ammo: It uses a small power crystal that is good for a number of shots = 4 X the crystal's power level.

Light Rifle: May be overcharged. Ammo: It uses a medium power crystal that is good for a number of shots = 2 X the crystal's power level.

Net Guns

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

Net Gun: With a successful hit, targets are grappled and must make a DC 10 DEX save or also be restrained. Net refills cost 50 gp.

Ray Weapons

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

Ray Gun Pistol: Does lightning damage. Ammo: It uses a small power crystal that generates rays for a number of shots = 10 X the crystal's power level.

Ray Gun Rifle: Does lightning damage. Ammo: It uses a medium power crystal that generates rays for a number of shots = 5 X the crystal's power level.

Signal Weapons

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

Signal Gun Pistol: Does thunder damage. Ammo: It uses a small power crystal that is good for a number of shots = 4 X the crystal's power level.

Sleep Guns

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

Sleep-Gas Gun: After a target is hit, he must make a DC 10 DEX save or falls into a deep sleep for 2d6 hours. Ammo: Fully charged with 6 vials of asphyxoil. Each vial costs 25m.

Slugthrowers (Powered by Gunpowder)

Mongo has few if any traditional firearms, but a few have made their way there from Earth and characters from there might want to start with them. Ammo is impossible to get, however, and must be made with a DC 15 Intelligence (science) check. Proper equipment (metal, molds, and heat), a successful roll, and four hours spent doing so creates six bullets or shells of any size listed here.

Pistol (.38): Gunpowder Revolver. A critical miss indicates a random adjacent character was hit. Does piercing damage. Ammo: .38 caliber hand loaded lead bullets.

Rifle (.30): Gunpowder Rifle. A critical miss indicates a random adjacent character was hit. Does piercing damage. Ammo: .38 caliber hand loaded lead bullets.

Shotgun (12g): Gunpowder Shotgun. Rolling a 1 or 2 on the attack roll indicates a random adjacent character was hit. Does piercing damage. Ammo: 12 gauge hand loaded shotgun shells.

Tommy Gun (.45): Submachine Gun. Each shot uses 3d4 bullets. Add +2 to your attack roll. Rolling a 1 or 2 on the attack roll indicates a random adjacent character was hit. It does piercing damage. Ammo: 45 hand loaded lead bullets.

Water Pressure Guns

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

Water Pressure Gun: Does bludgeoning damage. Ammo: Charged with pressurized sea water. The charging process takes at least 8 ounces of sea water and one minute per Shot.

Grenades

Sleep Gas Globe: Small, frangible plyoglass spheres of Kiran design that can be lobbed at targets like grenades. You can throw the globe up to 20 feet, shattering it on impact and fill a 10 ft. radius sphere area with gas. Make a ranged attack against a creature or object, treating the globe as an improvised weapon. Anyone who starts their turn in the area of effect or who ends their turn there must make a DC 10 CON save or fall into a deep sleep for 2d6 hours. The gas disperses safely after three rounds.

ANIMALS



Gryph

The sure-footed gryphs have odd feline facial features and large golden beaks. Lithe and even-tempered, the majestic gryphs offer a smooth ride and a pleasant, loyal demeanor. They are known to purr like big cats when groomed and can emit a piercing and intimidating shriek when threatened.

Use "Riding Horse" with these changes:

Add a bite attack

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (2d4 + 3) piercing damage.

Add this feature:

Won't Swim: Gryphs hate water and won't enter water. If forced to some-how, they suffer a -4 penalty on all attacks and saves.



Horn-Horse

Common riding animals found in most of the temperate kingdoms of Mongo, horn-horses resemble typical Earth horses (and come in a variety of breeds, sizes, and colors), but stand apart from them thanks to a single curved horn growing from their foreheads that they can use as a weapon when charging.

Use a "Riding Horse" with these changes:

Add this feature.

