

An age-old colossus is awakened from its slumber and set on a deadly trajectory!

While scouring the jungle in search of ancient relics at the behest of Queen Desira, a meddlesome archaeologist has inadvertently reactivated an ancient machine! Slowly, steadily, and without any influence from its singular passenger, this monstrosity is now making a beeline for the Tropicana capital city.

The heroes must stop the machine before unrelenting chaos and destruction stomps its way into the heart of Desira's kingdom.

IT'S IN THE TREES! IT'S COMING!

It is dawn in Tropicana, and the heroes are currently grounded due to an increase in atmospheric electromagnetic activity associated with the imminent celebration of Winterlight, an annual festival during which time the continent is bathed in the glow of kaleidoscopic polar lights. The Tropicans observe Winterlight by exchanging gifts and donning hand-crafted crystalline coronets in honor of the legendary Crown of Conciliation, an artifact of the Lost Kingdom of Vitruvia comprised of the purest white sapphires—long-mislaid, and sought to this very day.

As the people prepare for the festival and the streets echo with songs of the ancient world, word comes that a hawkman trader from Portentia spotted an enormous humanoid silhouette making its way through the Forbidden Forest in a northerly direction. Unfortunately, it was pitch dark and they were too frightened to attempt a flyby.

Queen Desira urges the heroes to investigate the approaching threat. Due to the rising electromagnetic disturbances, travel by air is risky. The safest option is to make the journey on foot or astride gryphs. Should the heroes insist on flying, they may either use their own mode of transport or borrow a jetcar (crew 1+5) or airscout (crew 2+12). Alas, a surge in storm activity wreaks havoc on their instruments and forces the heroes down into the Forbidden Forest about 20 minutes into their flight!

SPIDROTS AND BLOODWOLVES AND RATS, OH MY!

After an hour on foot (30 minutes after crash landing if traveling by air), the heroes encounter an aggressively territorial forest dwarf hunting party. These green-skinned dwarfs, clad in red leather armor, attempt to ambush the heroes, accusing them of trespassing. Attempts at Persuasion are possible (the dwarfs begin as Hostile), which can lead to them breaking off and retreating into the jungle.

Should the encounter go especially bad for either side, the proceedings are interrupted by the arrival of two tree dragons that are fleeing the approaching menace. The tree dragons are just as much of a threat to the forest dwarfs and select their targets indiscriminately.

Additional random encounters are possible through the use of the **Tropicana Forest Table**, below.

- **Forest Dwarf (2 per hero):** Use the Dwarf profile in *Flash Gordon*. They wear leather (Armor +1).
- **Tree Dragon (2):** See *Flash Gordon*.



TROPICANA FOREST TABLE

d20	Encounter
1-4	No Encounter
5-7	1d6 Peltures (see <i>Kingdoms of Mongo</i>)
8-10	2d4 Bloodwolves (see <i>Flash Gordon</i>)
11-13	1d6 Spidrots (see <i>Flash Gordon</i>)
14-16	2d6 Giant Rat (see <i>Flash Gordon</i>)
17-18	Giant Scorpion (see <i>Flash Gordon</i>)
19-20	Forest Fire (see Hazards in <i>Flash Gordon</i>)

HIS HEAD IN THE SKY

Before long, the heroes detect a rhythmic thumping sound and vibrations in the ground, and soon catch their first glimpse of Gi-nor-mo crashing through the trees, its metallic body adorned with twinkling, multicolored lights. The moment Dr. Kleos spots the heroes, he hails them over a loudspeaker:

"Who's that approaching? I am Dr. Xander Kleos, an archaeologist on a mission for the queen! My colleagues and I stumbled upon the wreck of this ancient Vitruvian titan deep in the jungle. When I climbed into the cockpit, the whole thing suddenly came to life and sealed me inside before I could escape. Despite my best efforts, I've been unable to gain control of the machine and it is marching of its own volition. You must help me!"

Unless the heroes have some way of flying, they'll need to climb Gi-nor-mo if they want to stop it. This is best handled in rounds with a -2 modifier to Athletics rolls due to Gi-nor-mo's side-to-side swaying movements and the constant assault from tree branches. Gi-nor-mo attempts to brush away climbers by swinging a bare fist or an uprooted tree as an Improvised Weapon.

