

KAISER'S GATE



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Savage Worlds Deluxe Edition

by
**Mike Lafferty
&
Bryan Hitchcock**

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The graphic novel **ARROWSMITH** (by Kurt Busiek and Carlos Pacheco) and the movie **FLYBOYS** were the primary inspirations for **KAISER'S GATE**. If you enjoy this setting, chances are you'd probably like those too.

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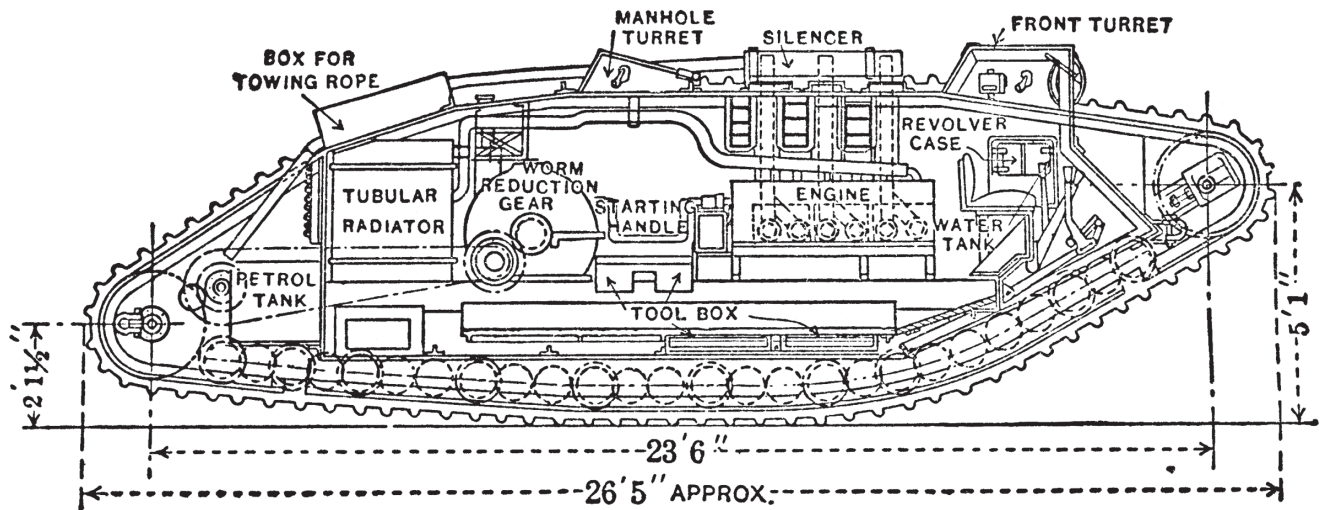
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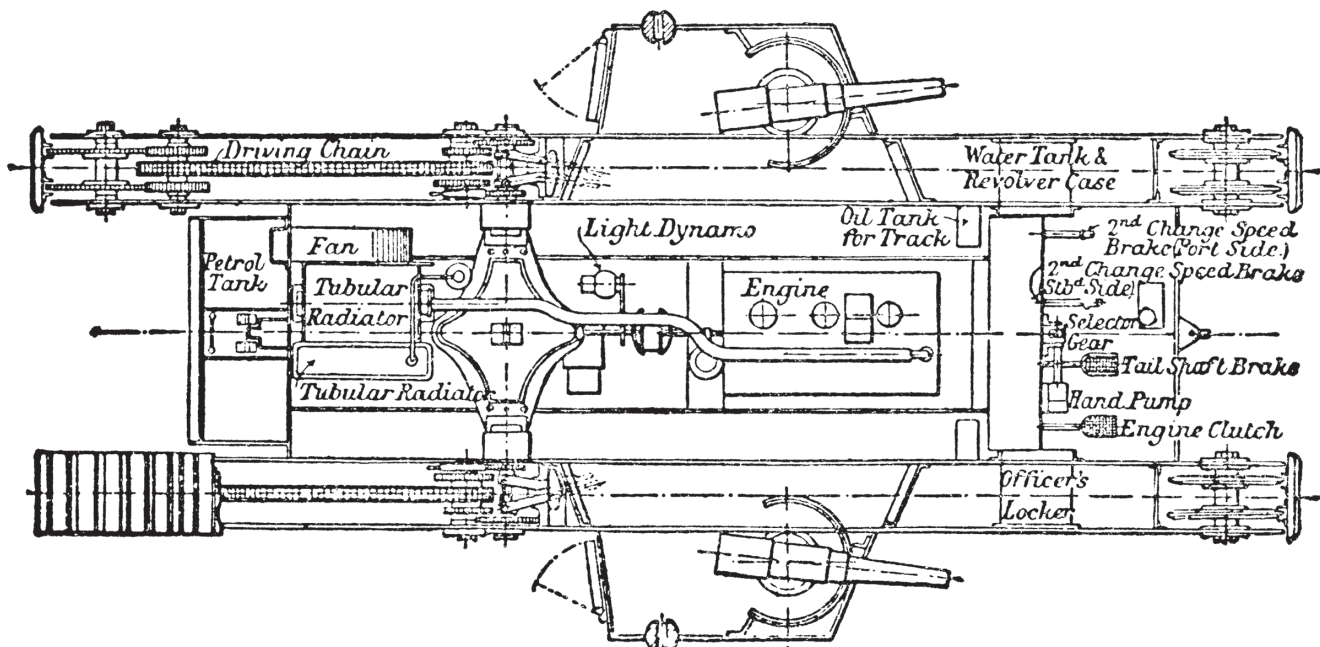
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Mark IV Tank



Top View Plan



Side View Plan

Part

**The Savage World
of Kaiser's Gate**

An abstract graphic design featuring a large, bold, black number '1' on the left. A thick, light gray horizontal bar with a semi-circular end on the left passes behind the '1'. Below the '1' is a solid black square. To the right, a large black circle is partially visible, with a white circle inside it. A thin black arc curves from the top right towards the bottom left, passing behind the gray bar and the black circle. The top right corner of the page is a solid gray rectangle.

1

In this alternate history setting, magic is introduced into the early 20th century and dramatically changes the flow of history for the rest of the century. To use this setting, you will need to have access to the **SAVAGE WORLDS DELUXE EDITION** rules from **Pinnacle Entertainment Group**.

JULY 28, 1915

The winter wind howled through the shattered gates of Fort Douamont. I stood in the courtyard, eyeing the still-warm bodies of the French defenders. The enemy hadn't expected the Kaiser to send in one of his best sorcerers to sap the walls, and it had cost them. Occasional pops of gunfire echoed over the frozen bricks as my men hunted the last French soldiers through the inner defenses of the fort.

I was drawn to the commotion immediately when Sergeant Kunze's squad emerged from the main bunker with a gibbering civilian in tow. They dragged the greasy, cackling wretch by his elbows and threw him down at my feet. He spat blood and giggled, seeming oblivious to the corpses heaped nearby.

"Sergeant, what is the meaning of this? Our orders were to take no prisoners."

The rest of his squad had taken a prudent step back, leaving him to face me. The sergeant stammered, "This one has no uniform or weapon, Captain. We thought he might be a spy. That he might have some useful information. Although he looks a bit mad."

The Frenchman was still giggling and mumbling to himself at my feet, and I delivered a savage kick to shut him up, bowling him onto a dead French officer. He looked up at me, and began mouthing strange words – definitely not French – and caressing the bodies he laid upon. A magician's trick?

"You idiot!" I fumed, fumbling for my pistol and emptying it into the French sorcerer's chest. With a last gasping word, he slumped back, a glassy grin freezing onto his face. Cold wind rushed in to fill the silence.

"That was no spy, Sergeant."

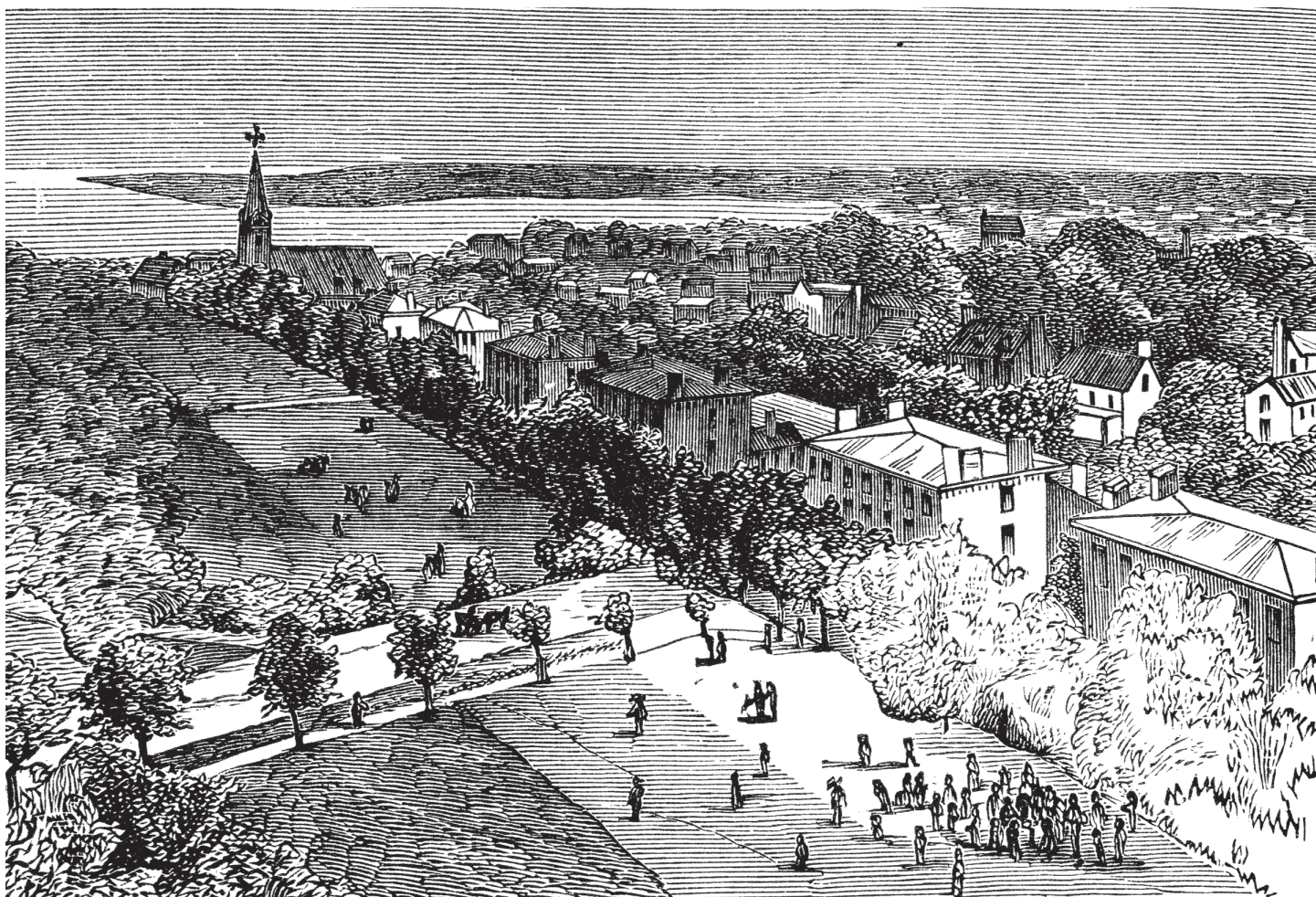
"What do you mean, Captain?" Kunze said, blinking in bafflement.

"Find our sorcerer! Now!" I shrieked, fumbling to reload my pistol with half-frozen fingers. I followed Kunze's squad toward the main bunker, but it was already too late. All over the courtyard, the fallen of Fort Douaumont staggered to their feet, eerie blue flames dancing in their eyes. Even our own fallen men – good subjects of the Kaiser – rose to clutch at us. Two of Kunze's infantrymen were dragged down by the weight of the ghoulish horde, and the rest of us fled, spraying bullets. "Get to the bunker!" I shouted.

We scrambled into the bunker, reloading our weapons and shouting the alarm. We could hear the sounds of renewed fighting deeper inside, the gunshots and screaming. "Schwartzmann! Get the flame-thrower! Get it ready!" Kunze bawled.

As we slammed the outer door of the bunker against the first onrushing undead, I could hear the Frenchman's laughter slicing through the cold.

HAUPTMANN HERMANN EHRHARDT
OF THE REICHSHEER
(IMPERIAL GERMAN ARMY),
IN HIS MEMOIR
FIGHTING THE SHADOWS.



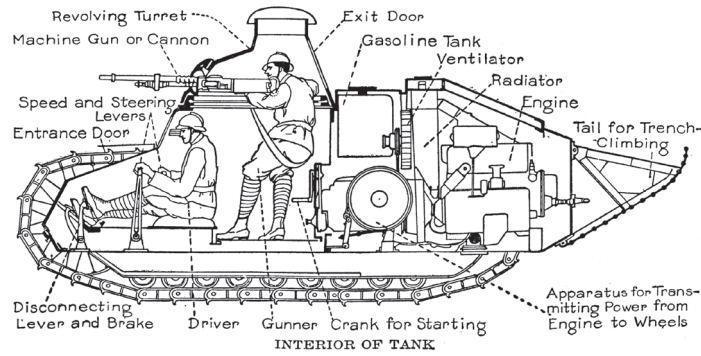
Magic Awakens

On June 30, 1908, near Tunguska, Siberia, a mysterious explosion flattened hundreds of square miles of forest. Eyewitnesses alternately described a ball of fire falling from the sky, or the sky opening up and pouring out fire. An orange glow in the sky was visible for days, as far away as Western Europe. Although the cause is still unknown, the consequence is clear. Magic was reawakened. Traditional native cultures and occultists were the first to notice, but it soon became common knowledge.

Folk magic – whether it worked before the Tunguska event or not – now had demonstrable, measurable, and reliably repeatable effects. After news of the strange happenings became public, museum staffers at the National Museum in Berlin (which houses a huge

antiquities collection) surveyed their artifacts, looking for spells, incantations, or any kind of arcane lore. Among a cache of artifacts from a tomb in Thebes, they discovered, along with the usual funeral incantations inscribed on coffin lids and sarcophagi walls, a series of spells associated with the Egyptian gods. While their grasp of hieroglyphics was incomplete, they had enough to translate and begin successfully testing a series of spells belonging to the cult of the Egyptian deity Konshu, in his aspect as god of the moon.

Once their findings were published, museums around the world began taking a second look at artifacts gathering dust in their collections. Academic scoured their libraries for any magical practices to experiment with; explorers and archaeologists delved into ruins and tombs looking for ancient sorceries that lay forgotten and unused.



In Iceland, curious researchers dug through the sagas and uncovered a collection of spells devoted to the Norse pantheon. They were able to successfully translate several of these spells. Scandinavia was already enjoying a popular resurgence in Norse mythology, literature, and music and this discovery kicked off a revival of the old Pagan faiths. One of the largest groups, the New Church of the Æsir, was founded in Iceland, with chapters opening soon thereafter in Norway and Sweden.

Scholars are still debating exactly what happened. The general consensus is that the explosion resulted in the opening of several portals from our world to a parallel universe where magic is commonplace, thus increasing the ambient level of mystical energies in our world. Native cultures and occultists referred to this as a reawakening of magic.

Gates

Immediately after the Tunguska event, hundreds of energy portals appeared across the globe. Their opening was usually preceded by strange or intense weather: Egypt experienced massive sandstorms, there were snow flurries in the Arizona desert in mid-summer, and in the Bavarian Forest, it rained trout for 2 hours. There are hundreds of these gates, mostly in rural areas. Most only exist for one week of the month, during the week of the full moon. There are 6 known permanent gates; one in Siberia at ground zero of the event, one deep in the Painted Desert in Arizona, one in the Bavarian Forest in east-central Bavaria, another in India, one near the ruins of Karnak, Egypt, and one in Manchuria.

Within a week, visitors had ventured out of the portals and set up markets to sell their goods and services. The visitors described their world as being very familiar with traveling to different planes and very familiar with magic. Their world is divided up into

dozens of kingdoms, many of them with non-human populations such as elves and dwarves. Although the visitors from the portal call their home world Lyross, our world gave it the name Faerie, and it wound up sticking, much to the chagrin of many portal visitors who take exception to being called “fey”.

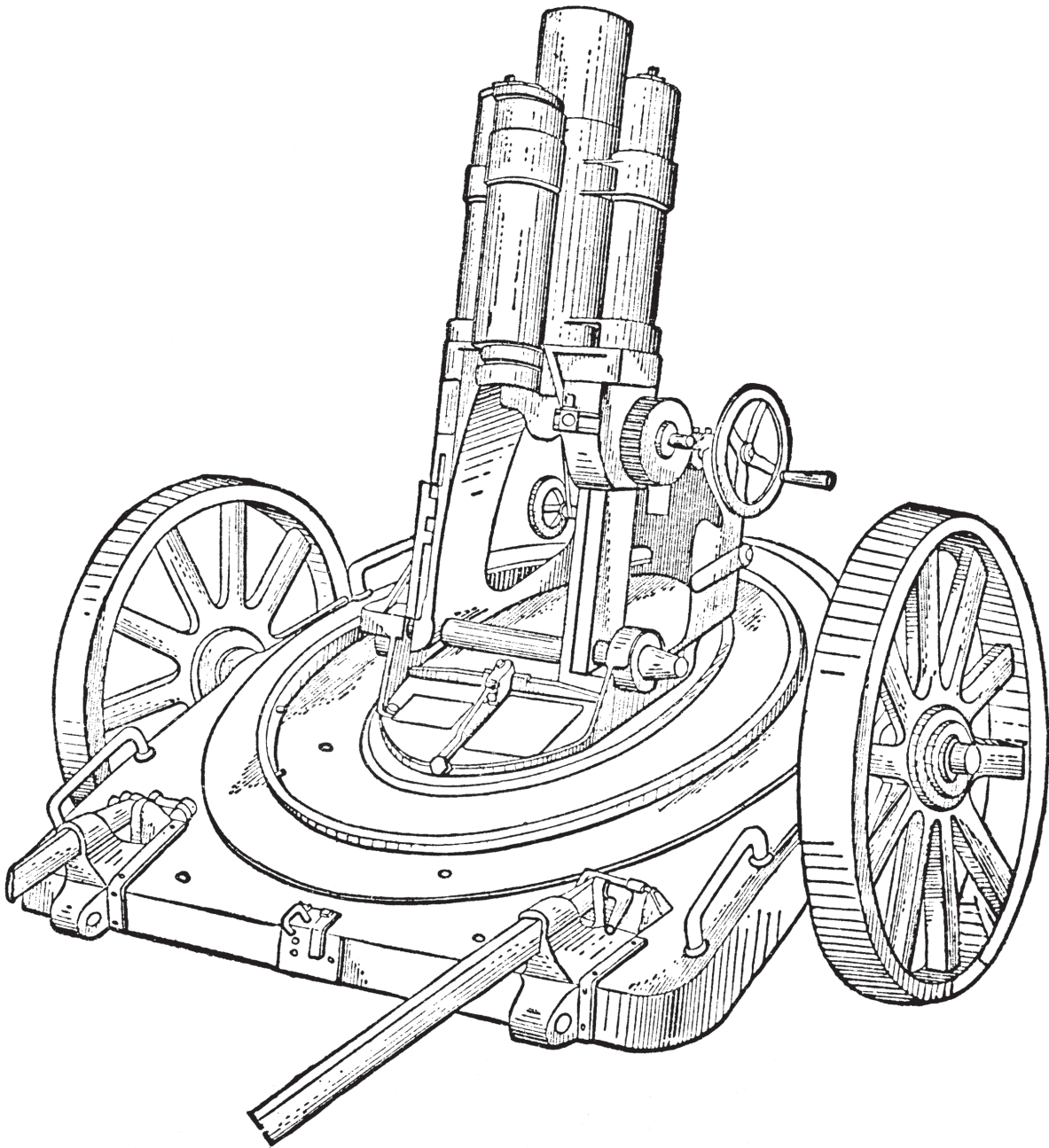
Some of the fey, such as the elves, are long-lived and recall dealing with our world in years long past. Others have heard stories of our world from the old days, before mysterious forces sealed off our plane. Many fey look at the opening of portals to a new world as a chance for learning and adventure. On the other hand, others see the new portals as simply another plane to trade with; another opportunity for business and profit.

Travel to Faerie (Lyross) is hazardous for humans from our plane; a day spent there can be 2 weeks or 10 years in our world. In addition to random time-dilation effects, some of those who have traveled to Faerie come back deranged or insane. So the travel through the portals is largely one way, with the fey visiting our world. The fey constructed bazaars and markets on “our” side of the gates and makeshift towns grew up nearby. Trade flourished and people streamed in to see the wares the fey have for sale. These makeshift settlements grew into small towns and then into small cities as the trade across the gates flourished.

GM Notes

Faerie (or Lyross or Shadow) is an analog of a traditional fantasy setting, albeit one that is very comfortable with inter-planar trading. Faced with the inherent magic of the Shadow world (and the elves, dwarves and other assorted races), describing it as the Realm of Faerie was the easiest option for modern civilization. Fey or partially Fey characters could be allowed in this setting at the GM’s discretion.





CHAPTER ONE

THE EARLY DAYS OF MAGIC 1908-1912

I am Mahu of the People and I have a story to tell.