Add a core attack

Charge. If the Horn-Horse moves at least 20 ft. straight toward a target and then hits it with a horn attack on the same turn, the target takes an extra 2d8 piercing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Add this attack:

Horn. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 1d8 + 3 piercing damage



Sea-Horse

Aquatic, two-legged steeds used by the sea folk of Coralia. Thanks to their streamlined bodies and dexterous prehensile tails, sea-horses are swift moving animals that, like horn-horses, manage a good compromise between speed and carrying capacity. Non-aggressive creatures, they will attack if threatened.

Use "Giant Sea Horse".



Snowbird

Resembling large ostriches with rending beaks and sharp talons, snowbirds are naturally resistant to the effects of extreme cold and can move across ice and snow with great ease and velocity thanks to their wide, tufted feet. Normally docile, wild snowbirds only attack when threatened.

Use "Axe Beak".



Torok

Toroks are large, long-horned bovines of Valkr. While they are fierce fighters when threatened, they can also be tamed as beasts of burden and even ridden.

Similar creatures (same stats) known as snow-oxen are found throughout the ice world of Frigia, though these animals are hunted and raised for their meat and hides and rarely domesticated.

Use "Auroch".



Wolfin

Wolfin are very large, intelligent gray wolves that can be saddled and bridled and used as mounts by the nobles of Valkr. While there are plenty of wolfin packs still living and thriving in the wild, they are seldom seen and tend to avoid close encounters with humans, showing aggression only when defending themselves. Captive wolfin obey orders and lash out to protect their masters/trainers.

Use "Worg".

Animals

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

Animal or Item	Weight	Cost
Gryph	—	250
Horn-Horse	—	300
Sea-Horse	—	200
Snowbird	—	350
Torok	—	250
Wolfin	—	200
Saddle	10 lb.	10

Basic Equipment

Item	Weight	Cost
Autograpnel	5 lb.	100
Backpack	2 lb.	50
Canteen	1 lb.	5
Chemi-Torch	1 lb.	100
Climbing Gear	6 lb.	15
Flashlight	3 lb.	20
Flying Belt	5 lb.	5000
Gem Cutting Tools	2 lb.	500
Grappling Hook and Line	2 lb.	100
Lantern	3 lb.	25
1 pint of lantern oil	2 lb.	2
Lockpicks	1 lb.	100
Optoscope	3 lb.	300
Pain Manacles	2 lb.	200
Parachute	5 lb.	50
Quiver	4 lb.	25
Radiophone	20 lb.	150
Rope (50 5ft.)	15 lb.	15
Scope	1 lb.	20
Skis & Poles (pair)	5 lb.	75
Spaceophone	100 lb.	500,00
Tool Kit, Portable	5 lb.	150
Torch	1 lb.	1
Tubelite	3 lb.	20
Visiphone	1 lb.	500

Drugs and Medical Equipment

Item	Weight	Cost
Asphyxoil (vial)	-	25
Drogol (salve)	-	100
First Aid Kit	-	75
Heal-O Ray	-	100
Lethium (vial)	-	200
Oxygas	-	50
Psi-Block (pill)	-	100
Trance Drug (dose)	-	200
Truth Gas/Serum	-	100

Ammunition

Type	Weight	Cost
Acid Rounds (Pistol) [50]	5 lb.	25
Acid Rounds (Rifle) [50]	10 lb.	50

Armor & Shields

Type	Armor Class (AC)	Weight	Cost
Leather	11 +Dex modifier	15 lb.	25
Diving Suit and Helmet	14	40 lb.	500
Plate Corselet and Helm	14 + Dex modifier (max 2)	25 lb.	200
Electro-Shield	+2	5 lb.	500
Ray-Proof Armor	16	15 lb.	250
Shields			
Type	Armor	Weight	Cost
Small Shield	+2	8 lb.	25
Medium Shield	+3	12 lb.	50

Adventure Clothing

Item	Weight	Cost
Aircon	—	50
Cold Weather Clothes	6 lb.	100
Fire Proximity Suit	8 lb.	300
Gas Mask	2 lb.	100
Goggles	1 lb.	25
Hydration Suit	8 lb.	200
Protecto Suit	12 lb.	400
Water Helmet	4 lb.	100

Mundane Clothing

Item	Weight	Cost
Boots	2 lb.	50
Gloves	1 lb.	5
Hat	-	10
Normal Clothing	-	20
Formal Clothing	-	100