A Notice roll allows the heroes to spot an unlocked access hatch in Gi-nor-mo's chest. Inside is a ladder that leads up to the cockpit (no roll required). The hatch at the top requires a Thievery -2 check to unlock. As they climb, they pass numerous storage compartments that can be opened and searched, the contents of which can also be viewed through small windows. All of these compartments contain priceless treasures from the ancient world including an exquisite golden crown adorned in white sapphires, dimly glowing with energy: the long-lost Crown of Conciliation!

Alternatively, the locked hatch at the top of Gi-nor-mo's head can be opened with a Thievery check at -4. Should the heroes succeed, they gain access to the cockpit (see **Assuming Control**, below).

ASSUMING CONTROL

Once inside the cockpit, Dr. Kleos thanks them for their assistance and also offers to help them take control of Gi-nor-mo. Unfortunately, Gi-nor-mo's security systems have locked out the controls. "Hacking" these controls is best handled as a Dramatic Task. Heroes may use Electronics, Repair, Driving, or any other skills they deem appropriate.

As soon as the heroes begin the Dramatic Task, Gi-nor-mo responds to their meddling and picks up speed, now

CROWN OF CONCILIATION

While wearing this golden crown, the user's powers of oration are dramatically increased, gaining +4 bonus to all Persuasion and Intimidation rolls. The crown's power can be activated at will, but the energized white sapphires, due to their age and fragility, burn out completely with Critical Failure, rendering the crown useless. The crystals cannot be recharged.

running through the jungle toward Tropica! The gimbals in the cockpit can absorb regular motion, but running causes everyone inside to suffer the Unstable Platform penalty.

If the heroes gain control of Gi-nor-mo, they may safely arrest its progress. Should there be a delay, or should they fail altogether, it breaks from the jungle within view of Tropica's gates, where Queen Desira and several armed soldiers stand, ready to unleash hell!

Either way, Gi-nor-mo's advance is eventually halted. Should the heroes present Desira with the Crown of Conciliation, she acknowledges that it is "a Winterlight miracle" and is eternally in their debt.

- **Dr. Kleos:** Use the Citizen profile in *Flash Gordon*, but with Repair d6 and Science d8.
- **Gi-nor-mo:** See below.

GI-NOR-MO

Created by the advanced scientists of the Lost Kingdom of Vitruvia, Gi-nor-mo is more reconnaissance vehicle than robot. Standing almost 80 feet tall, the machine was designed to allow for the safe surveyal of the Forbidden Forest. When Gi-nor-mo failed to return from a scouting mission (the unfortunate pilot having suffered a devastating cardiac event), the program terminated, and the machine and its occupant were never seen again—both left to decay out in the dense jungle.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d12+10, Vigor d10

Skills: Athletics d8, Common Knowledge d6, Fighting d10, Intimidation d6, Notice d8, Stealth d6

Pace: 10 (2d6 Run); **Parry:** 7; **Toughness:** 49 (30)

Edges: Alertness (Sensors).

Special Abilities:

- **Armor +30:** Gi-nor-mo is a walking suit of armor.
- **Construct:** +2 to recover from being Shaken; ignores 1 point of Wound penalties; does not breathe or suffer from disease or poison.
- **Environmental Weakness (Electricity):** Gi-nor-mo suffers +4 additional damage from electric attacks and has a -4 penalty to resist other electrical effects.
- **Semi-Sapient:** If a skilled operator is present, Gi-nor-mo's actions are at the whim of the controller. If the system is on auto-pilot, the machine defends itself and proceeds according to pre-programmed instructions.
- **Size 12 (Gargantuan):** Gi-nor-mo stands almost 80' tall. May Stomp (Str+2d6).
- **Tool User:** Gi-nor-mo can uproot trees to use as giant Improvised Weapons. Gi-nor-mo subtracts 2 from its Fighting rolls but adds a d12 to its damage on a successful hit. After each use, roll a die. If the result is odd, the weapon falls apart and must be replaced.