When I was a boy among the peaceful Hopi, our people were tested like never before. The whites came in great numbers and sought to take our land. We resisted. I myself became a man when we ambushed the soldiers at the Battle of Three Rocks. Two white soldiers fell by my knife before a bullet took me in the thigh. My friends carried me to safety, but I had slipped into a fever dream. It was during this dream that the spirits showed me the future. I saw that we would lose this war, but I also saw that one day, a warrior would come from beyond the tribe to lead our people to victory.

When I recovered, I took my vision to the elders. Many great chiefs were at that council. They did not want to hear talk of defeat. They had held off our enemies the Navajo and the Apache for years and they believed they could hold off the whites. They did not know the strength of the white medicine. In the end, my people fell to the white guns and disease and the great chiefs were forced to make peace. The whites took our lands and made us live on the reservation, side-by-side with the cursed Navajo and Apache.

How can I tell you of those dark times? We lived like dogs. We were not allowed to practice our traditional ceremonies or speak our own language. Our children were taken from us and sent to white schools. We were not allowed to keep our weapons, so we could not hunt. The whites wanted us to learn how to farm, but the land could not sustain us. Without food, without hope, our souls began to shrivel and die.

Then word came of a great warrior and medicine man of the Apache, Goyathlay, who the Mexicans called Geronimo. It was said that he could move swift and silent as the wind, that he could see into the future, and that he could not be killed by bullets. Though he was of our enemy, tales of his raids against the white soldiers and settlers brought joy to our hearts.

Goyathlay kept the whites at bay for many years, but in time, even he was forced to surrender. The soldiers sent him to the place called Florida and they say that in the end, he turned his back on the old ways and embraced the white God, that he became a drunk and died of the coughing sickness.

This is just another of the white man's lies.

The truth is that on the train to Florida, Goyathlay passed beyond the world of men and became a spirit. I was there when he returned to the land of his people. It was the Year of the Desert Snows, 1909 by the white man's reckoning. Goyathlay rode out of the east on a horse made of black iron. The ground trembled at his approach, smoke and fire belched from the horse's nose and its hoof beats were like thunderclaps.

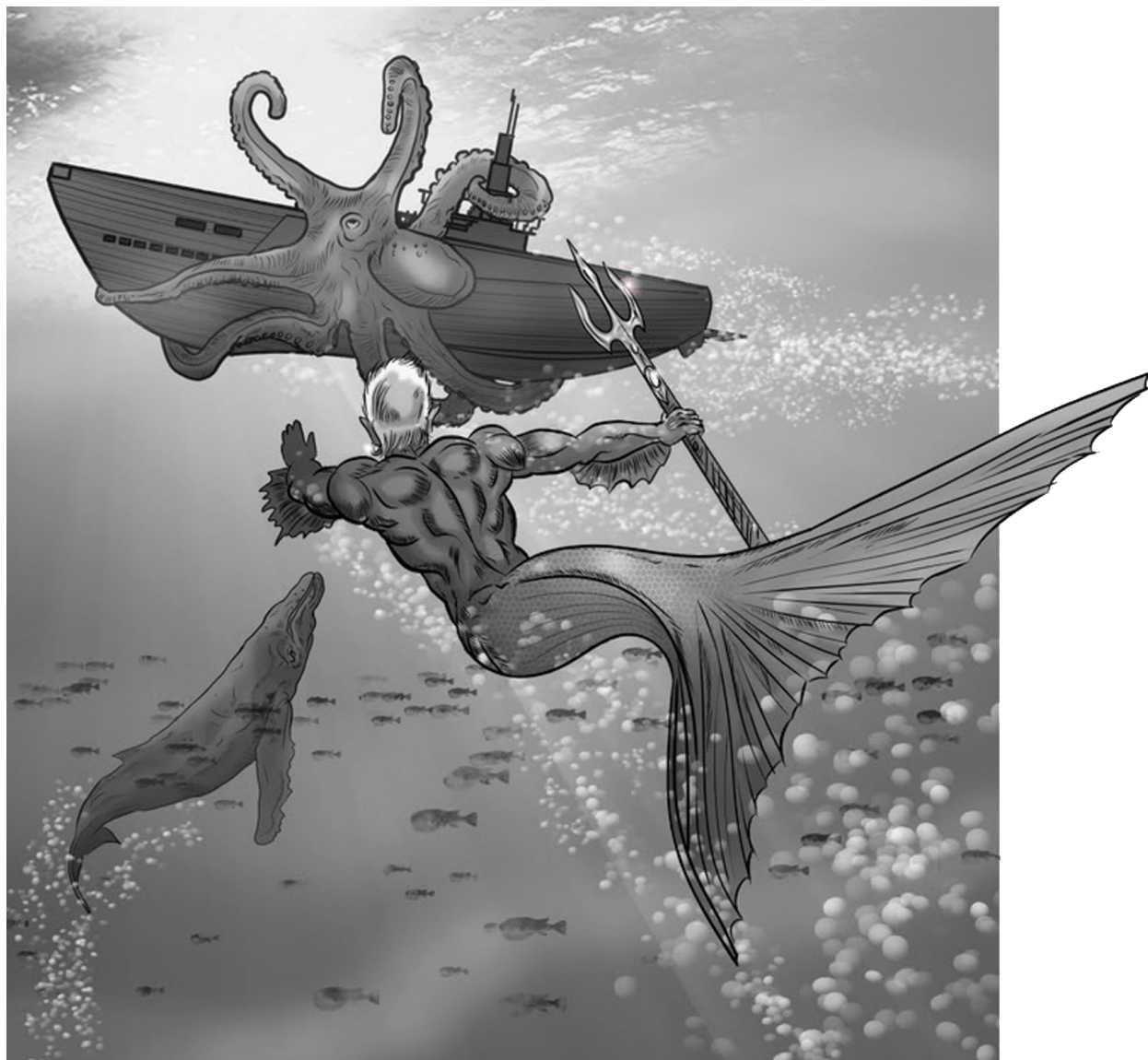
Goyathlay came before the great chiefs of the Hopi, the Havasupai, the Apache, and many of the other tribes. He told us that we were all one People in the eyes of the Great Spirit and that the time had come to drive the white man from our lands. He said that the combined might of all our peoples, the medicine of the Pueblos matched with the fierceness of the Apache and the numbers of the Navajo, would carry us to victory.

His words lifted our spirits and the call to war went up across the reservations. Goyathlay gathered the medicine men and warriors together and showed us a powerful new way to call upon the power of the spirits. When we were ready, we used that power to defeat the soldiers at the City of Flags and the story of that glorious battle is a tale unto itself. Ice fell from the sky, our war cries filled the air, and no bullets could harm us. We burned the city and drove the invaders from our land.

Afterwards, we held a great victory celebration honoring Goyathlay. He told us that the war had just begun. That we would have to stay united as one tribe in order to keep our lands from again falling into white hands. He then told us the time had come for him to leave. As a spirit, it was no longer his place to stay among the world of men. He had many roads to travel, but he promised to return if ever we had a need.

Goyathlay was a great man and I am honored to have learned at his feet and fought by his side. I know I shall meet him again, in this world or the next.

Mahu, medicine man of the Hopi People (Native Confederation)



Pandora's Box Opens

There is continued debate among magic scholars and historians about exactly why some cultures adapted more readily to the changing world. It is not a question that is likely ever to be answered by empirical means, but one prevalent theory posits that it was a matter of mindset. Non-Western cultures – or perhaps just less technologically geared societies (given the ease with which rural Scandinavian populations adapted) – are more accepting of the reawakening of magic. It must be noted that many of these cultures simply have better geographic access to permanent gates, which accelerated their magical development.

Research supports this assertion to an extent. A study done by Columbia University in 1910 found approximately 1 in 30 Americans in New York City showed any indication of magical aptitude. The same study conducted a few months later in Reykjavik found that that 1 in 7 Icelanders displayed basic magical aptitude.

Military historians estimated that similar ratios of Chinese were able to successfully wield magic within a few months after the Tunguska event, during the Second Boxer Rebellion. The high percentage of potential indigenous magic-users, combined with an influx of knowledge from the newly opened fey portals and the long-simmering resentment of oppressive interference, made the rash of general uprising and revolts against colonial interests between 1909 and 1913 inevitable. Sorcery-fueled revolutions sprang up in India, China, Mexico, the American Southwest, and across the globe as magic evened the playing field against modern weap-

ons, technology, and organization.

The Second Boxer Rebellion succeeded in China and Boxers declared the formation of a “Taoist People’s Republic”. Almost immediately afterwards, China was embroiled in war and anarchy as regional warlords and Taoist wizards fought for control.

British colonial forces were almost overwhelmed in India before being reinforced by friendly Gurkha shamans and managing to maintain a small and heavily fortified presence around a few key major cities.

The Ottoman Empire lost its holdings in North Africa and the Middle East as Moslem spellbinders led a united uprising. After driving out the colonial powers, a unified caliphate ruled from Jerusalem for 6 months before the coalition fractured and the region was plunged into decades of factionalism and warfare. A small and highly persecuted Pagan underground of spellbinders devoted to the ancient Egyptian gods is centered in Alexandria.

In early 1910, rebellious Native Americans from across North America congregated in the Southwest and staged a massive uprising. They quickly routed US forces and founded the Native Confederation, which comprises most of Arizona.

Australia erupted into full-blown civil war as Aborigines rose up and reclaimed the interior of the nation. A few coastal cities remain under European control.

A council of Voudou practitioners (Voudounistes) headed by a woman claiming to be the resurrected Marie Laveau took control of New Orleans in a bloodless coup and attempted to peacefully secede from the United States. This set off a bloody confrontation with state troops, and battles raged in the streets for two weeks. When the smoke cleared, the Louisiana National Guard withdrew and the city declared itself the Free City-State of New Orleans.

Led by Catholic priests wielding divine magic and calling themselves The Sons of Saint Patrick, the Irish Revolution began in 1912. England’s forces were stretched thin by magical revolts in its many distant colonies and were unable to mount a sufficient defense. Ireland obtained full independence in 1914 and was declared a Catholic republic, with the practice of all other religions banned. Shortly thereafter, a Pagan insurgency began in the countryside and internecine fighting and strife has divided the country for generations.

In Japan, authorities were shocked by the 1910 uprising of the indigenous Ainu people. Unable to stand against the Ainu shamans in battle, Japan asked for

peace and granted the Ainu an autonomous homeland on the southern and eastern coasts of the island of Hokkaidō. After this revolt, the Meiji emperor decided his nation needed to adapt quickly to the changes in the world. He hired foreign advisors (chiefly from India, Iceland, Norway, and the Native Confederation in the US) to instruct his army’s newly formed Sorcery War Division in the use of magic in battle. He integrated spell-wielding Shinto priests into the military as well and in 1912, Japan began a new period of expansionism. Invasions were launched into both Korea and China and the next ten years were spent establishing this new empire across eastern Asia.

Revolutions against colonial rule continued to spark up throughout this period with many Asian, South American, and African nations gaining their freedom.

Divine Magic

In late 1909, Russian Orthodox priests in Siberia were the first to note the return of holy magic. Although they swore that they had no contact with, or instruction from, the “devils” that traveled through the Tunguska gate, rumors persisted to the contrary. Soon, all major faiths developed techniques for wielding divine spells. This ignited debates and accusations of fraud as churches were baffled that “heretics” could control the same sort of power as their holy men. A rabbi in Amsterdam threw gasoline on the flames when he published an essay declaring the magic practiced by Christians and Moslems to be a “demonically corrupted” bastardization of the Kabbalah and suggested that they were risking their souls by practicing it.

On average, roughly 1 in 20 priests, pastors, or holy men in Western nations have the ability to wield divine magic, but the ratio differs sharply among denominations and geographic distribution.

Another discovery with religious implications is that some faerie visitors claim to worship ancient deities from our world or have access to temples that do. Some of these claims can be written off as charismatic salesmanship on the part of fey traders, but there is substantial evidence of worship of Norse, Roman, Irish, and Egyptian gods in Faerie. What this means in terms of world history is still debated, but it ignited a wildfire of interest in traditional and Pagan belief systems and the sorcery (both divine and arcane) associated with them.

Many rural Scandinavians (particularly in Iceland and Norway) never gave up the Old Norse ways and were particularly adaptable to the changes in the world. In Iceland, a large repository of ancient writings (sagas, histories, and some arcana) survived the ravages of time and provided the modern world a doorway into ancient Norse magical practices. With a little help from fey traders, many Scandinavians became expert artificers and a thriving industry in the creation of magical objects sprang up. They soon began exporting their magical items and expertise to other nations. Governments and businesses from all over Europe and America sent agents to Northern Europe to soak up as much magical training as they could. Reykjavik, Oslo, and Trondheim became major magic centers of Europe. Bavaria was still the pre-eminent seat of magical research in Europe, but the Kaiser strictly limited the number of non-Germans who could access the portal in the Bavarian Forest.

Early idealism about magic resulted in the application of magic to industrial assembly lines. In several areas, industrial applications of magic supplanted technology, and many industries employed basic cantrips to streamline production and reduce labor costs.

There is a persistent urban legend that Henry Ford employed golems at secret factories in the backwoods of Michigan. Those who know him well discount this – Ford hated all things Jewish far too much to ever use Jewish magic in his operation. Zombies, on the other hand...

Magic Crime

In 1909, a bank was robbed in Rochester, New York by use of sleep spells. By the time the tellers, customers, and guards woke up, the safe was cleared out and the criminals were long gone. Once the know-how hit the criminal underworld, a wave of similar crimes were reported across the US. The problem was aggravated by the markets at the intermittent faerie portals, which provided easy access to magical items. Soon it seemed as though no bank, armored car, or business was safe from criminally minded wizards, or even hare-brained kids waving a rod of lightning. Public outcry demanded that local governments adapt and soon many towns and cities formed “Magic Squads” on their police force for this purpose.

The crime wave added to the distrust that had been

growing in America ever since the Revolt of New Orleans. Religious conservatives regarded arcane magic as dangerous and heretical. Worried about the potential for sorcery to replace union workers, organized labor joined forces with the religious anti-sorcery groups and the *American Anti-Magic League* (AAML) was born.

This faction is especially powerful in the American South. Several counties and a few Southern states passed laws making the practice of arcane magic a felony. The AAML organized vigilante mobs wielding shotguns and the hangman’s noose to patrol all known gates during the week of the full moon. Criminal “moon-shiners” can still make a fortune smuggling faerie spirits and magic items out of remote portals, outrunning the AAML mobs (which often include local law enforcement,) and selling the artifacts to an eager public.

Notable Characters and Factions in the Early Days of Magic

Charles Nelson Hildebrandt

Born to an upper crust New York family, Charles was a fixture of the blueblood social scene in the first decade of the 20th Century. He led a bored and dissipated life until the Tunguska event. He had always indulged an interest in archeology (traditionally a rich man’s hobby). With the return of magic to our world, he realized that the trinkets and shards of ancient civilizations might contain untold power. Hildebrandt hired a small army of mercenaries, including a couple of sorcerers from New Orleans (on loan from Marie Laveau, in exchange for a ridiculously large amount of cash and a promise to pull strings for her in Congress.) With this force at his command, Hildebrandt traveled the world (including South America, Asia, Italy, Greece, Iceland, Egypt, Sub-Saharan Africa, the islands of the South Pacific, and the Arctic) scouting the ruins of ancient civilizations for magical artifacts and writings.

When not traveling, Hildebrandt spent his time with a large staff of the best magic scholars and spellbinders he could find, analyzing what he brought back

from his trips. The Hildebrandt Corporation became the largest private magical research firm in the US. He kicked off a trend among the rich and bored upper classes in America and Europe, and soon a half dozen playboy archeologists were competing, racing each other to the next juicy dig site or abandoned temple.

There were arrest warrants out for him in several countries for theft (for looting historical, and possibly magical, artifacts), and murder (crimes that his security force contended were in self-defense). He earned the permanent enmity of the Native Confederation when he led an illegal covert expedition to the Grand Canyon in 1912, investigating wild reports of a mysterious cache of ancient Roman artifacts in a cave in the north canyon (presumably deposited by a wayward legion that crossed the Atlantic while fleeing the fall of the empire). Since then, the Native Confederation has had a party of undercover intelligence agents trailing him and keeping close surveillance on his activities.

Jesse Hawkins (aka The Swamp Rat)

A famous moon-shiner, Jesse “Thunderhead” Hawkins lived near a gate in the Florida Everglades, supporting himself by covertly selling his services as a wizard to farmers and businessmen. Hawkins was an eccentric who was known to be friendly with a colony of lizard-men who had migrated out of the Everglades portal and set up a village in the mangrove swamp. Local



legend had it that he learned to speak their language and was regarded as one of their own. He achieved national notoriety in 1912 when he was paid a hundred thousand dollars by Henry Morrison Flagler to dissipate a major hurricane before it could make landfall. This elevated him to folk hero status in Florida and served to increase the AAML's determination to bring him in, but Hawkins was never apprehended.

Faisal I

Born Faisal bin Hussein bin Ali al-Hashemi, he was the son of the Emir of Mecca (a member of the Hashemite dynasty – his family claimed descent directly from the prophet Muhammad). Farsi saw opportunity in the wake of the Tunguska event and moved to Egypt to be closer to the boomtown that was growing up around the permanent portal at Karnak. He was subsequently the main leader in the uprising that challenged the influence of the Ottoman Turks and other European powers in the Middle East. With their armies of light cavalry, and spellbinders, his coalition drove the Turks out of the Middle East.

After the savage Battle for Jerusalem, he declared himself Caliph of all Moslem Lands. He ruled for just 6 months. The awakening of magic (and the quickness with which they'd driven the Europeans from the Mideast) had turned the popular focus in the Middle East from pan-Arab nationalism to religious and racial sectarianism. Internecine struggles between Shiites and Sunnis, Persians and Arabs, and Muslims and Pagans tore the Caliphate apart and plunged the region into 20 years of violent infighting.

Henry Starr

In 1910, the idea of “magic crime” was cemented in the imagination of the public when one bandit, Henry Starr, achieved folk legend status for a spectacular bank-robbing spree across the southern United States. Starr was a larger than life figure and newspapers sold millions of copies aggrandizing his escapades. Half-Hopi, Starr spent much of his youth on reservations in Arizona. This is probably how he gained knowledge of the several Native American spells. According to urban legend, Starr was responsible for introducing these spells into the criminal underground when he taught them to his gang members (and, eventually, cell-mates).

In one famous story, he escaped from a jail in Evansville, Indiana by threatening guards with a chair leg he'd carved with runes and called a "staff o' wizardry". In another, he took time out while running from an AAML posse to help farmers in Missouri deal with a rampaging troll that had burst out of the local portal. The fact that he targeted banks and always treated common people kindly helped the papers cast him as a modern blend of Robin Hood and Merlin. Starr was killed in January of 1912 by a Federal Marshall's fireball, during a standoff in Harrison, Arkansas.

The Native Confederation

Chief Running Elk

The de facto ruler of the Native Confederation. He managed to unite many disparate tribes and factions into one cohesive force to gain independence. Keeping the Confederation together in peace was much harder than initially uniting the nations. Old tribal rivalries and ancient feuds threatened to sunder the Confederation on a weekly basis. Running Elk even faced opposition from his own Ruling Council. A militant coalition on the council advocated strenuously for using their superior magical abilities to conquer the entire North American continent and "drive the white man back to Europe."

Running Elk argued that the loss of life from a large-scale war would not honor their ancestors' memory, and was likely to force the US into striking deals

with dark powers on the other side of the portals. In his view, a better role for the Native Confederation would be to adapt to the modern world, using their advantages to raise the quality of life for all their citizens.

Through the 20s and mid-30s, his arguments held

sway. Where once the reservations were desperate and poverty-ridden, within a few years of the revolution



they were prosperous. The Confederation produced magic items for sale to the international market (and, quietly, to the domestic black market). They also sold their consulting services to foreign governments and militaries. New schools, hospitals, and luxurious houses sprouted on reservation land that once saw only shacks.

Running Elk was concerned about his enemies on the Ruling Council, especially Two Ravens, the leader of the militant faction. He knew there were conspiracies against him. He only hoped that his allies and the prosperity he fostered in the Confederation would keep him safe.

But Running Elk had many concerns besides Two Ravens. His seers had warned him that the leaders of Europe and the US did not have a proper sense of respect and caution about the use of magic, and about dealing with Faerie in general. It was clear that this could lead to disaster for the entire world. Running Elk felt that he was called to serve as a steward, a guardian of the mystical powers that the white man had only discovered, but the tribes had always known. He created the Eyes of Coyote, a secret society of scouts and spies that reported directly to him. He used this secret society to keep tabs on his enemies in the Confederation as well as to stay informed about the happenings in America and Europe.

Chief Two Ravens

Leader of the militant faction within the Native Confederation, he was responsible for the sack of Phoenix. Only the direct intervention of Running Elk kept Tucson from being subjected to a similar bloodbath. Two Ravens resented that the whites were allowed to leave peaceably. In his opinion, a historic blood debt was owed and it could only be paid when the last white was killed or driven out of North America. Two Ravens was the leader of the Native Confederation military, and saw Running Elk's refusal to wage a war of extermination as a betrayal of his heritage.

Marie Laveau & New Orleans

The uprising in New Orleans was almost bloodless. On August 2, 1909, the mayor and chief of police of New Orleans called a press conference where they announced that they were turning control of the city over to the Sorcerer and Voudoniste Council, and that thereafter New Orleans would be an independent and sovereign city-state. Citizens wishing to

leave had two weeks in which to exit the city, taking with them any property they owned. Landowners were instructed to contact the new ruling Council to work out compensation for any real estate they would be forfeiting if they chose to leave the city.