Food and Drink

Item	Weight	Cost
Average Meal	-	5
Cheap Meal	-	1
Expensive Meal	-	15+
Alcane (bottle)	2 lb.	10
Vokko (bottle)	2 lb.	20
1 week's rations	10 lb.	10
1 day's water	2 lb.	1

Drugs and Medical Equipment

Item	Weight	Cost
Asphyxoil (vial)	-	25
Drogol (salve)	-	100
First Aid Kit	-	75
Heal-O Ray	-	100
Lethium (vial)	-	200
Oxygas	-	50
Psi-Block (pill)	-	100
Trance Drug (dose)	-	200
Truth Gas/Serum	-	100

Primitive Ranged Weapons

Type	Range	Damage	Weight	Cost
Boomerang, S-shaped	20/40	1d6	2 lb.	50
Bow	25/50	2d6	3 lb.	150
Bow, Arborian	30/60	2d6	5 lb.	200
Dagger	6/12	1d4	1 lb.	10
Spear	6/12	1d6	5 lb.	25

Firearms					
Type	Range	Damage	Shots	Wt.	Cost
Acid Pistol	10/20	2d6	5	3 lb.	300
Acid Rifle	40/80	2d10	5	3 lb.	800
Atom Pistol	10/20	2d10	5	2 lb.	300
Atom-Fire Pistol	30' Cone	2d8	10	5 lb.	500
Atom-Fire Rifle	30' Cone	2d12	20	15 lb.	1,000
Bent Ray Gun	50/100	2d8	18	12 lb.	500
Electro-Rifle	50/100	2d10	9	10 lb.	500
Electro-Shock Gun	25/50	None	9	8 lb.	300
Flamol Thrower	30' Cone	2d10	20	30 lb.	500
Heat Gun	25/50	2d10	9	8 lb.	600
Ice Gun	10/20	—	9	12 lb.	1000
Light Pistol	25/50	2d6	20	3 lb.	500
Light Rifle	50/100	2d8	18	12 lb.	1500
Net Gun	10/20	See Text	1	8 lb.	300
Ray Gun Pistol	25/50	2d6+2	50	1 lb.	200
Ray Gun Rifle	50/100	2d8	45	5 lb.	500
Signal Gun Pistol	20/40	2d6	20	1 lb.	200
Sleep-Gas Gun	30' Cone	Special	6	8 lb.	200
Pistol (.38)	25/50	2d6-1	6	4 lb.	100
Rifle (.30)	50/100	2d8	8	8 lb.	300
Shotgun (12g)	50/100	1-3d6	8	8 lb.	300
Tommy Gun (.45)	50/100	2d6+1	50	16 lb.	100
Water Pressure Gun	10/20	2d6	10	2 lb.	200
Sleep Gas Globe	10/20	Special	1	1 lb.	75

Hand Weapons			
Type	Damage	Wt.	Cost
Axe	1d6	2 lb.	25
Axe, Huge	1d8	4 lb.	50
Club	1d4	2 lb.	15
Club, War	1d8	10 lb.	50
Dagger	1d4	1 lb.	10
Fork / Trident	1d6	4 lb.	75
Gauntlets, Steel	1d4	4 lb.	100
Knife, Clasp	1d4	1 lb.	15
Lance	1d12	6 lb.	100
Lance, Flaming	1d12+2	10 lb.	125
Rapier	1d8	4 lb.	30
Scimitar	1d6	2 lb.	30
Shockstick	Special	2 lb.	200
Spear	1d6	3 lb.	25
Sword, Short	1d6	2 lb.	50
Sword, Long	1d8	3 lb.	75
Sword, Flame	1d8+2	5 lb.	500
Whip	1d4	3 lb.	20
Whip, Electric	1d6	2 lb.	100

A few last words:

I hope you have fun with this. I may post a "Vehicles" supplement. Savage Worlds has published a companion adventure module "Journey to the Center of Mongo" that looks like it would be a lot of fun to run and shouldn't be too hard to convert on the fly.

Let me know what you think of this.

Ronny Hart