The turnover of power appeared to be going smoothly and peacefully until August 4 1909, when Huey Long, the Governor of Louisiana, ordered the National Guard to retake the city. In the following two weeks, pitched battles raged on the streets of New Orleans with troops fighting mobs led by the Sorcerers and Voudoniste Council. On August 18, the National Guard chose to withdraw abruptly, citing heavy losses and the lack of measurable progress they had made in retaking the city. (Among historians, there has been much debate whether the commanders were of sound mind when they made this decision, or if they were compelled by some means, magically or otherwise.) Formal secession negotiations began between New Orleans and federal and state officials.

The Sorcerers and Voudoniste Council was now in control of the city. Their first act was to remove Jim Crow laws and restrictions relegating non-white citizens to second-class status. There was, predictably, much popular outrage in the South about the Revolt of New Orleans. In contrast, a newspaper editorial in Baton Rouge, Louisiana cynically points out that given the historically corrupt nature of state politics, New Orleans might be the only city in that state not being run by back room payoffs and graft.

The Council was led by a woman claiming to be Marie Laveau. This is itself notable, since Laveau had reportedly died a few decades earlier. Whoever she may have been, Laveau was a woman who defied expectation and definition. The most senior mambo (Voodoo priestess) in New Orleans (she was often called *The Voodoo Queen of New Orleans* even before her alleged return from the grave), she was widely respected for her spiritual power as well as her temporal influence. While some people swore that she attended services at Saint Louis, one of the oldest Catholic churches in the city, others maintained that the Bishop would never permit a woman of such questionable reputation to take communion. Although of "mixed blood" and a leader in the African community in New Orleans, she was comfortable at every level of society and was often invited as an honored guest into the homes of the wealthiest white residents of the city. Some said that this was because Laveau knew how to deal with people on an

equal level no matter who they were. Others whispered that this was actually because her role as a fortune teller and mystic gave her blackmail material on everyone from dishwashers to grand dames.

Laveau and her Sorcerer's Council were not interested in spreading a revolt across the South or across America. Their interest was in making a better life for the residents of their city, and, by the example they set, indirectly encouraging change in the rest of the South. But there was no doubt that survival was the number one objective, and they knew that dangerous forces were aligned against them. To keep informed about the activities and intentions of the many enemies of her city, Laveau cultivated an informal network of informants and spies throughout the southeastern US.

Towards this end, Laveau forged alliances. One of the most important of these was with the Italian mafia, through the Matranga and Provenzano crime families, who ran the docks in New Orleans. The mafia desired continued uninterrupted access to the city's port and New Orleans needed powerful friends, so a deal was struck. The mafia was permitted to operate in New Orleans as long as they kept the peace and didn't cross Marie and her Sorcerer's Council. Additionally, Marie and her council covertly provided the mob with magical items and training from time to time. In return, the mob used their contacts in places high and low to keep the Council informed about happenings that might be of interest. The local mob's muscle was also available if the city leaders called. (More than one redneck rabble-rouser disappeared quietly on a one-way ride into a Louisiana swamp after vowing to imitate Andrew Jackson and "liberate" New Orleans.)

Real History – Marie Laveau

The famed *Voodoo Queen of New Orleans* was a Creole of free birth who practiced voodoo and fortune telling in the late 19th century. She was renowned for her powers of divination, though this might have been a result of her being widely tapped into the gossip network in New Orleans. The owner of a beauty salon, her hundreds of clients ranged from dishwashers and launderers to the great ladies of New Orleans society. There is some confusion about Laveau's exact date of death. A coroner reports lists her date of death as June 16, 1881, but a woman fitting her description and using her name was recorded to be active in New Orleans for several years after that. The most accepted theory is that her daughter took up her name

and continued practicing the family trade, which may even have been established by Marie's mother.

Notable "Faerie" Kingdoms, Areas and Factions

It is difficult to extrapolate the shape and geography of the world of Lyross. Information from fey travelers and traders has been frustratingly contradictory. However, we do have a fair amount of information about the fey nations that have portals into our world.

Kingdom of Dunedhin, The Kingdom of Dunedhin is located on the other side of the portals in most of Great Britain, France and far western Europe. This heavily forested realm is ruled by an elven noble family called the House of Albion and its population is chiefly elven with moderate-sized human and dwarven elements. Dunedhin is a peaceful nation and has cordial relations with most of their neighbors. The pointed exception is the Empire of Tyrask (ruled by the Council of Crimson Wyrms), which has been conducting raids on their western frontier.

In 1909, the patriarchal leader of the House of Albion was King Baodan. He was in his early middle age, by elven standards, and had fond memories of visiting our world in his younger days. Now that the portals were opened (or re-opened, as Baodan would insist) he would often travel into our world, in disguise and with a large entourage of body guards.

Baodan forbade some of the crueler ancient practices that were popular when the portals were open previously (in his great-grandfather's reign). The snatching of human infants and replacing them with fey duplicates is now explicitly outlawed, for instance.

The Kingdom of Dunedhin profits enormously from the trade across the portals. The mages of House of Albion make a fortune selling magical training, as well as objects, to the French and English.

During the Great War, King Baodan sees the alliance between the Empire of Tyrask in Faerie and the Central Powers (Germany, Hungary and Turkey) as a threat to the safety of his kingdom, and assists the Allied Powers however he can.

Empire of Tyrask

On the fey side of most portals in Central and Eastern Europe is the Empire of Tyrask, which was ruled by a cabal of red dragons collectively known as the

Council of Crimson Wyrms. The population of Tyrask is comprised of variety of races; orcs, goblins, humans, and dark elves make up the largest segments.

A brutal empire, Tyrask is continually at war with its neighbors. For the last few years, they have engaged in a series of border raids against Kingdom of Dunedhin, to their east. (In our world, access to Dunedhin is to the west of access to Tyrask. This is just one example of the contradictory nature of Lyrossi geography.) On the western border, Tyrask had been engaged in a long running rivalry with the Kingdom of Kyrdain, which is ruled by the Dark-Elven sorceress queen Haathen.

The rivalry between Haathen and the Council stems from her conquest of Kyrdain centuries ago, when she deposed and killed the previous king, a close ally of Tyrask. Their nations have been at war openly or covertly ever since. They have been fighting for the better part of four centuries in Faerie, and across their respective colonies on a dozen other planes. The opening of the portals to Earth presented a new theatre and the Council of Wyrms was eager to get a foothold there first. Their initial plan was to use the Central Powers as a proxy army to establish dominance on our plane.

Tyrask established diplomatic relations with Germany through the permanent Bavarian portal and its mages instructed German students in various disciplines. The Tyraskin specialize in combat magic, and their assistance and instruction gives the Central Powers an early edge in the Great War.

Thuleskog Wastes

The fey portals in far Eastern Europe, Russia, and Western Asia open to a charred wasteland that was once the Kingdom of Thuleskog. Like the Scarlet Badlands of Kyrdain, this is a lawless, wild land. Its population is sparse and consisted chiefly of humans with a smattering of elves and dwarves.

It was not always this way. According to the stories of fey traders in Russia and China, Thuleskog was once a thriving nation, one of the great powers of Faerie. Approximately four hundred years ago (with the differing time flows, it's difficult to be precise), Thuleskog was destroyed in a war waged between its eastern and western neighbors, the Empire of Tyrask and the Kingdom of Kyrdain.

Where once Thuleskog was a powerful nation with lush farms, rich mines, wealthy cities and a huge population, it has become a wasteland. Its resources were

exhausted or destroyed by Tyrask and Kyrdain in their long-running war, its mines stripped bare to make weapons for their armies and to fill their war chests. Thuleskog's great cities were burned to the ground, its fields were poisoned, its lake dried up. Most of its citizens fled; the few who remain eked out a dire, nomadic subsistence. The opening of portals into our world was a boon to those who live in Thuleskog, opening up a huge, eager market for their trading goods (which at first consisted mostly of information, the few remaining artifacts the Thules had managed to hang onto and, in many cases, random scraps from the animals and plants that had survived.)

Svaldon

On the other side of the permanent Tunguska portal in Siberia is the largest trading center in the Wastes of Thuleskog, and indeed in all of Faerie, Svaldon. Svaldon was once the capital city of Thuleskog and it was the only city to escape the ravages of the war between Kyrdain and Tyrask.

According to stories, Thuleskog was initially allied with Kyrdain in its war with Tyrask. Haathen, the queen of Kyrdain, was reportedly born to a noble dark elf family in Svaldon, the House of Hralkin. Svaldon regarded her as a great traitor for her treatment of Thuleskog during the war. Her family has been exiled from the city and her name is seldom spoken in Svaldon except as a curse.

Cut off from civilization, Svaldon survived the destruction of Thuleskog by becoming an inter-world trading hub, a crossroads with portals going to a dozen different planes. Despite its tragic history, Svaldon became one of the richest, most diverse and cosmopolitan cities in the multi-verse, enjoying booming trade with a variety of different worlds.

The House of Arndís is the matriarchal family that rules Svaldon. In 1909, Queen Arnóra is the current monarch of Svaldon. In early 1910, she travels through the Tunguska portal to meet with Rasputin and the Czar. She is charmed by the Russians, particularly Rasputin, and makes her best advisors and mages available to them.

Kingdom of Kyrdain

The fey portals in the east and west coasts of North America open into Kyrdain, ruled by the sorceress queen, Haathen. Technically, Kyrdain is a large nation and portals throughout North America open into it.

However, the major cities on the east and west coasts of Kyrdain were separated by the Scarlet Badlands, an arid and largely inhabitable desert. Although Haathen claimed sovereignty over this area, effectively it's a lawless No Man's Land. (See the section below on the Scarlet Badlands for more information.) The eastern and western cities of Kyrdain kept connected through caravans, magical communication, teleportation portals, and a fleet of royal airships.

The war with Tyrask that immediately followed Haathen's conquest of Kyrdain was fought largely in Thuleskog, and her homeland was destroyed in the carnage. She has continued to battle the Empire of Tyrask both in Faerie and across colonies she has established on a dozen different planes.

Haathen views our plane the same way she viewed these other worlds: a new theatre for her fight with Tyrask. She plans to conquer the continental US, Mexico, and Canada to create puppet states that she can use as proxies in this war. As she prepares her invasion plans, she has actively tried to restrict magical development in North America. She forbade any of the mages of her kingdom to trade with or teach sorcery at any portal in North America, on pain of death.

The US, Canadian, and Mexican governments actively tried to establish diplomatic relations with Kyrdain on several occasions, but were entirely unsuccessful.

Scarlet Badlands in the Kingdom of Kyrdain: The portals in the midwestern and western US and Canada open into the Scarlet Badlands in Haathen's kingdom of Kyrdain. The Scarlet Badlands are a high desert carved with buttes and arroyos. Nominally ruled by Haathen, they are lawless and violent, nominally presided over by constantly feuding factions of warlords, monsters and bandit gangs, with only the occasional independent city-state or oasis of civilization. The markets that grow up around fey portals in the midwest and west of North America typically correspond with oases used by trading caravans in the Scarlet Badlands and most of the fey traders encountered are caravan merchants of varying degrees of honesty.





Adventure Hooks for the Early Days of Magic

Hook One

The PCs are mercenary archeologists and adventurers who make their livelihood seeking out magical artifacts in the forgotten ruins of ancient civilizations. A European government contacts them, offering a job. The Europeans have heard that there is a system of catacombs underneath the famous Dome of the Rock mosque in Jerusalem. These are reported to be hidden subterranean storerooms from the days when Solomon's Temple occupied that very spot. According to apocryphal Hebrew folklore, Solomon was a student of magic and had a collection of arcane artifacts. The Europeans will pay the characters handsomely for any artifacts they can acquire. The problem is that Jerusalem is currently under siege by a spell-wielding Moslem army (led by Farsi I) that is seeking to dislodge the Ottoman Turks from the Middle East. The characters will have to sneak into the city through Moslem and Turkish forces, past the mosque guards, and into the catacombs. The mission is complicated by the Turkish forces who are ransacking Jerusalem looking for any magical items or knowledge that could be useful in the battle. The Europeans can put the PCs in touch with some local assistance: a group of Arab Pagans from Egypt who will help the characters get past the battle-lines and into the temple catacombs in return for a share of the magical items found.

Hook Two

The PCs are a combined group of New Orleans spellbinders and mafia hit men sent to infiltrate the Native Confederation and rescue the daughter of a New Orleans mob boss. Josephine Matranga, granddaughter of Giuseppe Matranga (one of the mob bosses who control New Orleans's docks) had run off with her trumpet-player boyfriend in 1908. Reportedly, they settled in Phoenix in 1909, right before the Native American uprising that led to the founding of the Native Confederation. Phoenix was sacked in that revolution, and thousands of civilians killed. Giuseppe lost touch with his granddaughter, but his thugs picked up the musician boyfriend in the French Quarter just the other day. His story is that the daughter is still in Arizona, hiding out in the basement of the Red Star Hotel in the ghost town that was Phoenix. Matranga asks the Sorcerers and Voudounistes Council of New Orleans to accompany some of his boys on a road trip to the Native Confederation to get his granddaughter back. The complication is that the Confederation refuses to deal with anyone who isn't Native American and they've closed their borders to outsiders. Marie Laveau and her council are eager to cement their alliance with the mafia, and accept the job anyway. The Matranga family has a contact in western New Mexico who can provide supplies and horses for the expedition. Optional Complication: The Provenzano crime family in New Orleans shares the profits from the docks with the Matranga family. They've sent along a squad to kidnap the granddaughter when the PCs return to New Mexico and hold her hostage to force the Matranga family to turn over their operation.



CHAPTER Two

THE GREAT WAR 1914-1918

I wished for crickets. Or cattle, or barking dogs. Anything to cover the snipping sound that seemed to echo through the night as Richardson worked his way through the outer layer of barbed wire. The other four of us hunched ten yards back in the mud of No-Man's-Land, cursing the unnatural silence around the trenches. The gas attacks had done for the crickets, I supposed – or maybe it was the magicians.

I kept an eye peeled for the glint of moonlight on metal, hoping the intelligence on enemy sentry placement had been right. We were shorthanded for a trench raid, especially since we were shepherding a prisoner: a German civilian called Wilhelm, who had a sack over his head. We had been told it was imperative to the war effort to get this man back into the German trenches, and that he was to remain blind until he was behind the enemy line, no matter the circumstance.

Finally, Richardson began to belly-crawl forward, a shadow in the moonlight. I tugged at Wilhelm's shoulder. We shuffled ahead. Wilhelm was silent, just as he'd been as we'd spent the last two hours crawling around minefields, past booby-traps, and now through the enemy's last barricade.

As we slid over the brink into the enemy line, I heard a wet splatter and a gurgle, and saw Richardson lowering a body to the ground, one hand clamped over the sentry's mouth. Our eyes met over the dying man's shoulder. Richardson smiled grimly at me, and pulled his trench knife free from the sentry's throat.

The others had already unlimbered their grenades and moved the opposite direction, toward some of the larger bunkers. Richardson skulked ahead and I propelled Wilhelm with a firm hand on his shoulder. My other hand gripped the trusty trenching pick I'd come to trust in the close combat of a trench raid.

"Achtung! Achtung!" The shout rose clearly into the night, quickly followed by the crump of Wallace's and Brown's grenades. No doubt they had zeroed in on the nearest sleeping quarters and blown them to bits.

"This is as far as we take you, lad." I reached forward and stripped the bag from Wilhelm's head. He shook angrily, his wild hair flying, and then froze, staring up into the sky. I backed away from him,

scampering back toward the breach as the sounds of alarm continued to spread. Richardson's grenade went off a few seconds later.

Wilhelm began to scream. I considered silencing him with the business end of my pick, but then saw the others hurrying back toward our exit. We'd make it out in time. I pulled out my own grenade to cover Wallace and Brown, as I saw enemy soldiers pouring into the trench behind them.

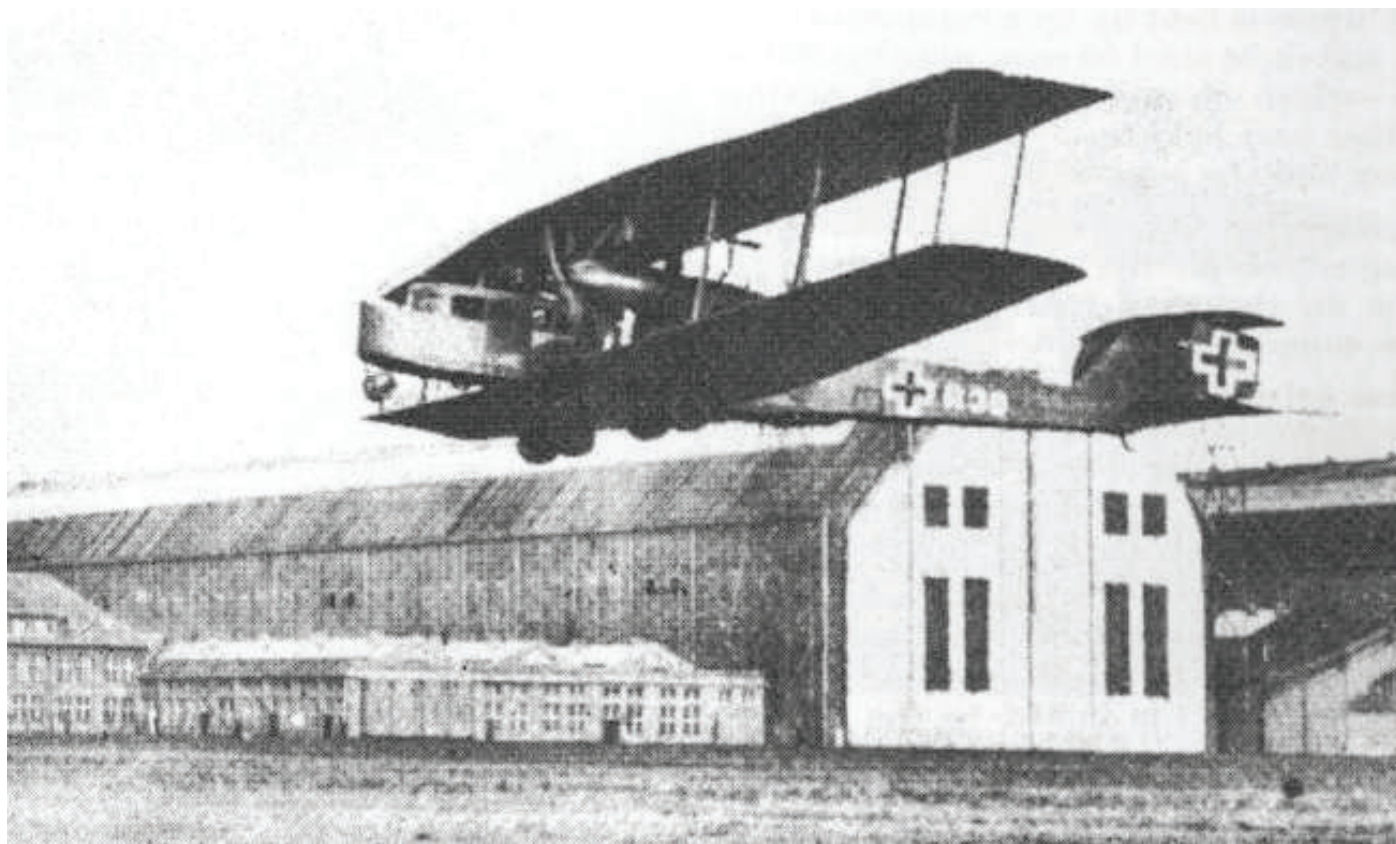
There was a wet, crackling sound behind me, and Wilhelm began to howl in agony. I hurled my grenade into the darkness, as far as I could manage, then sprang for the edge of the trench, scrambling through the cut wire. I extended a hand down to help Wallace climb, as he was cradling a wounded arm.

That was when I saw what was left of Wilhelm. His flesh was twisting, his bones popping through the skin, which flowed like jelly, reforming. He was seven feet tall, with hair growing everywhere. A long, lupine muzzle... eyes of hateful flame... six-inch claws, glittering under the light of the full moon.

I began to understand as the first German bullets hit Wilhelm, leaving no mark. But the beast that had been Wilhelm snarled like a demon, full of fury, and launched itself into their lines. Smith and Richardson vaulted past me. In the moonlight, I could see sprays of blood and flying limbs, as the werewolf plowed into a dozen Germans and tore them to shreds with unholy strength.

I whispered a prayer. Nobody deserved war like this. The thing would kill until dawn, unless they had a magician nearby. Shivering once again in the mud, I took up the rear of our retreat as we escaped, forgotten, into the night.

– Corporal Matthew Whitacre, Gloucestershire Regiment, British Expeditionary Force



Gathering Clouds

German and Russian magical development is rumored to be far ahead of the other Great Powers. This is attributed to the fact that they have permanent portals on their own soil. Between the two, the German Sorcery Corps is said to outstrip the Russian because the Bavarian portal is relatively open to the public, giving the Germans a much larger pool of potential battle-mages, while the Czar (heeding the advice of Rasputin) fears magical knowledge being spread among commoners and so the Tunguska portal is closely controlled by troops.

With none of the Great Powers sure how advanced the others are, a period of intense subterfuge, underground sorcery, and espionage ensues. The great British Royal Navy seems a paltry thing compared with the unknown might wielded by the German Zauberkorps (Sorcery Corps). The English, along with the French and the other Great Powers, spend a great deal

of effort trying to discover the extent of Germany's magical might. The spell books of the German military become a sort of Holy Grail for early 20th century espionage. Russia, although allied with France, England, and Italy, is unwilling to share any magical knowledge. Rasputin is responsible for this, as he has sole control over Russian magical policy. The French government attempts to persuade the Czar to share his nation's magical knowledge with them by making a gift of a necromancy grimoire. This is not successful.

The Demersay Affair in 1912 sparked German outrage when a French spy ring was uncovered operating in Munich. The Kaiser orders the borders sealed and expels French, English, and Russian diplomats.

June 1914

Multiple fireballs in Vienna vaporize Austrian Archduke Ferdinand and his entire entourage. Suspicion falls on a group of Serbian anarchists captured fleeing the city with a trunk full of faerie scrolls. Accusations fly and the Great War erupts. For the first time, the European continent witnesses the military applications of magic. With German superiority in

RASPUTIN AND THE RUSSIAN REVOLUTION

Grigori Rasputin was a Siberian mystic, faith healer, and close advisor to Czar Nicholas Romanov. He first met the royal family in 1905, when they were casting about in desperation for treatment for their son Alexander, who suffered from hemophilia. Rasputin was able to ease the boy's suffering, making him a favorite of the Czarina. He soon insinuated himself into a position of great influence with the ruling family.

When the faerie portal opened in Siberia following the Tunguska Event, the Czar cordoned it off with troops at Rasputin's suggestion. Only Rasputin and a select few were allowed access. Rasputin took to the practice of magic and within a few years was possibly the most learned spell-caster in Europe. The tight control he maintained over the faerie portal had the downside of limiting the ability of Russia to field an effective combat-magic force in the Great War.

Anti-monarchist and revolutionary sentiments had been growing in the early 20th century in Russia. Already a controversial figure because of his debauched lifestyle and closeness to the Czarina, Rasputin became a focus for much of the disenchantment. During the early years of the Great War, the use of necromancy by Russian troops to hold back the German advance in Poland caused outrage. Rasputin was blamed, and was widely considered to be a corrupting influence on the Czar. After he survived an assassination attempt in 1915, he persuaded the Czar to withdraw from the Great War and address the issues at home. Learning from his mistakes, Rasputin founded the Imperial College of Sorcery at Tunguska in 1916 and began bolstering the ranks of Russian Army wizards, under his own close supervision.

In 1917, as a result of a second failed assassination attempt, Rasputin became aware of the nascent Socialist movement. By now a master illusionist and enchanter, Rasputin manipulated Lenin and the other revolutionary leaders into fighting viciously amongst themselves. The resulting bloodbath made it easy for the Czar's forces to mop up the remains.

battlefield magic, the early months of the war go badly for the Entente Powers (also called the Allies or the Allied Powers). German wizards embedded with infantry platoons provide advantages in firepower and defense that cannot be matched by the Allied opponents. Backed up by German and Austrian combat mages, the Central Powers' infantry push into Belgium and the Alsace-Lorraine region, attacking France from two fronts. Initially, the war goes well for the Allies in the east, as the Russians are able to field their army much more quickly than the Central Powers anticipated.

August 1914

In early August, Russian armies invade East Prussia (a key German province) and Galicia, an Austro-Hungarian province. The Central Powers gamble that Russia cannot mobilize an army quickly, and build their war plan around rapidly conquering England and France early in the war, then redeploying forces to their Russian borders immediately afterwards. The quickness with which Russia is able to move their forces, thanks to the Russian rail system, is stunning.

The invasion of Prussia is a blow to German morale, and substantial forces are redirected from the French front to Prussia.

The Battle of Tannenberg is fought over several days (from August 23 to September 2) between the German and Russian armies near Allenstein in East Prussia. The Germans have trained thousands of spellbinders, integrated them into combat units, and trained extensively in the use of sorcery in conjunction with infantry tactics. Meanwhile, the Russians have only trained upper level officers, generally nobles who were in favor with the czar. The results are disastrous. The Russian advance into Central Powers territory is repulsed decisively at the Battle of Tannenberg, with a loss of over 100,000 Russian troops (compared to only 20,000 German casualties). This begins the long advance of Central Powers into Russia.

Russian advances into Galicia evaporate as the forces there fall back to reinforce the shattered armies that are retreating from Prussia.

September 1914

The Central Powers, led by German Imperial Army and its formidable Zaubereikorps (Sorcery Corps), push deep into France. The British military's use of the Illusion and Invisibility spells often provides useful diversions or tactical advantage, but the German advantage in destructive war magic is a deciding factor in engagement after engagement.

The Allies make a stand at the Battle of the Marne, about 50 miles northeast of Paris near the River Marne. French and British forces suffer heavy casualties. But only the highly controversial use of necromancy by French troops (strongly protested by French citizens and formally opposed by the Catholic Church) halts the advance of the Central Powers a scant few miles outside of Paris. The front lines stagnate into grinding trench warfare for the remainder of 1914 and into 1915.

October 1914

At the Battle of the Vistula River (also called the Battle of Warsaw), Russian forces adopt the tactics of the French at Marne and manage to stop the German advance by employing necromancy. The German Ninth Army, commanded by August von Mackensen, is not as familiar with the territory as the Russians are and has also failed to bring sufficient reinforcements. The Russian's numeric superiority, combined with the sudden (and unnerving) influx of thousands of undead combatants, catches von Mackensen off guard. Despite this setback, he is determined to take Warsaw and continue to drive the Russian forces east. The decision by the Czar to use Necromancy at Warsaw is hugely unpopular on the home front. It is strongly condemned by the Russian Orthodox Church and is widely believed to be the responsibility of Rasputin, adding to his unpopularity with the Russian populace.

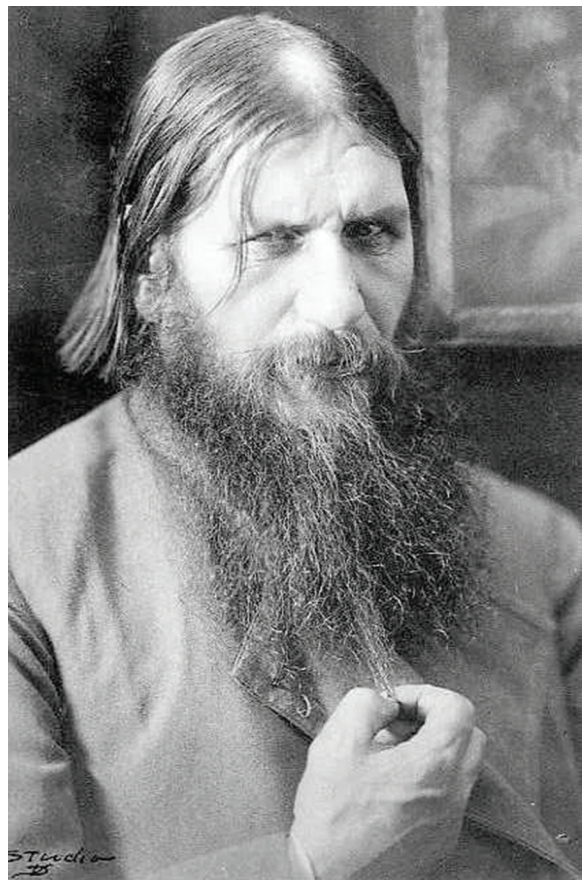
November 1914

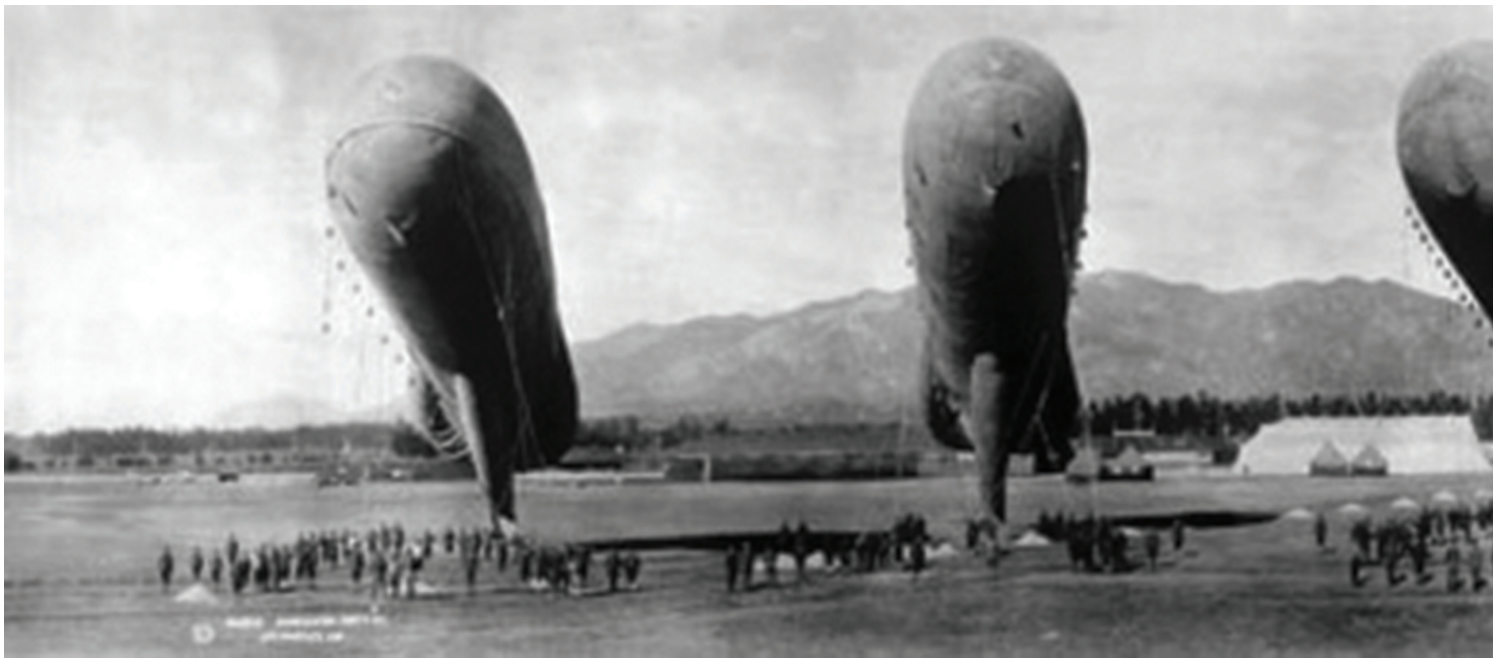
The Battle of Łódź is the second attempt by the German Ninth Army to dislodge Russian forces from Poland. It is fought at the city of Łódź, approximately 85 miles northeast of Warsaw, in near blizzard conditions. Once again, superior numbers and the liberal use of necromantic magic save the Russians from de-

feat at the hands of the German Zaubereikorps, but the cost to morale (both with the troops and at home) is very high. A newspaper report describing the zombies of the Czar's armies wandering through the snow-covered fields of Łódź feeding on the German wounded incenses public feeling, and sparks a rage of anti-monarchist sentiment that is largely focused on Rasputin.

January 1915

Rasputin survives an assassination attempt, a savage knife attack by a seminary student that leaves the royal advisor partially disemboweled. Only the healing magic learned from traders at the Tunguska portal saves his life. After a thorough interrogation of his would-be murderer, Rasputin gains, for the first time, a true understanding of the depth of anti-Czarist sentiment in Russia and the various conspiracies at work against him and the royal family. He convinces the Czar to withdraw from the war and Nicholas II signs a hasty armistice with Germany, focusing his attention on domestic issues. Rasputin attempts to give the appearance of distancing himself from the Czar and Czarina in order to avoid doing further damage to their





relations with their citizens.

In truth, Rasputin is as close an advisor to the Czar as ever. He uses his position to get the funds and manpower for two large scale projects. First, he directs the Czar to found a Royal Magic Academy at Tunguska, in an effort to learn from the mistakes of the Great War and train a large, modern spell-fighting force. (The academy opens in January of 1916.) Secondly, Rasputin founds his covert intelligence service with an untraceable budget that comes directly from the Romanov's private funds. Hundreds of handpicked operatives (some with magical ability, some without; some human, some fey) serve as his agents and report directly to Rasputin. Officially it has no name, but unofficially the agents come to call it the Midnight Agency. With this department at his disposal, Rasputin is able to keep track of the various conspiracies against the throne and neutralize them before they become a real threat. Within a year, he has expanded his operation beyond the domestic front and has agents around the globe and in Faerie monitoring any potential threat to Russia or its monarchs.

February 1915

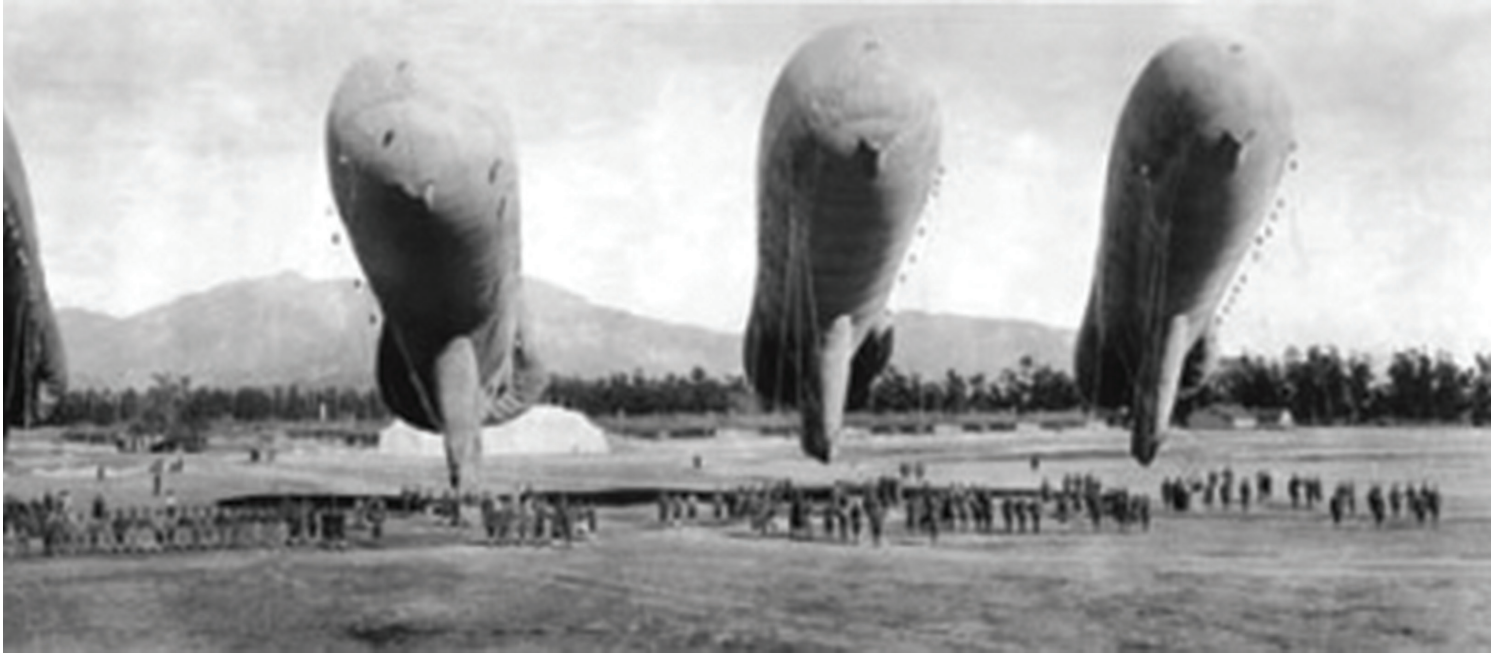
The Battle of Cuba is the first major naval engagement of the Great War. It occurs off the Florida Keys

near the island of Cuba. German Admiral Maximilian von Spee commands a squadron of modern cruisers staffed with magic combat units on loan from the Imperial Army, and encounters a British squadron of four lightly armored, aging cruisers under the command of Sir Christopher Cradock.

It was likely that von Spee's forces would have prevailed in any case (they greatly outclassed the British squadron), but the German magical advantage seals their victory. Shipboard mages greatly increase the battle effectiveness (and firepower) of the German Kaiserliche Marine (Imperial Navy). In contrast, the Royal Navy has adamantly opposed attempts to integrate their crews with combat wizards. As a result, all British military sorcerers are assigned to the Army and most are engaged in the land war in France.

The sole British mage in the Battle of Cuba is Ensign Mark Crenshaw. His family home is near a portal in Leeds and so he has acquired some proficiency with illusion and invisibility magic.

It is the first British naval defeat since the War of 1812. The British lose three of the four armored cruisers in the squadron and nearly 2000 sailors, while the Germans only suffer three casualties. Cradock's flagship, the HMS GOOD HOPE, escapes destruction only because of Crenshaw's use of illusion spells to trick the Germans into thinking that reinforcements are arriv-



ing. Crenshaw's spellbinding is in direct disobedience of Cradock's standing orders that magic has no place on his vessel. Crenshaw spends the voyage back to England in the brig for "neglect of duty and abandoning his post during combat." Upon arrival in port, all charges are dropped and he is awarded the Victoria Cross.

The Battle of Cuba is a turning point for the British Navy. Against the strenuous objections of hide-bound traditionalists, the Admiralty hastily recruits and trains naval battle-mages, posting them on warships starting in March of 1915.

March 1915

After it becomes clear that they will not quickly defeat England and France, the Germans adopt the strategy of trying to starve the Allied (Entente) Powers into submission. England attempts a similar approach and is quite effective at blockading Germany's ports on the North Sea. The German Navy, lacking the number of ships that would be necessary to be able fully blockade Great Britain, enacts a policy of unrestricted submarine warfare in the North Atlantic. Any vessel suspected of transporting war supplies to Great Britain or France is considered a legitimate target. Claiming to have ship-based seers scrying into the cargo holds, the German Navy insists that they

are assaulting only vessels that were involved in the war effort. (In truth, the German Navy doesn't have nearly enough spellbinders with scrying ability to be able to post one on every submarine, but this isn't widely known until after the war.) The sinking of several civilian vessels draws protests.

The British respond by deploying a small fleet of Q-Ships, older destroyers disguised with props (and illusion spells) to resemble older merchantmen freighters, the sort which U-Boats would usually destroy with their deck gun (they save torpedoes for larger, more valuable targets.) When the sub surfaces to attack, the Q-ship drops its disguise and opens fire. Several U-Boats are sunk or captured using this tactic, but the Germans are still able to staunch the flow of war supplies and grain into Great Britain and France to a trickle.

May 1915

After months of stalemate and trench warfare, German forces surge towards Paris, routing Allied troops. Two German innovations in air combat break the deadlock. The first is the development of a "synchronization gear" that allows a machine gun to fire through the turning propeller of an aircraft. This makes the aircraft of the German air force vastly superior to their opponents. Secondly, the Imperial German Army has

trained enough combat mages at this point for the generals to allow several squads to be reassigned to aviation duty. A second seat is retrofitted onto the German fighter planes to allow the addition of a combat mage as a sort of supernatural bomber/ tail-gunner.

These two changes decimate the ranks of the Allied air and ground forces, and the Central Powers move the front lines to within 10 miles of Paris. France looks to be on the verge of quick defeat. With their air defenses weakened, Zeppelin bombings become a deadly threat to both military and civilian targets. French and British cities each live in fear of daily Zeppelin attacks. In Berlin, the Central Powers begin drawing plans for an invasion of England. In London, members of parliament openly call for the government to surrender.

On May 7, 1915, the German U-Boat U-20 (operating under the policy of unrestricted submarine warfare) sinks the passenger liner RMS Lusitania off the coast of Ireland, killing over 1200 passengers, including 130 wealthy American passengers. This kicks off an anti-German backlash in the US that will ultimately lead to Congress declaring War on Germany in 1917.

July 1915

The situation could not be much worse for France. It is the time for bold gambles. With their army retreating, their squadrons of planes reduced to a mere handful, and their allies faltering, the French Air Force (the *Armée de l'Air*) takes a chance. They procure several prides of gryphons from a Faerie trader at a portal near Marseilles.

While the French Army's wizards have never been able to apply shielding or invisibility spells reliably to aircraft, they have no difficulty applying them to living creatures (usually in the form of amulets) and this provides some measure of protection from the Central Powers combat magic and bullets. The fey trader (an elf noble from the House of Albion sympathetic to the French nation) provides training in the arts of gryphon riding and aerial combat as well as agreeing to provide the Allied Powers with a steady supply of various magic items (particularly wands and rings) that can be used with ease while engaged in airborne combat.

Soon French soldiers and spellbinders are trained as gryphon riders and the new *Calvary of the Sky* (le

Calvaire du Ciel) takes to the air, the last hope of their desperate nation. Although not as fast as the Central Powers planes at top speed, their combination of defensive spells, magical firepower, and impressive maneuverability makes them a force to be reckoned with.

They have a dramatic impact from the moment they enter service. On their first memorable day, July 28, 1915, the air cavalry downs 8 German zeppelins and 30 fighter escorts in a four-hour span. They are also effective at negating the air support provided by German combat mages. Over four weeks of extensive combat in the summer of 1915, the gryphon riders of the *Calvary of the Sky* turn the tide of the war, halting the previously unstoppable Central Powers advance. They save France from almost an almost certain defeat.

Soon thereafter, Allied infantry, supported by squadrons of gryphon riders, break out of the trenches and drive the German forces back. Several more prides of gryphons are purchased and some are exported across the English Channel, along with a small contingent of trainers, to assist the English.

August 1915

Kaiser Wilhelm II responds to the French adoption of gryphons into their air force by ordering the Imperial German Army Air Service (*Luftstreitkräfte*) to begin the immediate creation of their own airborne legions.

Unfortunately for the Central Powers, the fey traders at the Bavarian Portal do not have access to gryphons. The best they can offer in terms of airborne mounts are wyverns – vicious draconic creatures. Fierce and savage beasts, wyverns have an unfortunate tendency to kill would-be riders. Because of this factor, they are never to be deployed in numbers as great as the allied gryphons and do not help regain the initiative as the Central Powers hope they will. They do reduce the advantage that the gryphons give to the Allied air forces and help to slow their advance. In August, the front lines again stagnate into trench warfare again about 100 miles north and west of Paris (along the banks of the river Somme in the north, and the river Meuse in the west).

November 1915

The Allies gain another edge when, in late 1915,

an English Rabbi, Seymour Rosenthal, defies the elders of his synagogue and teaches the British Armed Forces the secret of clay golem creation. The golems give the Allies a powerful warrior that is immune to most magical effects. The Jewish community in the United Kingdom stridently protests the military's adoption of this kabbalistic magic as a perversion of their faith, and Rosenthal is banned from even attending services at his synagogue.

February 1916

The Central Powers attempt to regain the initiative by staging an assault on the fortified city of Verdun-sur-Meuse in northeast France. The Battle of Verdun rages until December of 1917, when Central Powers forces are driven back past the fortifications of the Hindenburg line and into territory of Germany and Belgium. It is one of the longest and bloodiest battles of the Great War and poison gas is used extensively. It claims more than 200,000 deaths and a million casualties.

The British introduce the first prototype tanks to the battlefield at the Battle of Verdun. Immune to most rifles and machine guns, the tanks allow Allied Forces to break out of the trenches and punch through enemy lines. France introduces their own armor much later in 1917. The Allied tanks are soon copied by the Central Powers, but they are never able to produce them in the numbers that the Allies do. While the armored units can run roughshod over most infantry units, they are still highly vulnerable to magic attacks. The Germans respond by introducing armor piercing bullets. At first, the Allied tanks are of limited use due to their tendency to break down frequently.

April 1916

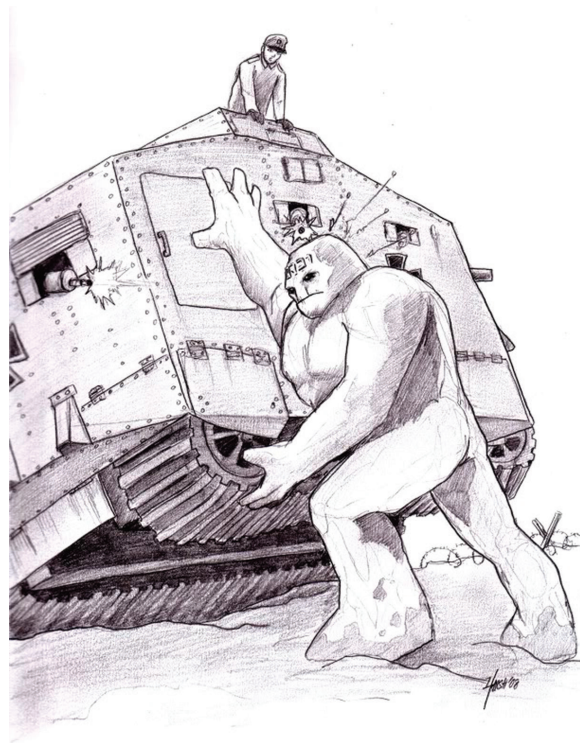
Seymour Rosenthal himself leads the first golem squad into combat at Verdun. Several dozen more soon follow after his successful field tests. Golems quickly prove their usefulness and are put to effective use as battlefield mage-killers. The golem squads inflict massive casualties on the German spellbinding units, largely eliminating the Central Powers advantage in magical power. One German officer describes Verdun in his memoirs as "the muddy grave of the Kaiser's Sorcery Corps."

While the golems can absorb an enormous amount of physical damage and easily shrug off most magic attacks, the soldiers of the golem squads are as vulnerable as any other. More than once, a golem goes berserk, attacking everyone around them no matter what side they're on when its creator is killed. Rosenthal believes he has a solution to this problem when he sees some of the early tanks in action at Verdun. He proposes a combined force of armor and golems to the high command.

May 31 – June 1, 1916

The Battle of Jutland is the largest naval battle ever (over 250 ships were involved), and the only real clash of battleships in the Great War. The German fleet attempts to lure several ships from the British Naval blockade in the North Sea into an ambush, thus weakening the blockade and increasing the chances of shipments of food and war supplies getting to Germany. British reinforcements arrive sooner than the Germans anticipate and their ambush deteriorates into a full-on exchange of fire with a numerically superior British force. The Germans come out the better, sinking 14 British ships and killing over 6000 sailors, while only losing 11 ships and 2500 sailors of their own.

The battle is considered by many to be indecisive. Al-



though the Germans do better numerically, they fail to break the British blockade and the German Navy never again makes a significant challenge to the British fleet.

The sheer numbers of the British force save it from a more humbling defeat, but the flaws in the British military are laid bare in the battle. British commanders refuse to make use of either magical or wireless radio communication, preferring to rely on the time-honored and drastically more fallible method of semaphore flags. The smoke from the artillery barrages compromises visual communication and hampers tactical efforts at several levels. A lack of communication and coordination, from mages to commanding officers and from ship to ship, results in the British fleet accidentally shelling some of their own vessels that are disguised as German ships.

June 1916

The German Imperial Army obtains an incantation from an orc trader at the Bavarian Forest portal that is purported to restore dead creatures to life. The ritual is troublesome and difficult to decipher, as it is written in a previously unknown fey language. After much research, the Sorcery Corps announces that it is ready to begin preliminary testing. The Central Powers have high hopes that this will turn the tide at Verdun and put them back on an offensive footing.

Battlefield testing has horrific results. The targets of the incantation return from the dead but are not fully restored to life. They exist as undead revenants. Militarily, they have some benefits, since they are resistant to bullets, grenades, and poison gas. Predictably, their presence on the battlefield is a huge moral issue for other soldiers, but these concerns are brushed aside, overruled by the need to counter the Allied advance.

Despite their drawbacks, the revenants play a pivotal role in halting British and French forces. Initially, a few "special squads" are organized for high-risk operations – usually suicide missions behind enemy lines. Eventually, entire platoons of revenants are introduced. Their presence prolongs the battle of Verdun through the end of 1917. The war returns to a grinding state of deadlocked trench warfare as any progress the Allies make with their golem squads is negated within a day or two by the Central Powers revenant troops and vice versa.

The German Sorcery Corps debates the reason for failure to achieve true resurrection results and several

theories are advanced. Perhaps, because of planar energy differences between our world and Faerie, the ritual can't work here as it did there. Perhaps the Central Powers does not have any sorcerer of sufficient talent or intellect to conduct it properly. Perhaps the ritual was flawed from the start. Whatever the reason, repeated trials with various adjustments and modifications produce the same results.

July 1916

In an attempt to drain Central Power resources from Verdun, the Allies mount a second offensive, attempting to push through the German lines along a 20-mile-long front north and south of the River Somme in northern France. The German use of the Restore to Life ritual prolongs this battle in the same way that it prolonged Verdun, and the fighting on the banks of the Somme grinds on until December of 1917.

February 1917

Rasputin survives a second assassination attempt, being shot three times by a Bolshevik supporter of Lenin on the streets of St. Petersburg. Rasputin turns his attentions to quashing the nascent Bolshevik Revolution. With enchantments acquired through the Tunguska portal, he's able to split the Socialists, turning them against each other. This sets off a violent round of in-fighting that guts the core leadership of the movement and the remaining Socialists are easily mopped up by the Czar's secret police.

April to September 1917

Everything changes in the Atlantic with the arrival of the marhlbender. The marhlbender are an amphibious, aquatic race of fey, who migrate to our world via a previously unknown undersea portal in the Atlantic Ocean. 'Marhlbender' is the Icelandic word for merman, although some linguists have argued that "sea elf" is more in keeping with the word's origin in Icelandic folklore. The mermen settle in our world after fleeing a catastrophe in their world that devastated their undersea kingdom. Many of them quickly learn the Icelandic language and are eager to

DOVER ASSAULT

They came from the sea, rolling in with the fog.

The Kaiser's giants erupted from the English Channel, clambering over the beachfront defenses as if the emplacements were made of paper. They kicked aside barbed wire and leaped trenches. Landmines blasted their stony feet, to no more effect than making them stumble a moment. Even bullets from the British machineguns skipped off their enchanted, warty hides. Within minutes, the sentry units were slaughtered.

The lone British mage sent a hurried communiqué to headquarters before felling one of the giants with a lightning bolt, but that only served to make them angry. They tore him limb from limb and pushed into the city, smashing buildings and lighting fires as they went. Mobs of civilians scattered in a panic as the German giants hammered their way toward the munitions factory.

We came from the sky, hurtling over the wreckage through the columns of smoke with no time to spare. Our gryphons were fresh, which was the only reason we met the invaders before they breached the factory wall.

I led First Squadron in a steep dive, the air thundering in our ears. We aimed our wands and braced for the shock of impact. The gryphons hit with a resounding crash and a triumphant chorus of screeches, which we followed with a barrage of sorcerous fire and ice before peeling off to make room for the next wave.

The giants scattered, bellowing curses in their twisted tongue and flinging missiles at us – handfuls of brick, postboxes, even bicycles and sewer grates. We didn't lose a man to them. It was like child's play, they had no cover from our assault.

Child's play, until the serpentine shadow crossed over us, and the German air support slammed into us from above. Their wyvern's claws tore my riders out of their saddles and their stingers sent our mounts plummeting to the earth, where they were mercilessly crushed by the berserk giants that remained below.

The German counter-ambush left us outnumbered, and I blew the retreat signal on my whistle while blasting away at a German rider with my wand. He fended off my torrent of fire with some sort of defensive enchantment and wheeled his mount to chase me down.

I nudged my gryphon into a stoop, heading for the factory's truck gates. "Into the foundry!" I belated to the nearest pilots. Perhaps the wyvern riders wouldn't engage us on the ground, or perhaps we could pick them off with magic as they followed us.

Of course, there were still the giants to worry about....

SQUADRON COMMANDER RICHARD SMYLIE,
ROYAL NAVAL AIR SERVICE,
SQUADRON 18

IN HIS WARTIME MEMOIR
IN HIS MAJESTY'S AIR CAVALRY

RUNNING A CAMPAIGN IN WARTIME

Focus on the PCs. Since this is an RPG and not a war-game, the focus should be on characters in roles other than front line soldiers. (It's not much fun to roleplay a soldier stuck in the trenches for months at Verdun, dodging mustard gas and trading shots across no-man's land.) Magic combat units will be deployed like modern day commandos: breaking through trouble spots in the trenches or infiltrating behind enemy lines to gather information and engage in sabotage. The gryphon or wyvern riders would also be well suited for this role.

Make it personal. There weren't that many fighter aces in WW1, and after awhile pilots on both sides learned the names and appearance of their enemies. With the battle mages and gryphon/wyvern riders, it will be the same. The Germans or Austrians will know when the head British golem-mage Seymour Rosenthal is attacking them, and the French Calvary or the Air will recognize the fearsome wyvern rider Baron Manfred von Richthoven. The Mexican Magical Squads will know when they're facing down Captain Patton leading a platoon of the Electrical Brigade in Tesla Sleds. The Mormon's Divine Spellbinding Battalion will realize that they're being flanked by Pancho Villa and his cavalry. Recurring enemy NPCs adds spice to a campaign.

The threat from above. PCs may start to question the motives and methods of their leaders. As the war drags on, both sides might be tempted to traffic with dark powers from Faerie (or even infernal planes or Elder Gods) to gain an edge. (See the Dragon War section below for an example of this.) The PCs might be the only ones with the knowledge and ability to stop the unthinkable before it happens.

make allies in the new world. They establish a colony off the southern coast of Iceland, with satellite settlements further out in the open ocean.

They establish cordial relations with the Icelandic government and set up a regular trading post in Reykjavik. They become close friends with the Icelandic fishing fleets and use weather-control magic to help out during the fishing season.

The stern and sharp-eyed queen of the marhlbender is Otrus Tratehorn. She forges an official alliance with Iceland in late 1917. When, a few weeks later, Iceland agrees to assist the Allied powers in the Great War, Queen Otrus is asked to help break the vice-grip that German U-boats have on Atlantic shipping.

The queen sends a royal proclamation to Kaiser Wilhelm, delivered by a delegation from her army to

the German naval station in Emden, Germany, informing him that the Atlantic Ocean is now under her protection. Continued submarine patrols in the Atlantic will be considered an act of war.

The Kaiser is not inclined to accede to this demand. His ground troops have been driven back by Allied armor and golem squads while his air force and zeppelin fleet have largely been neutralized by Allied gryphon riders. The success of the submarine fleet is one of the few bright spots the Kaiser has in 1917. Desperate to keep England and France cut off from any war supplies shipped from Canada and the US, he ignores the warning.

The marhlbender submarine fighting tactics are lightning-fast and deadly effective. One group attacks the U-Boat to occupy the German mages inside. Another marhlbender mage summons a thunderstorm that forces the sub to dive. Upon diving, the U-boat is greeted by a war party with a sea serpent. (The marhlbender has domesticated sea dragons, giant crabs and other varieties of sea monster and brought them along from Faerie.) The sub's control fins are destroyed by the mer-warriors while their sea creature immobilizes and drags the vessel to the ocean floor, where the massive pressure breaches its hull.

By the end of September 1917, the marhlbender have broken the German dominance in the Atlantic, and the flow of desperately needed war supplies resumes. When the Dragon War starts, combat largely ceases in the Atlantic as all of the European powers agree to a general truce. The marhlbender have a history of animosity with the Council of Crimson Wyrms and they contribute whatever assistance they can to the European armies in the Dragon War.

June 1917

The Germans have been using the port of Zeebrugge, on the English Channel in Belgium, as a submarine base and it has become a significant threat to Allied shipping in the channel. British authorities hatch a secret plan to render the harbor useless as a submarine base by filling three ancient armored cruisers (the Thetis, Iphigenia, and Intrepid) with concrete and scuttling them in the harbor. It is the largest British covert operation of the war, involving over 70 ships and nearly 2,000 troops. The rough plan is that a diversionary infantry landing and artillery assault on

the harbor's infrastructure and defenses will occupy the German forces while the three cruisers (under the cover of illusion spells) are maneuvered into position and sunk. British mages with water-breathing enchantments will be submerged near the cruisers, accompanied by marhlbender troops and two British submarines to counter any underwater threats.

Unfortunately, this raid happens to coincide with night-time exercises on the floor of the harbor conducted by German Sorcery Corps troops, who are training in the use of summoning magic underwater to combat marhlbender attack squads in the Atlantic. A large undersea magical battle ensues.

The underwater combat, combined with some missteps in the diversionary attack, results in the British losing the element of surprise. The operation doesn't go as planned and, due to shelling from harbor defense artillery (that British infantry are unable to distract or disable), the three cruisers are not able to be scuttled in the proper position. The harbor is closed for only a few days until the Germans are able to tow the wrecks out of the harbor.

The British military claims the Zeebrugge raid as a major victory by the Allied propaganda machine. A dozen Victoria Crosses are awarded to those involved.

Real History

The Zeebrugge Raid is one of the more interesting stories of World War I. It actually occurred on April 23, 1918.

November 1917

British armor is deployed for the first time in sizeable concentrations. At the advisement of British rabbi and golem squad leader Seymour Rosenthal, Marshall Foch (the Supreme Commander of Allied Forces) deploys integrated units of golems and armor at the battles of Somme and Verdun. The tanks' invulnerability to conventional munitions and the golems' resistance to most magical attacks proves to be a highly effective battlefield combination. In the safety of armored tanks, golem squads are protected and the incidence of berserk golems rampaging across the battlefield is considerably reduced.

Compounding the problems of the Central Powers, Kaiser Wilhelm orders that the necromantic rituals be abandoned and the existing revenants destroyed. Perhaps his only overt defiance of his generals in the

war, the Kaiser's decision is reached after a lengthy consultation with the head of the Lutheran Church. Allied forces slowly but surely drive Central Powers past the fortified Hindenburg Line and into Germany and Belgium.

December 1917

As winter sets in, the combined units of armor and golem squads have achieved victory for Allied forces at both Verdun and Somme. French and British armies surge on, cross the Rhine and push deep into Germany.

Adventure Hooks for the Great War Hook One

The PCs are soldiers in an English Magic Combat Unit or in a gryphon squad. HQ passes on a juicy bit of intelligence from a captured Hungarian sorcerer. The Germans are researching a resurrection incantation they recently obtained from a fey trader. The first test subject will be Col Ludendorff, a brilliant German tactician who was killed by a sniper yesterday. His body is being rushed to the rear for the first field test. If the PCs can sneak past enemy lines and intercept his mortal remains, they can prevent a serious blow to the Allies. Capturing the German spell book with the resurrection ritual would be an even greater coup. Given the sensitive nature of the assignment, the convoy with Colonel Ludendorff's body is being escorted by squad of German spellbinders in armored cars.

Hook Two

It's November of 1917 and the Central Powers are being driven from France by the combined threats of gryphons, armor and golems. Fielding their own wyverns and developing armor piercing rounds have helped to counter the Allied tanks and gryphons. The golems have proved more difficult. The Kaiser's best

wizards cannot unravel the secret of golem creation. The PCs are a squad in the German Zaubereikorps (Sorcery Corps). They have been dispatched to the running battle at Verdun and tasked with capturing an English golem squad alive. If this can't be accomplished, their secondary goal is to obtain the golem squad's spell books so the Central Powers can finally uncover the mystery of golem creation. To complicate matters, the British have recently begun integrating golem squads and armored units, with the spellbinders riding in the safety of the tanks.

Hook Three

The PCs are an Allied golem squad pushing the Central Powers back at the Battle of the Somme. The Scrying Office at HQ has revealed that a German squad is planning to cover the tracks of their retreating army by exploding the three main bridges across the river Somme, delaying the Allied advance by day or weeks. The PCs are tasked with intercepting the German demolition squads and saving the bridges. Their mission is complicated by German High Command (under direct orders from the Kaiser) disposing of their undead forces by sending out all remaining revenant troopers in a massive suicide strike against Allied positions.

Hook Four

The PCs are Allied soldiers assigned to a covert raid on the German naval base at the Belgium city of Zeebrugge. The raid plans to sink three ancient British cruisers in the narrow harbor of Zeebrugge in order to stop the German Navy from using the Belgian port as a base for submarines that are harassing trade in the English Channel. The PCs could be infantry troops who will be landed by amphibious craft to attack the port's defenses in a diversionary tactic. Alternately, they could be the British mages on underwater duty (with water breathing amulets and marhlbender allies) who are charged with scuttling the ships and making sure they are sunk in the proper location. Their task is made more difficult by a squad of German mages who happen to be performing underwater training exercises in the harbor the night the Allies attack.

Hook Five

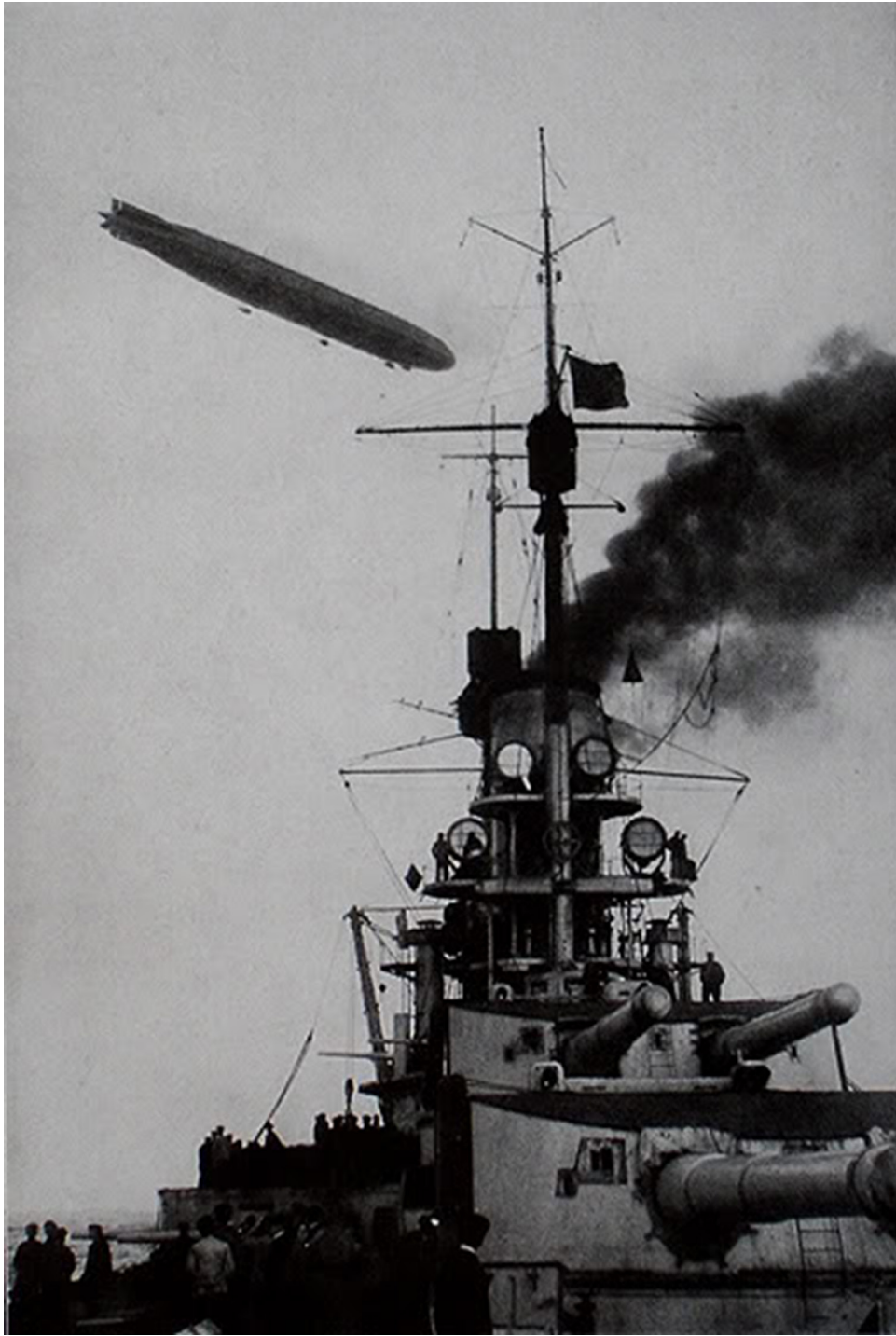
The PCs are in the British Navy and have been assigned to the Q-Ship fleet. They are posted to destroyers that are disguised to look like older merchant vessels – the sort that Germans would surface and destroy with their deck guns rather than wasting a torpedo. They are given the mission of capturing a German U-Boat intact so that the United Kingdom can attempt to reverse-engineer the German innovations. They will be assisted by a squad of marhlbender, and have been issued special gear (amulets of water breathing, special weapons) for the operation. A mole in the navy has reported this plot to the German military, so U-Boats have been staffed with additional combat mages and equipped with self-destruct devices.

Hook Six

A malcontent marhlbender wizard has gone rogue and in an act of open rebellion against the marhlbender queen, has allied with the Central Powers. The rebel sorcerer, Nareta Grealta, has been stationed on Unterseeboot 3 (U-3) and has been wreaking havoc on British naval operations in the English Channel in the last weeks. Nareta is a master of elemental magic. She has successfully mired several Royal Navy warships in ice floes, making them easy pickings for the U-boat's torpedoes. A chance has come to neutralize the renegade. Intercepted transmissions and a stroke of luck in the Seering Department of the Ministry Defense has given the Allies the ability to predict exactly where Unterseeboat Drei will be in 4 days time. The submarine is the prize of the German Imperial Navy and well guarded. In addition to the rogue marhlbender, a squad of Untersee Saubereikorps battle mages is staged on the sub, ready to summon aquatic monsters to combat any attack. Operation: Falstaff has assembled a crack strike team consisting of British Magic Combat Unit commandos, selkie warriors, and a few members of the marhlbender queen's personal guard. Their mission: Ambush and sink Unterseeboot 3 at all costs.

Hook Seven

A commercial merchant vessel, the RMS Manitoba, has been sunk in shallow water a few miles off the northern coast of Ireland while carrying war supplies



to the UK. Unfortunately, the Manitoba was carrying very unusual war supplies: a demon that Canadian mages had managed to bind into a protection circle inside a cage constructed of cold iron. The Canadian mages who bound the demon into the cage believe that their binding spell should have held – even after the ship was sunk. The Royal Navy is sending a group of selkie, marhlbender and human soldiers and mages to retrieve the infernal cargo as quietly as possible. Their orders are very clear: that if retrieval is not possible or if the demon escapes they are to eliminate it

at all costs. However, the German Imperial Navy has learned of the Manitoba's cargo and is sending a U-boat with a crack squad of mages from the Unterseeische Zaubererbrigade to attempt to retrieve the cargo and ferry it back to Berlin for analysis. Unfortunately, the two teams arrive at the wreck site within minutes of each other...



CHAPTER THREE

THE DRAGON WAR 1918-1920

The British artificers cowered in their fox-holes as the orcish horde marched through the valley, scant yards below our position. The rumbling of the Fifth Army's passage echoed among the rocky crags, scattering birds into panicked flight. I stood tall, glaring down on the back-slung rifles and spiked plate armor of the invaders from beyond the Bavarian Portal.

I saw one of the artificers fingering his bag of alchemical grenades and waved a hand at him. "Not yet, you fool. We must wait for the command armor to approach." He flinched back as if slapped, dropping belly-down on the rocks to await his cue.

The temptation was strong to drop the illusion around the group of filthy British golem keepers and let them be torn to pieces by the orcish troops, while I escaped unscathed. Not two years before, these very men had been responsible for the decimation of my Zaubereikorps sorcerers' brigade. Many of my friends had died at the hands of their creations. I could claim that an orcish hex-caster had broken through my cloaking spell...

The droning of engines called me back from my anger and helped me focus on the situation at hand. Revenge could come later, after we'd used these foreign soldiers to take back the Fatherland. Below us, the first captured tanks lumbered into sight, coughing smoke. They were daubed with foul runes and laden with green-skinned soldiers.

I turned to Horowitz, the chief artificer. "It's time. Attack!" He nodded and gave his men a signal. They all bent to their control rods, their brows furling with concentration.

All around our position, rocks burst outward and cascaded down the mountainside. The golems that our engineers had buried a week earlier hurled themselves forward on the tail of the avalanche, crashing into the flank of the orcish column.

Each of the golems was a full ton of elemental rage, bound into a rough humanoid form and held in

check only by the strange, glowing Hebrew runes carved over its body. They hammered into the column in a loose spearhead, and each blow of their oversized fists sent orcs hurtling through the air.

The tank crews scrambled to bring their machineguns to bear, but there wasn't room to maneuver on the narrow valley road. The orc infantry did nothing to slow down the golems' charge; they were shattered by the score. The golems fell upon the tanks like the sea falling upon a sand castle. Plate steel tore in their supernatural grip and fires belched up from punctured fuel tanks. The golems, being directed by the weakling artificers next to me, lunged inside to tear limbs and heads from the orcish command.

Bellowing sergeants did their best to restore order. A wave of infantry turned from their futile assault on the golems, climbing the slope below us. They knew that if they could reach the artificers and kill them, the golems would fight undirected and perhaps even turn on the rest of us.

I hurled a sheet of fire at the foremost orcs and ordered our machine gunners to open fire. I told myself that in time, I would be able to deal with the artificers.

STABSFELDWEBEL MATHIAS HERZOG,
GERMAN IMPERIAL ARMY SORCERY CORPS
(*REICHSHEER ZAUBEREIKORPS*) IN
FIRE AND STEEL: A DRAGON WAR DIARY



December 1917

In a last-ditch attempt to stave off defeat, the Kaiser's army embarks on a desperate gambit. Through a complicated negotiation process at the Bavarian portal, they arrange a deal for direct military assistance with the rulers of the Faerie Empire of Tyrask, the Council of Crimson Wyrms. (The Kaiser is strongly opposed to this pact initially, but he is persuaded and manipulated by his military into accepting it.) Working through a fey negotiator, they agree to pay the Council a huge sum of gold bullion in exchange for the Council launching aerial assaults on several French and British cities. The German's theory is that this strike will be so demoralizing to the Allied forces that they will have no choice but to ask for peace.

January 1918

On January 17, 1918, the negotiations with the Council of Crimson Wyrms appear to be successfully concluded. Five red dragons exit the Bavarian Portal and launch their attacks against Paris, London, Cologne and Strasbourg.

Upon return, the dragons and the Kaiser's generals have an argument about the exact terms of their payment. The red dragons believe that their payment was to be about twice what the German military believe they had agreed to. Enraged, the dragons storm into the Bavarian portal, cursing the Kaiser and his general as they go. The next day, they return in force with several legions of orcs, goblins, and hill giants behind them. They seize control of the Bavarian Forest portal, estab-

lishing a headquarters and beachhead for their invasion force. They burn the nearby city of Munich to the ground and launch a full-scale invasion of Europe.

February 1918

Bavaria soon falls to the Dragons' Army, and the Central Powers are obliged to ask for a truce. The Allies are skeptical about the wisdom of agreeing to this request. Two events changed their mind – another dragon attack on London, and an invasion of the Alsace-Lorraine region by an orcish horde from Bavaria. The seriousness of the threat is clear and both sides accept the ceasefire.

April 1918

The Catholic Church successfully uses its influence to keep Italy out of the Great War, citing concerns about the possible “demonic” nature of the spellbinding being used. However, in response to the Dragon Invasion, Pope Benedict XV founds the Order of

THE GERMAN RESISTANCE

Conditions for the civilians in Germany are dire during the Dragon War. The Council of Crimson Wyrms and their soldiers are harsh rulers and taskmasters. Pockets of resistance spring up throughout Germany – bombing factories, assassinating military leaders and helping spirit refugees out of the country. The resistance is widespread and comprised of every sector of society, from former army spellbinders to housewives to schoolteachers to Pagan clerics to preachers from the Lutheran Church.

The Cult of Loki – a black sheep sub-sect of Thor's Rage that specializes in illusion and deception magic – give a great deal of support to the resistance. They assist with carrying messages to and from the European armies, assisting with the planning and leadership of many raids, and helping to smuggle supplies into occupied cities.

The Battle of Berlin is the finest hour for the resistance. Several cells (working closely with the Cult of Loki) launch coordinated strikes that destroy multiple factories that produce weapons, munitions and tanks for the Dragon Army. The occupation forces mete out heavy reprisals to the city's civilian population, but the attacks irreparably cripple the fey invader's manufacturing operation.

St Michael, an army devoted to driving the Dragon Army (and fey in general) from Europe. The Order's numbers quickly swell into the thousands and chapters are started in England, Germany and France. The Order and the Italian Army provided a much needed boost to beleaguered European armies struggling to deal with the challenges of fighting the Dragon Army.

May to July 1918: The Battle of Monte Bondone (also called the Siege of Trento) is fought by the Order of St Michael and the Italian Army (with some assistance from French and Austrian forces) to repulse the incursion of the Dragon Army into Northern Italy. It is actually a series of battles around the mountain hamlet of Monte Bondone, in the Tyrolean Alps. Early in the battle, several Italian units are ambushed and decimated by orc infantry – with even prisoners of war being massacred (and, if some rumors are to be believed, butchered and eaten). The European forces pull back to the nearby city of Trento where they are besieged by the orc infantry until late June, when the Order of St. Michael begins a counter-offensive that succeeds in pushing the invaders back into southern Germany within 3 weeks.

The united European forces use the wholesale slaughter of Italian soldiers at Monte Bondone as a successful propaganda and recruitment tool for the remainder of the Dragons War. Military historians note that this was the battle that proved to the world (and to the Dragons Army) that the Order of St. Michael was a fighting force to be taken seriously.

June 1918

As if in response to the founding of the Order of St. Michael, Pagan clerics in Norway and Sweden (newly respectable since the resurgence of magic) found a similar holy army dubbed Tors Raseri (Thor's Rage). Thor's Rage sends units of clerics and holy warriors into England and Northern Europe to help in the fight against the Dragons' Army. Thor's Rage is as effective as the Catholic army in using their combination of modern warfare and divine magic to combat the dragons' forces. Between the two, they are credited with the destruction of three of the red dragons leading the invasion.

Unfortunately, a fierce animosity develops between the Order of St. Michael and Thor's Rage. On more than one occasion, secular forces must intervene to

stop the clerics from opening fire on each other. This is because the Catholic Church views the Pagan clerics as fey-tainted heretics who are only slightly less of a threat than the enemies from Faerie. (Strangely, the Order of St. Michael has no problem fighting alongside soldiers in secular armies practicing arcane magic.)

August 1918

The Amiens offensive near the Somme River on 8th August 1918 marks the end of the Dragon Army's advance into Western Europe. In the decisive maneuver of the battle, General Sir Henry Rawlinson and the British Fourth Army deploys 500 Mark V tanks, 100 Whippet tanks, and 60 golem squads in a spearhead formation that is followed closely by 20,000 infantry troops and supported by over 1,000 aircraft and aerial cavalry. They break through the enemy ranks and push the invaders back into Germany. The Dragon Army is routed at Amiens and spends the rest of the war on a defensive footing.

The Dragon Army's head commander, the red dragon Krachyla, learns from the lesson of Amiens, and orders the German tank and aircraft factories that had been captured to be put back into production. Orcs, in particular, show a capacity for machinery and are soon adapting captured tanks for themselves. Although red dragons themselves are the main source of air support, a group of dark elves requisitions a squadron of captured German biplanes. With some training from captured humans, they quickly master the art of flying and are a formidable air threat.

Once they learn how to use Earth technology, the Dragon Army presses the civilian population of Germany into slave labor and forces them to produce modern weapons, tanks, and planes for the invaders.

December 1918 to February 1919

At the Battle of Copenhagen, the remnants of the German Army and Navy ally with the Danish military, squads of marhlbender, and units from Thor's Rage to stop the Dragon Army northern advancement. Initial disagreements, mistrust, and miscommunication between the Danish Army, Thor's Rage, and the German forces hampers cooperation and sabotages joint

operations. It takes two months before the new allies are able to work together well enough to begin driving the fey army back into Germany.

January to April 1919

At the Battle of Berlin, German, Polish and Danish troops push the fey invaders out of the German capital after over three and a half months of brutal street battles.

The Dragon Army forces are divided on three fronts across Europe (north, south and west) with their spellbinding might and draconic air power spread thin. They attempt to compensate by adapting to the technology of our world, and this is the first battle that involves widespread use of tanks, airplanes and firearms by the fey forces. The Cult of Loki, with their specialty in magic of illusion, sabotage, and deception plays a key role in this battle by assisting the German resistance behind enemy lines.

On March 5, 1919, the German resistance (using high explosives smuggled in by Loki cultists) destroys several munitions and weapons factories around Berlin. The Dragon Army had other factories in Bavaria, but this was a blow to their manufacturing capability from which they would not recover.

May 1919 – The Siege of Würzburg

Würzburg is a small town on the River Main in Bavaria, containing a medieval castle, the Fortress Marienberg (Festung Marienberg). It is a highly defensible location; a fortified castle surrounded by a series of thick concentric stone walls that are built into a steep incline.

During their retreat, several battalions of orc troops, supported by one of the red dragons, stage a holding action at the Fortress Marienberg in order to give the other elements of the Dragon Army time to fall back into Bavaria and harden their positions. The forces at Würzburg manage to hold out for three weeks against the forces of the combined European armies. As was seen in the other battles in late 1918 and early 1919, squabbles amongst upper leadership of the various European militaries hamstring ground operations and delays meaningful progress.

The Order of St. Michael and Thor's Rage almost come to blows during this siege, but the intervention

of Danish and French infantry averts the conflict between the two clerical armies before blood is spilled. In the last week of May 1919, a commando unit of combined British and German soldiers and mages are covertly inserted into the fortress via gryphon squadron. Once inside, the task force inscribes a large teleportation portal inside the fortress, allowing several platoons to instantly gain access. Victory was practically guaranteed, although it did take 12 hours of fighting to rid the castle of orc forces.

June 1919 – May 1920, The Battle of the Bavarian Forest

The Dragon Army is pushed back to the Bavarian Alps in mid 1919. Czar Nicholas sends four brigades from the Imperial College of Sorcery to reinforce the weary armies with fresh troops and newly trained spellbinders. Seymour Rosenthal, the father of the British golem squads, meets his end at this battle during a direct strike by a red dragon. Rosenthal's legacy survives him – the golems are one of the most effective weapons the Europeans have against the red dragons themselves.

The united European force wages a savage year-long fight in the rugged mountainous terrain of the Bavarian Forest, that ends with the defeat and retreat of the Dragons Army into the Bavarian portal. The fighting claims tens of thousands of casualties on both sides. Pockets of fey resistance persist throughout Europe, most notably in the Alps and rural Scandinavia other rural areas.

June 1920

The Vatican orders all portals in Europe closed. The Order of St. Michael develops a ritual to permanently bar the gates to Faerie and most (but not all) portals in Central and Western Europe are closed, including the Bavarian Forest Portal.

Some nations (Russia, England and the Scandinavian countries) insist that their portals must stay open. They argue that only the assistance received from fey allies made victory in the Dragon War possible. The Vatican is not moved by this argument and covertly sends out strike teams from the Order of St. Michael to secure and close all known portals.

The army of Thor's Rage guards the portals in Scandinavia and Iceland. King George V of Great Britain declares that he will not abide by the Vatican's order and garrisons troops around British portals. Czar Nicholas II simply ignores the pope's decree and also posts troops around his nation's portals. France, Germany, Austria-Hungary, and most other continental nations largely accede to the Pope's order. France, however, does fortify and secure the portal near Marseilles in order to maintain the Calvary of the Sky's supply of gryphons.

Throughout the 1920s, the Order of St. Michael stages raids on Scandinavian, British, and Russian portals. Sometimes they are closed down, but in most cases the portals are successfully defended. These clandestine attacks set off a wave of anti-Catholic sentiment in these countries. By the 1930s, the Vatican scales back the attacks.

At the end of the war, much of Central Europe is a wasteland and old grudges remain. A few pockets of fey resistance endure in rural areas and it is years before these are all eliminated. The issues that led to the Great War haven't been settled to anyone's satisfaction. The peace feels more like a temporary truce than anything lasting. Even as they rebuild, the old enemies eye each other warily.

After their defeat in the Dragon War, the Empire of Tyrask returns to its world bloodied but wiser. They learned from their time in our world, and they depart with the knowledge of the technology they found here. Soon their orc legions have built their own factories in Faerie and are fabricating their own machine guns, tanks, and planes.

Gamemaster Notes

Rasputin was behind the Dragon War. Rather than face an unfriendly German, Austrian, Ottoman, and Hungarian Alliance across the whole of Europe, Rasputin manipulated events to Russia's benefit. His agents enchanted a few key German officers and implanted the idea of a dragon attack on Allied cities. The fey intermediary who handled the negotiations between the Kaiser's army and the Council of Crimson Wyrms was also an agent of Rasputin and deliberately misled both parties so that a violent misunderstanding would result.

The same fey agent acted as an agitator for the dragons, emphasizing the great insult the Germans had given and impressing upon them the wealth of

this world and the ease with which they could conquer it. The attack on France, traditionally a Russian ally, was unintentional but had the added benefit of diverting any suspicion from Russia.

Notable Characters in the Great War and the Dragon War

Bjorn Knieland

The black sheep of the New Church of the Æsir, Knieland was the first to promote the worship of Loki. He was shunned by church leadership and publicly criticized, but he held fast and maintained that, as the Trickster, Loki was perhaps the wisest of the Æsir and such wisdom could not be ignored in the troubled modern era. His argument did not sway church leadership, and some publicly wondered if he was a fey interloper masquerading as human to sow dissent in the newly founded church.

Despite this criticism, Knieland found plenty of support. He taught the magic of Loki to any willing to learn it and accumulated many followers. His Cult of Loki was able to win some grudging respect from Norse society due to their service in the Dragon War, particularly at the Battle of Berlin. The spells of Loki were focused on deception and trickery, which made His followers perfect agents to assist with the resistance against the Dragon Army in occupied Germany. The Cult of Loki was the supply and communication channel for the resistance, carrying supplies and messages from the united European militaries and assisting with covert operations.

Charles Nungesser

Nungesser was a celebrated French gryphon-rider ace with 43 victories to his credit. He volunteered for the air service in 1914, before the introduction of gryphons, but was denied and instead entered the 2nd Hussars, in the ground cavalry. He acquitted himself very well, bravely charg-

ing a German staff car, killing five officers and capturing the vehicle. He was able to parlay this victory into an appointment into the French Air Force at about the time the first gryphon pride was purchased from the Faerie portal at Marseilles. During his initial week of training, he took his gryphon up without authorization and became one of the first riders from the Cavalry of the Sky to score a kill, downing a German Fokker E.I fighter plane. As a result, he was simultaneously sentenced to eight days in the stockade and awarded the Croix de Guerre.

Nungesser has been credited with creating the stereotype of airborne legionnaires as flamboyant, hard-living, reckless rogues with a strong disregard for military formality and discipline. He was known to show up for morning patrol in a tuxedo, often with his date from the previous evening still on his arm. He was a frequenter of the brothels of Paris and spent as much or more time there as he did in the air. Legend has it that he was a patron of Mata Hari, and, suspecting her espionage, would tantalize her with wild (and wholly fictional) stories about platoons of giant bullet-proof cyclopean warriors the French Army had procured from the Marseilles portal.

A man of black humor, he had the barding for his gryphon made up in black and grey, with a skull and crossbones, funeral candles, and a coffin as decorations. His distinctive adornment made him instantly recognizable to his enemies.

One example of this renown was when, late one night in 1917, a German spy plane buzzed Nungesser's aerodrome, dropping a formal printed invitation to a duel that was addressed simply: "To Monsieur Skull and Bones." Obviously, the duel was a set up for an ambush. But Nungesser arrived at the specified place and time anyway, and was met by two German wyvern riders and three Fokker triplanes. According to his own unverified report, Nungesser downed both wyverns before the planes fled in fear. Nungesser did not return unscathed, however. He had broken a leg and his skull was cracked when colliding with a wyvern, which resulted in a broken arm sustained falling off of his injured gryphon on landing. This was nothing unusual for him, and he was back on duty after three months in the in-



firmly. (It has been said by his detractors that Nungesser spent as much time in the hospital as he did in the air or the Parisian brothels combined.)

This outcome was typical of Nungesser's career – he was often injured but proved very hard to kill. He survived both the Great War and the Dragon War, racking up a series of victories and near-death escapes. He disappeared in the early 1920s while trying to cross the Atlantic on the same gryphon he'd ridden throughout both wars. He was never a great navigator and some questioned why he would undertake such a difficult adventure. For weeks after his disappearance, the French press, unwilling to report the loss of a national hero, refused to acknowledge his death and engaged in baseless speculation that he had flown into a mid-ocean faerie portal or was living as a king among natives in a South American jungle.

Generalissimo Raul Valverde

Spanish priest, former soldier, divine spellbinder and one of the primary military leaders of the Order of St. Michael. After the Dragon War, he advocated that the Order fight on to exterminate the Pagan clerics who had arisen since the opening of the portals. He lost that argument to cooler heads in the Vatican, but he was placed in charge of one of the many covert teams that the Catholic Church sent out to permanently seal fey portals across Europe.

The International Squadron

A squadron of the French Air Force, composed of foreigners (mostly wealthy expatriates) who volunteered to fight for France in the Great War. Raoul Lufbery, the squadron's leader, had a French mother and an American father and was raised in France while holding dual citizenship. Eugene Bullard, the squadron's first ace, was an African-American boxer and Paris nightclub owner who had left the US to escape racial discrimination and wanted to repay his adopted country. The squadron was equipped with several Sopwith Camel biplanes and a handful of gryphons. They racked up an admirable, if not amazing, service record. A colorful and eclectic bunch, during a bender in Paris the squadron adopted a lion cub from a circus. They named it Whiskey and kept it for several years in their barracks.

Lars Lofgren

A well-known Norwegian painter, philosopher, and leader in the resurgence of interest in Old Norse folklore, sagas, and art in the late 1800s. He was one of the first priests in the New Church of the Æsir, and his renown as an artist and intellectual helped to legitimize the church. At the start of the Dragon War, he conferred with some of his friends from the military and created a unit integrating traditional soldiers with divine spellbinders. This new battalion was called Thor's Raseri (Rage of Thor) and was comprised of Pagan clerics from Norway, Iceland, Sweden, Scotland, Italy, and Ireland combined with conventional forces from the armies of Norway and Sweden. They joined with the other united armies of Europe to oppose the fey invaders.

Kaiser Wilhelm II

The last Kaiser of Germany and a deeply troubled man. He believed that he was a part of a separate and superior breed of humanity chosen by God to rule over lesser people. Mental illness had stricken several members of Wilhelm's family, the House of Hohenzollern, and his quick temper, emotional instability, and bursts of megalomania prompted some observers to conclude that he was similarly afflicted.

Wilhelm was a man ruled by a mercurial temper and he was both easily manipulated by those around him and prone to contradicting himself in fits of rage. He had frequently remarked in the years leading up to the Great War that he considered open war with Great Britain "a most unimaginable thing". He was, after all, Queen Victoria's first grandchild and



was actually in England holding her in his arms when she died in 1901. Similarly, he is on record as saying that he strongly distrusted the Empire of Tyrask, the Faerie kingdom that lay on the other side of the Bavarian portal (and most other portals in Central and Eastern Europe.) He believed the Council of Crimson Wyrms that ruled Tyrask was Machiavellian and, if given a chance, would attempt to invade or to use his nation as a pawn in their wars against various fey nations. On both of these issues, Wilhelm was manipulated by the German nobility and Prussian military leadership (who were eager for war with Great Britain and anxious to cement an alliance with Tyrask) into pursuing courses of action that he considered unwise.

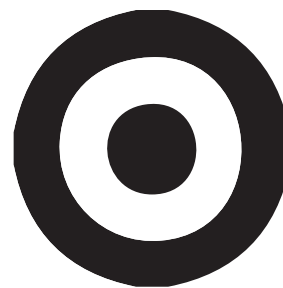
In 1920, Wilhelm returned to Germany after spending the years of the Dragon War in the Netherlands. He did not receive a warm welcome. Public sentiment blamed him for the Dragon War, and to a lesser degree for the mismanagement of the Great War. With the economy shattered, public morale low, and fearing imminent revolution, Wilhelm abdicated his throne and a republic was established in Germany in 1921.

King George V

The king of Great Britain during the Great War and the Dragon War. Although German by heritage, at the start of the Great War he renounced his German titles and family name (the House of Saxe-Coburg and Gotha) and renamed the British branch of the family the House of Windsor.

He was a tireless diplomat to the Faerie kingdom of Dunedhin, which lay on the other side of the fey portals in Great Britain, France and most of Western Europe. The current leader of the House of Albion was King Baodan and George cultivated a friendship with him, often inviting Baodan to travel with him across the English countryside. The two monarchs became fast friends and in 1913 an official pact was signed between Great Britain and the Kingdom of Dunedhin. George is sometimes considered one of the duller of modern British monarchs (his passions included stamp collecting), and his biographers note that it was his calm, low-key nature that appealed to King Baodan.

George V's role as a diplomat to Faerie was central to the war effort. King Baodan, although a strong friend of the British, had trouble convincing his court that it was in their best interests to support the En-



tente Powers in the Great War. In 1915, George took the extreme step of traveling into Faerie to make his case. He revealed to Baodan's court what he knew about the cooperation between the Central Powers and the Empire of Tyrask, Dunedhin's traditional enemy. He pointed out that were England and France to be conquered, their fey portals would make an excellent invasion route into Dunedhin for Tyrask's armies. He was successful in swaying the court, and soon shipments of magical war supplies commenced from Dunedhin into England and France.

George had traveled through Faerie using an extremely rare and expensive amulet that grants inhabitants of our plane the ability to visit Faerie without suffering the usual deleterious effects. These amulets are found only in Svaldon, the Faerie trading city which lay on the other side of the Tunguska portal. It was a gift to George from his first cousin, Czar Nicholas II of Russia. Rasputin had found a way to smuggle the amulet through multiple battlefields from Siberia to London.

George was so grateful for the House of Albion's assistance and friendship that when the Vatican decided to close all known portals in Europe after the Dragon War, he decreed that Great Britain was exempt. He garrisoned troops around British portals to guard against any covert raids by the Order of St. Michael.

The wars took a terrible toll on George's health and he died of a lingering sickness in 1936.

Krachyla

One of the war leaders of the Council of Crimson Wyrms, Krachyla was the first red dragon through the Bavarian portal. He was personally responsible for the attacks on London and Paris. He was one of the five dragons from the Council who led their army into our world and was reportedly the lead commander of their forces. He was killed by a combined squad of Thor's Rage and British Infantry soldiers in the last days of the Battle of the Bavarian Forest.

Manfred von Richthofen (aka The Red Baron)

The most famous German wyvern rider ace, indeed the most famous ace of the Great War. He had 80 victories to his name.

The son of Prussian nobles, Richthofen learned to ride and hunt at an early in his family's private game forests. His early military career in the cavalry on the Russian Front was unremarkable and he was transferred to the Quartermaster Corps in early 1915. This displeased Richthofen immensely and he wrote to the Emperor, stating "I have not gone to war to collect eggs and cheese."

His family called in a few favors, and Manfred and his brother Lothar were both reassigned to the second class of German wyvern riders training at an air base near the Bavarian Forest. Manfred's experience riding horseback made him a natural. After a few false steps (including one that landed Richthofen in the hospital for a week), he bonded quickly with his wyvern and mastered the finer points of aerial combat.

He first saw action in early 1916 at the battle of Verdun. Soon afterwards, Oswald Boelcke, a noted German commander, took an interest in Richthofen and had him transferred into Boelcke's own unit. Boelcke's squadron was attempting to contain the Allied advance in the trench battles of Somme.

Although the skies over Somme were controlled by the effective and highly organized Allied gryphon squadrons, it was here that Richthofen would begin to earn his reputation as a masterful adversary. Under Boelcke's tutelage, he racked up 12 kills by November of 1916.

In early 1917, Richthofen scored his 16th kill. He was awarded the *Pour le Mérite* (the Blue Max) and promoted to captain of his own squadron. Richthofen recruited the best riders he could get and decorated their wyverns in blood red barding. Their long list of victories and penchant for daredevil flying made them

darlings of the patriotic German press (who were eager for any positive news to divert attention from the bloody horrors of trench warfare). A Berlin newspaper dubbed the squadron "Richthofen's Flying Circus" and the name stuck. It was during this time that a reporter gave Richthofen the nickname "The Red Baron."

After the bitter winter of 1916, the Flying Circus was able to fly daily patrols and began executing the revolutionary group tactics that Richthofen had designed during the slow cold weather months. The effects were alarming: the squadron took down 80 Allied planes and gryphons by March of 1917, with Richthofen upping his personal kill record to 36. He

treated his defeated opponents with an unusual respect, often purchasing elaborate headstones for their gravesites. He also had a German silversmith cast a tiny silver cup engraved with the date of each victory (and when possible, the name of the downed pilot). He displayed the cups in a trophy case in his aerodrome.

Allied pilots and riders were obsessed with killing Richthofen, but he evaded their attacks and ambushes throughout most of 1917, racking up 80 kills by the end of November.

On December 21 of 1917, Richthofen's luck ran out. He led his squadron in an ambush of an Allied patrol of fifteen gryphon riders and eight warplanes. One of the largest and most dramatic dogfights of the war ensued, with over 40 wyverns, gryphons, and planes engaged in a frantic twisting aerial combat for most of an hour.

A soft-spoken Canadian gryphon rider, Captain Roy Brown, saw Richthofen attacking one of his wingmen. To protect his comrade, Brown maneuvered his gryphon directly behind the Red Baron and unleashed a bolt of lightning from a standard issue RAF rod. Perhaps distracted by the whirling melee or by the target in front of him, Richthofen took the full brunt of the attack and fell, unconscious, from his wyvern.

The modest Brown never claimed credit for the kill. Richthofen's remains were recovered by a platoon of Welsh infantry and the British Armed Forces claimed



the body, burying him with full military honors.

Historical note

The Blue Max (*Blauer Max*) was commonly referred to by the French name *Pour le Merite* because of ties between the early Kingdom of Prussia and the French court at the time the award was established in the 1740s.

Marshall Foch: French general and the supreme leader of Allied (*Entente*) forces during the Great War and the Dragon War. An indifferent but capable tactician, Foch is viewed as a hero and savior by many French, but regarded with disdain by others.

His decision in late 1917 to overrule objections from the British military and deploy mass units of combined armor and golems ended the grinding long-running battles of Verdun and Somme and drove the Central Powers out of France.

However, his earlier decision at the Battle of Somme to implement necromancy in the French military's battlefield arsenal remains controversial decades after the war has ended. Although it likely prevented a direct infantry assault on Paris by German forces, many in France view it as a shameful chapter in their history.

Mata Hari

A famous exotic dancer and courtesan working in Paris during the Great War.

Born Margaretha Zelle in the Netherlands, she changed her name to Mata Hari to affect an exotic, foreign persona for her stage act. (Literally translated from Indonesian, Mata Hari means 'the eye of the day'.) It was said by some that she elevated the striptease to an art form, and was influential on the nascent modern dance movement taking root in France at the beginning of the 20th century.

Her work as a courtesan to wealthy and powerful men (including many military officers in the French, British, and German armed forces, and the German crown prince) frequently took her across international borders. The Netherlands were officially neutral in the Great War, and with her Dutch citizenship, she was free to travel abroad, usually going through Spain or Britain to reach other destinations on the continent.

Her travels and business arrangements drew much attention. After she had a dalliance with a German officer in Spain, she was questioned by British intelligence when she traveled through London to visit



friends on her way back to Paris. She claimed that she was working for the French intelligence service so that she could, at the behest of her fiancé, quit her courtesan work entirely. The French government refused to confirm or deny her story and the British released her.

Hysteria about German spies had been brewing for much of the war, and reached a fever pitch in Paris in 1916 and 1917. With German troops camped just 100 miles from the city, suspicions ran high. Mata Hari was arrested in January 1917 by the French military on suspicion of espionage and was soon found guilty and executed.

Rumors abound about her trial and death. There were no truth spells used at her trial (army mages were needed at the front lines and the military tribunal refused to use civilian spellbinders). She was defended by an old friend (and client) who was an expert in patent law, with almost no criminal law experience. She was convicted and executed by firing squad in October. According to some stories, she refused a blindfold, facing the soldiers with eyes open and blowing kisses to her executioners.

Years after her death, historians uncovered evidence that the German intelligence service had discovered that Hari was working as a French spy. The

discovery suggests that they deliberately fed a radio transmission to the French knowing that its code was already broken, thus planting information that painted her as a double agent working for the Germans.

A 1931 movie about her life, starring Greta Garbo, firmly established the popular image of Mata Hari as a seductress spy who coaxed military secrets out of her numerous lovers

Otrus Tratehorn

Queen of the marhlbender. Tratehorn led her people through an undersea portal to safety in our world after their home in the Drysean Ocean in Faerie was attacked by the forces of Tyrask. Eager to make allies in this new world, she formed a solid pact with Iceland and later with the United Kingdom as well. Upon learning that the Central Powers were receiving assistance from the Empire of Tyrask, she offered military assistance to the Allies and soon broke the back of the German Navy in the Atlantic, restoring shipments of war supplies from Canada and the US.

She was a staunch friend to the Allied Powers through the Dragon War, contributing troops (where possible), magical items, and spellbinding training. In 1920, after the conclusion of the Dragon War, King George V of England invited Queen Otrus to Buckingham Palace. He expressed his nation's gratitude for her people's help in breaking the German naval blockade (and very likely saving Great Britain from starvation) and granted her the honorary title of "Great Sovereign of the Seas."

Pope Benedict XV

Pope from 1914 to 1922. He was appalled at both the violence and the widespread use of magic in the Great War. He repeatedly tried (and failed) to broker a peace accord between the warring factions. He organized several humanitarian efforts in response to the war, helping to feed and shelter refugees and assisting prisoners of war of all countries in contacting their families. He called the Great War "the spiritual suicide of Europe" and he was successful in his efforts to keep Italy out of it. The Vatican dismisses rumors that he might have used charms or enchantments to affect this success.

After the start of the Dragon War, Benedict founded the Order of St. Michael with the assistance of

the Italian Army. The Order was a fighting force that combines modern conventional warfare with divine spellbinding. The Order was instrumental in repelling the Dragons Army from Europe.

After the Dragon War, there was a power vacuum on the European continent, and Benedict – as the ruler with the largest capable army (aside from Russia) – filled this to some degree. His troops provided security in war-weary France and Germany while local police forces and armies were reconstituted.

After the war, he took advantage of his increased position of power to advance the agenda of the Catholic Church. Benedict saw the rebirth of Paganism in Europe as being almost as great a danger as the Dragon Army, albeit a spiritual threat rather than a physical one. He maintained that closing the portals across Europe would not only provide security against another fey invasion, but weaken the neo-Pagan movement, which he believed was demonic in nature. In June of 1920, Benedict ordered the closing of all European portals and launched a low-intensity conflict with several defiant nations (Norway, Iceland, Denmark, Sweden, Russia, and Great Britain).

Covert raids by the Order of St. Michael against these nations ignited a widespread anti-Catholic sentiment that in many ways was more damaging to the Church than the moderately sized Pagan movement had been. In the 1930s, Benedict began scaling back these assaults and called for negotiations for the peaceful securing and management of the remaining European portals.

Seymour Rosenthal

Originator of golem warfare. Seymour Rosenthal was a junior rabbi at a synagogue in London's East End. In 1868, his maternal grandmother had fled from rural Germany to escape the discrimination and bloody pogroms. Inspired by her courage, her grandson was determined not to let her adopted nation fall to the Central Powers. In the darkest days of the Great War, he defied his elders, joined the British armed forces, and provided them with the incantation of clay golem creation. The golem's immunity from many forms of magic made them valuable anti-wizardry weapons.

Downing Street requested that he lead the first golem squad into battle and so he underwent a 2-month combat training course. More used to the scholarly routine of an assistant rabbi than to the

strenuous life of a soldier, the army was at first rough going for Rosenthal. After he adapted, and shed a few pounds, he found that, although he would much rather be back leading Bar Mitzvah classes, he had a natural eye for strategy and a knack for small unit tactics.

In April of 1916 at the Battle of Verdun, Rosenthal was with the first platoon to test golems against en-

emy forces. They successfully neutralized three German Zaubereikorps (Sorcery Corps) platoons in the first week of the battle, and kept up that pace for the next month. Over 400,000 French and British troops died at Verdun, mainly killed by poison gas. Rosenthal was forever changed by that battle – he emerged

RED HORIZON

The gryphons were unusually nervous that day.

We launched from the Strasbourg Aerodrome and flew due east to perform a reconnaissance patrol over the retreating German forces.

We encountered just one pitiful German squadron: they were undermanned and ridden by rookies. With a shortage in experienced riders, the Germans had been drafting boys in their second year at the academy to fight us. They charged us in a motley, disorganized mob, their wyverns screaming.

I got to inspect one at close range when my gryphon (a fiery female I called Brigitte, with black and orange plumage) dove like a peregrine and caught his wyvern's throat in her jaws.

As my mount ripped the windpipe out of his, I was briefly face to face with the German rider as our mounts were momentarily locked in a grapple and falling together. He had a dusting of acne and peach fuzz across his cheeks. The Imperial Army issue rod of fireballs was still hanging on his belt as his right hand fumbled with the snap on his still holstered Luger. I punched him hard in the jaw and stripped the gun and rod off his belt. His mouth was quivering and he gripped the reins so hard with his left hand his knuckles were turning white. He'd probably been receiving grammar lessons at a school in Berlin just a few months earlier.

He didn't have an amulet of wind walking; I'd heard the Germans were running short on artificers.

His wyvern's head went slack a second later and Bridgette disentangled herself. I thought about grabbing the boy by his arm and pulling him onto my gryphon, then setting him down gently in a quiet farm somewhere and pointing towards his lines. But then he was falling like a stone, his hand still gripping the reins tightly as his mount fell, twirling end over end towards the patchwork quilt of fields below.

I'd fought the best pilots and wyvern riders the Germans could throw at me. I'd fought for my life against Manfred von Richthoven. I'd flown low over the trenches of Verdun, fighting German zombies and supporting British golems as they overran squads of German sorcerers. I thought I'd seen it all during the war, but watching that young German boy drop to the ground was still hard.

I wished the Germans would come to their senses. Everyone felt that the war would be over soon, and we wondered why they had rejected the latest call for surrender. Mostly we wrote it off as that ridiculously stubborn Prussian pride.

If only it had been so.

As we were flying back to Strasbourg in the late evening, we could see a red haze illuminating the city on the horizon. Our mounts were very skittish and we had to keep a firm grip on the reins. As we flew cross the Rhine, we saw the horrible truth: Strasbourg had been incinerated. The entire city was burning. The winds carried the acrid smell of smoke to us.

We circled our aerodrome without touching down. It had been burned to cinders. We could hear the gryphons screaming in their stables but it was too hot to venture closer. The barracks were burning too – it didn't look like anyone had been able to escape. Our squadron-mates, our commanding officers, and our mechanics. Everyone was dead.

My gryphon panicked and bucked, almost tossing me from the saddle. When I righted myself, I saw what had startled her. A massive winged lizard with fiery red scales had boiled up from behind a church near the aerodrome and was flying towards us.

We scattered like leaves. He went by us at breakneck speed with hardly a sidelong glance – as though we were beneath his notice, as though he were an ancient god come to take his due from a benighted modern world. I felt the hot wind from his wings as he passed by and I caught a glimpse of his eyes. They were black as the devil's heart and gleaming with a cold malevolence.

We all knew then that the war was far from over...

Captain Marcel Ungerer of the *French Calvaire du Ciel* (Calvary of the Sky)
in *Red Horizon: A Frenchman's Account of the Dragon War*

a harder and grimmer man than the earnest rabbi who had enlisted just a few short months earlier.

He had a chance during Verdun to see a few prototypes of British tanks in action, most dramatically when his golem squad was pinned down by heavy machine-gun and mortar fire. A tank unit intervened, wading through the withering fire and eliminating the hardened enemy positions. This was an epiphany for Rosenthal, and for most of the next year, he tried to persuade his superior officers that a battalion of combined tank and golem units would overrun any threat on the modern battlefield and could drive the Central Powers back into their own territory.

Rosenthal's pleas fell on deaf ears, until he carried his proposal directly to the supreme allied commander, Marshall Foch. With Foch's support, the British military relented and in early Autumn of 1917, the first combined armor/golem units saw action in the battles of the Somme and Verdun.

The integrated units were as successful as Rosenthal foresaw, and soon the Central Powers were pushed back past the Belgium and German borders.

His contribution to the war effort was pivotal in driving back the Central Powers. Although his nation considered him a hero, Rosenthal paid a high price for his choices. He was ostracized by the Jewish community in England for giving secrets of Kabbalah to the British military. Several members of his family and the head rabbi of his synagogue never spoke to him again.

He was killed at the Battle of the Bavarian Forest when his squad's position came under direct assault from a red dragon. He was awarded the Victoria Cross posthumously.

Adventure Hooks for the Dragon War

Hook One

A squad of hill giants from the Dragon Army has swum across the English Channel from France. They're rampaging across southern England, leaving devastation in their wake as they make for a munitions factory in the city of Dover. The PCs are an English Magic Combat Squad in the Home Guard, charged with intercepting them. The mission is complicated by the giants' air support, a squadron of Ger-

man fighters piloted by dark elves (or possibly a red dragon, depending on the level of your PCs).

Hook Two

One of the invader's chief wizards in occupied France (a dark elf named Nelru) has grown dissatisfied with the arrogance of the red dragons and wishes to defect. He has his familiar pass a message to the Allied forces detailing the place and time they can meet, where he will surrender. He promises to tell them everything he knows about the invader's strategy, tactics and organization in exchange for being allowed to return to Faerie. The spot he has named is behind enemy lines. It will require stealth, speed, and cunning to get to the rendezvous on time and retrieve the defector safely. The PCs are an Allied squad (or gryphon squadron) given the assignment. Optional complication: The Order of St Michael somehow intercepted the message and they also know that Nelru wishes to defect. They intend to capture him and drag him back to the Vatican, where they will interrogate him thoroughly before putting him to death. They may try to grab him from the meeting place, or they may wait for the PCs to get him out of occupied territory and then ambush them.

Hook Three

The Dragon Army has slowly come to grips with the basics of our world's technology. With the help of enslaved Germans, they have constructed several factories around Berlin that turn out tanks, planes, and modern firearms for their fey legions. The PCs are soldiers and spell casters for the combined European powers, given the mission of working with German resistance fighters in the city with the aim of destroying several of the factories in a coordinated strike that will permanently handicap the Dragons manufacturing operation. Their mission is complicated by the fierce street-to-street fighting going on around them – and the fact that the German resistance cell they're working with fears that they have a traitor in their midst, who may be giving their plans away to the occupying fey forces.

Hook Four

After the Dragon War, the PCs are the soldiers and/or magicians of a British golem squad defending one of their nations portal's against an assault by the

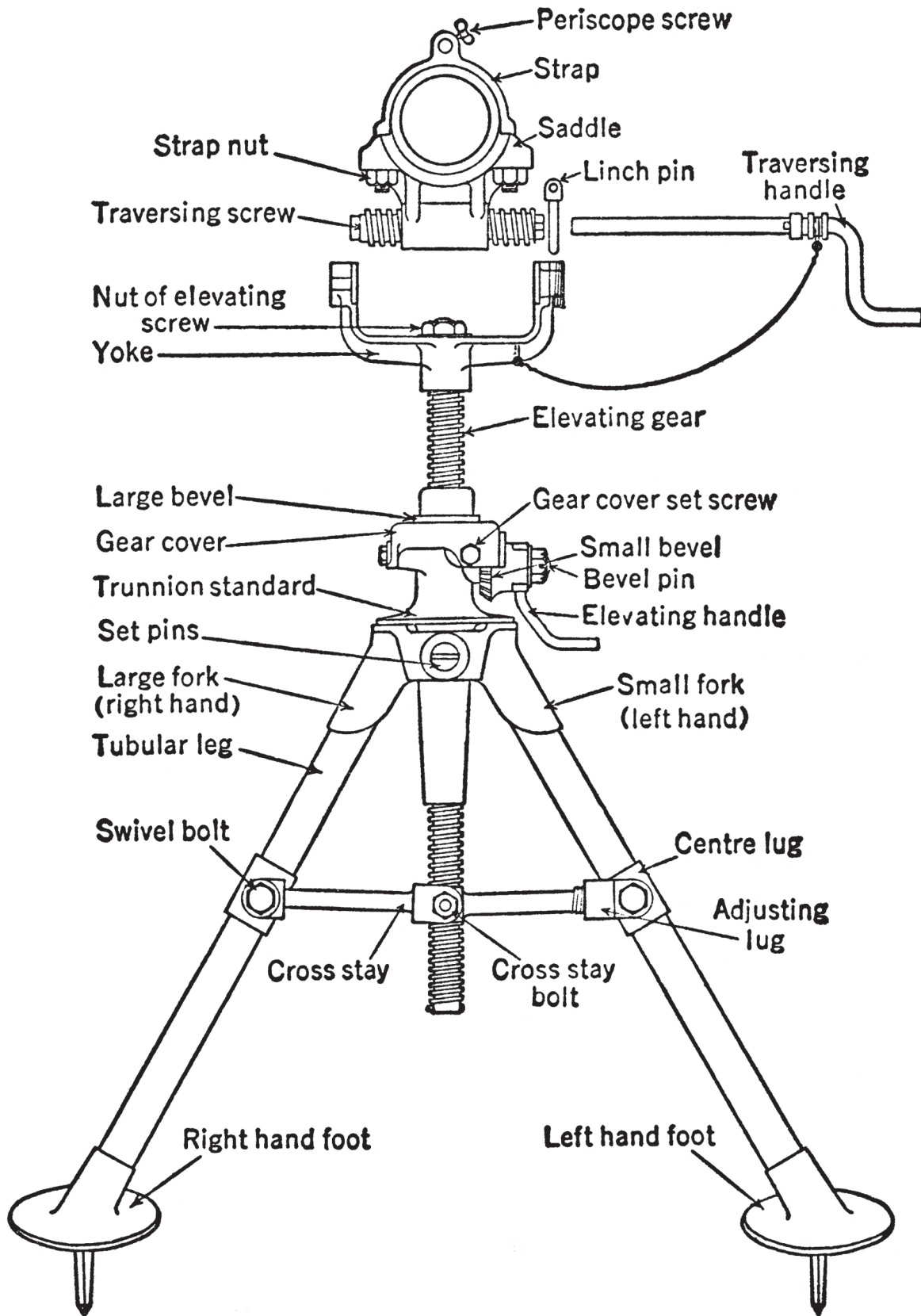
Order of St. Michael. To complicate matters, the soldiers from the Order of St. Michael were close friends and allies of the PCs during the final months of the war and will try to convince them to abandon their post to avoid a fight, “for old time’s sake”.

Hook Five

The PCs are insurgents in the German resistance against the fey occupation (perhaps some of them are undercover agents from the European armies). One

of their cell members uncovers the travel plans of Gornaf, the head orc general for the Dragon Army in the area. He’s going to be visiting the garrison in their town in the next week. They don’t have time to get a message to the European armies; if they want to hatch an assassination plot, they’ll have to do it on their own. Unfortunately, they’ve recently begun to suspect that one of their cell members is a traitor, so they need to operate with a high degree of stealth and discretion.





Front View of Stokes Mortar with Bipod

CHAPTER FOUR

THE MEXICAN INVASION

(aka The Second Mexican-American War)

1917-1919

The US attempted to remain neutral in the Great War, but economic and cultural ties to England and France, combined with Germany's use of unrestricted submarine warfare, combined to push them into the war. However, two weeks after Congress declared war on Germany, the surprise invasion of the American Southwest by Mexico preempted any active involvement by the US in the Great War.

Real History

In January of 1917, the Foreign Secretary of the German Empire, Arthur Zimmermann, sent the German Ambassador to the US a telegram directing him to seek an alliance with Mexico. In return for Mexico invading the US, Germany would provide "generous financial support". The telegram was intercepted by British Intelligence and shared with the US government. This telegram was one of the chief reasons that the US entered WWI in April of 1917.



May 1915

After the sinking of the RMS Lusitania, German mystics had foreseen American intervention in the Great War. To preempt this, agents of the Central Powers persuaded Mexican officials to ally with them and prepare for an invasion of the US, should that become necessary. This was a less than ideal proposition for Mexico, as the nation had recently undergone a revolution and was still putting down a long-running magic-fueled insurgence led by a coalition of the Tzotzil and Tzeltal Mayan groups in the southern state of Chiapas. The degree to which enchantment played a role in the decision by Mexico to agree to Germany's terms is still debated by historians. There are persistent rumors that the Central Powers em-

ployed magical persuasion to convince Mexican President Francisco I. Madero to cooperate with them.

August 1915

German advisors arrive secretly in Mexico. They begin organizing and training magical warfare troops with the spells used by the Kaiser's Zaubereikorps. In addition, the Germans bring blueprints and engineering notes for the latest in German fighter planes, the Fokker E.I. Under the technical direction of German advisors, the Mexicans begin building their first warplanes and creating the first squadrons of the Mexican Air Force.

Initially, it's a successful partnership. The spells and training obtained from the German Zaubereikorps (Sorcery Corps) make it possible for Madero to put down the Mayan revolt. The influx of cash from Germany enables Madero to sustain his expensive land-redistribution program, which is very popular with low income farmers and peasants.

July 1916

The training and war preparations in Mexico go largely unnoticed in the United States. On Black Tom Island, New Jersey, arson leads to the destruction of a munitions factory involved in selling war supplies to the Allies. As a result, American attention is focused intently on hunting for German agents on the East Coast. Although the US Army Signal Corps has an early reconnaissance squadron flying patrols along the Mexican border, they never venture far enough south to note the activity in and around Mexico City, where the war preparations were under way.

January 1917

A massive explosion destroys a Canadian-owned munitions factory in Kingsland, New Jersey (the modern-day Meadowlands). The factory takes four hours to stop burning and over 400,000 rounds of high explosive artillery rounds (destined for sale to England and France) explode in a massive display visible from as far away as New York City. Investigators with the Bergen County, New Jersey Magic Crimes Unit arrest a German national, Charles Thummel, who had been working at the factory under the name of Charles Thorne. After searching his apartment and turning up several

German spell books and magical items, they turn the case over to federal authorities.

April 1917

In response to the Kingsland attack, Woodrow Wilson asks Congress to declare war on Germany. Congress passes a declaration of war on April 6, 1917. Mexico launches a surprise invasion of the US on April 20.

The Native Confederation and New Orleans both declare neutrality and sign non-aggression pacts with Mexico.

The Mexican strategy calls for a two-pronged attack. One force will head up through West Texas and New Mexico and the other through California to Nevada and Utah. The two armies will move north, meeting up for a joint attack on Denver, Colorado.

Despite engaging in extensive magical research during the previous decade, the US has been laggard in developing and integrating spell-fighting capability into its military. In addition, the US military has the bulk of its troops stationed east of the Mississippi.

While reconnaissance patrols along the Mexican border provide a few hours of early warning, the Americans are still routed badly. The US military presence in the American Southwest is small, poorly managed, and logistically unprepared to defend the homeland from an organized enemy force coming from the south, especially one with a proficient spellbinding arm and an air force. The US Army does not yet have a spell-fighting division, though a few wizards with Illusion spells (obtained from British and Canadian allies during joint exercises in 1913) are embedded within various infantry units. There is no meaningful thought given to how to use magic in conjunction with infantry tactics and the degree to which magic plays a part in battle plans differs widely from unit to unit.

The Mexican Army, with its German-trained combat wizards and squadrons of Fokker E.Is steamrolled over the Southwestern US in a few months.

AMERICAN RESISTANCE MOVEMENT

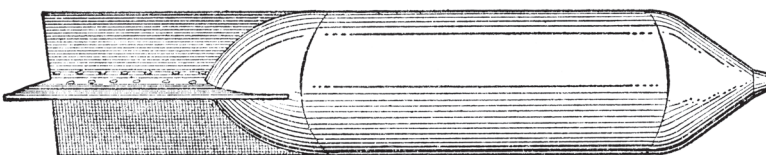
Resistance cells sprang up throughout occupied territory. Many of the rebels were in remote and rural areas, but strong insurgent presence could be found in the cities of El Paso, Los Angeles and San Francisco. The resistance hampered Mexican occupation forces by ambushing supply convoys, bombing military installations and harassing collaborators. The US military made contact with several of the cells but was unable to provide meaningful support to them until later in the war, largely through naval drops of war supplies.

The Chinese communities in Los Angeles and San Francisco were noted for the fierce and covert defiance of the occupation. Self-sufficient and insular, the Chinatowns in both cities were largely separate communities, and were nearly impenetrable to outsiders. The Chinese Consolidated Benevolent Association, also known as the Chinese Six Companies, was the leading political group in California Chinese communities. (The name 'Six Companies' refers to the six agencies that canvassed southern Guangdong province of China from the 1850s to the 1900s recruiting laborers for various businesses in the US.)

The Six Companies made a calculated gamble that the Mexican Invasion would fail, and reasoned that if they were seen fiercely opposing it, it would help secure their people a better standing in American society after the war. The Six Companies negotiated a temporary peace with the warring Chinese criminal gangs (or tongs, as they were called) in California: the Bing Kong, Hop Sing and Suey Sing.

The allied Chinese factions pooled their resources and launched a series of coordinated bombings and assassinations throughout their occupation (roughly mid 1917 through 1919 when Mexican forces withdrew) that effectively hamstrung the Mexican forces. Much needed troops and supplies had to be diverted from the front lines to deal with the insurgency.

Using guerrilla tactics and employing Taoist spells of the ancient sorcerer Ye Fashan, the Chinese insurgents were able to strike with impunity and then escape into the concealment of their communities. Although this led to heavy-handed and violent reprisals, the Chinese largely held ranks through the occupation. Their greatest victory came in 1918, when a series of synchronized bombings destroyed the Territorial Military Headquarters in Los Angeles, along with the shipyards (including with a heavy German cruiser docked there), and the large Mexican Army barracks at the Presidio in San Francisco.



May 1917

The western prong of the Mexican invasion forces meets no significant resistance until they reach San Francisco. General Pershing, who has been hastily declared the supreme leader of US Forces by President Wilson shortly after the invasion, has the presence of mind to scuttle the Southern Pacific Railroad's fleet of ferries, slowing down the Mexican forces, as they must take the long trek to circumnavigate San Francisco Bay.

This gives Pershing the time he needs to regroup the surviving units and get well on his way to Utah, where he has heard that the Mormons have their own spellbinding army fortifying the border town of St. George.

When he receives word that the Colorado National Guard has strange technologically advanced weapons built by Nikola Tesla and are preparing to engage the Mexican forces near Santa Fe in northern New Mexico, he sends a group of officers (including Captain George S. Patton) to provide leadership and advice on tactics and strategy.

TELEFORCE CANNON

The teleforce cannon was a massive long-range weapon installed on a makeshift 300 foot turret outside of Trinidad, Colorado. It produced a devastating energy ray (10d8) that halted the Mexican advance dead in its tracks. Although the cannon played a key role early in the Battle of Trinidad, it was only operational for the initial 3 weeks of the fighting. It's never been determined if an errant power surge (Tesla had to jury-rig the tower very quickly, and the electrical engineering was highly suspect) or a Mexican sneak attack was to blame, but on July 24, 1917, the cannon exploded, killing the crew and scorching the ground for several acres around it.

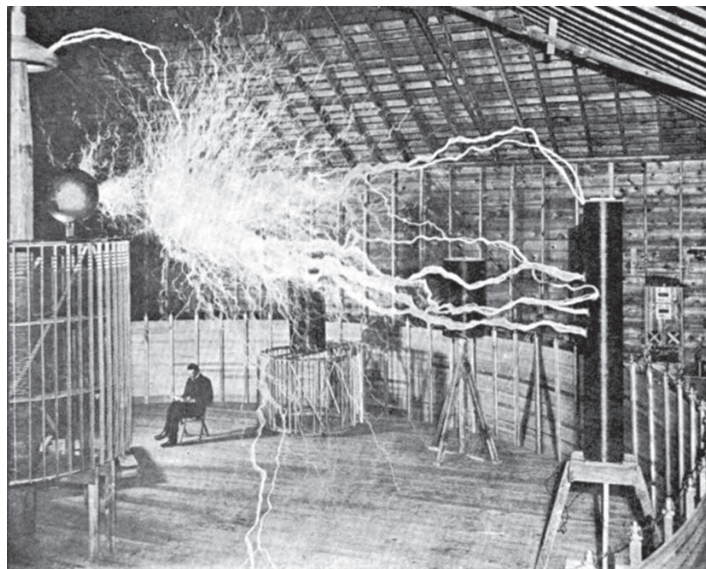
Real History: The teleforce weapon was an idea from Tesla that came to light when some of his personal correspondence was published in the 1930s. He envisioned it as a defense system that would make war impractical. There's no record of him ever building one on anything but a very small scale. It however, has been a staple of conspiracy theories.

June 1917 – Battle of the Sangre de Cristos

Equipped with electrical weapons, a detachment of several hundred soldiers from the Colorado National Guard fights a holding action for 30 days along the Sangre de Cristos range of the Rocky Mountains between Santa Fe, New Mexico and the Colorado border. They set up ambushes along major roadways, tear up railroad lines, conduct raids of enemy encampments and generally harass the eastern prong of Mexican forces. Their purpose is to buy enough time for Tesla's factory to fabricate more armaments, and for the completion of a prototype teleforce Cannon weapon near Trinidad, Colorado.

July 1917

Eccentric inventor Nikolai Tesla is given command of the Colorado National Guard and dubs them his "Electrical Brigade". Tesla has constructed electrical small arms weapons that can cut through magical shielding, electrical shielding units that can counter some of the damage from magical attacks, squadrons of electrically powered aircraft (called Tesla Sleds by the troops) and one massive teleforce weapon that discharges extremely destructive electrical beams. With this armament, Tesla and the Electrical Brigade are able to stop the invaders just north of the Colorado/New Mexico border near the small town of Trinidad. The battle, which becomes known as The Battle of Trinidad stagnates into a months-long standoff that lasts through the winter until March of 1918 when the US forces began a counter-offensive.



The Supreme Commander of American Forces, General Pershing, sends a few officers to Colorado to provide advice and leadership support for the Electrical Brigade. One of these soldiers is Captain George S. Patton, who takes a shine to the armored Tesla Sleds and is soon the leader of one of the squadrons.

Patton devises some very effective mass tactics using the sleds in conjunction with infantry. Patton also has a squadron sent to St. George to help the main US Force counter the threat of the Mexican Air Force.

August 1917

Battle of St. George begins. The Mormon Divine Spellbinding Battalion unites with the remnants of US Army forces under the command of General Pershing make a stand in the fortified border town of St. George in southwest Utah. The Mormon Battalion (as Pershing called them) is an integrated army of conventional infantry, cavalry, and spellbinders wielding the Practical Kabbalah.

The Mormons have fortified St. George with a ring of six forts around the town. They dig a system of tunnels linking the forts with the town and a massive underground complex underneath that acts as barracks, command center, granary, and armory. They are able to move men and supplies from one fort to another with great speed, all the while avoiding artillery blast or attacks from the Mexican Air Force (Within a few months, Captain Patton dispatches a squadron of Tesla Sleds from the Colorado National Guard to help Pershing's forces combat the Mexican biplanes. The sleds require no landing strip and can be launched easily from the tunnels.) Other tunnels have been dug going into the countryside around St. George, allowing for lightning-fast guerrilla raids against the Mexican forces besieging the town.

The combined forces are able to stop the Mexican advance and the front lines stagnate for several months near St. George.

October 1917

The Deseret Revolt. Mexican agents make a separate peace with a radical sect of malcontents within the Mormon Divine Spellbinding Battalion. This sect calls themselves the Deseretans (after Deseret, the name Utah went by during its time as an independent

nation.) They are resentful at the compromises they have had to make, such as giving up polygamy, in order to join the US (not so long ago in their minds, as Utah only achieved statehood in 1896).

The Mexican agents have used covert means to contact the Deseretans and negotiate an alliance. In return for their betrayal of the mainstream Mormon forces, and their assistance in crushing the remaining US forces at St George, the Deseretans have received a promise that they will be able to rule Utah as an autonomous state after the war. To sweeten the pot and seal the deal, the Mexicans claim that they have a holy relic of great interest to the Mormons. The Mexican Army claims to have uncovered a set of golden tablets in the wilderness of California. The tablets are inscribed with a strange otherworldly text and very closely match the description of the tablets Joseph Smith (the founder of Mormonism) received from an angel and translated into the Book of Mormon. They say that the tablets are secure in the headquarters of occupying forces in San Francisco and will be transported to Utah as a reward for the Deseretans after the war.

On October 30, 1917, the Deseretans agree to the Mexican terms and betray their allies. They lead Mexican forces to some of the access tunnels in the countryside around St. George. The fierce tunnel fighting lasts for a day as the ring of forts and finally St. George itself falls to the Mexican Army. The remaining coalition of Mormons and US forces are forced to fall back to north-central Utah where they make a stand near Bryce Canyon. They manage to hold off the advancing Mexican forces until November, when dwindling provisions, harsh winter weather, and unreliable supply lines prompt the Mexicans to withdraw to their nearest base camp at Las Vegas.

December 1917

Battle of Sedona. A series of skirmishes are fought between the Mexican Army and the militia of the Native Confederation. The most famous of these is fought in Sedona, Arizona and lasts for a week. They end inconclusively and the Mexican government formally apologizes and pays reparations. Official blame is placed on a troupe of fey mercenaries hired by Mexican forces. The Lyrossi group went rogue while moving through Arizona to the front lines in Colorado. The diplomatic breach is irreparable, and the Native

THE MEXICAN INVASION AT SEA

Lacking a sizeable modern navy of its own, Mexico requested assistance from Germany for the naval operations required in staging an effective invasion of the US. A squadron of German naval vessels (led by Admiral Maximilian von Spee) was dispatched from the Atlantic fleet and dedicated to the Mexican war effort. (With Chinese ports closed since the 2nd Boxer Rebellion, and the loss of most of its foreign colonies following 1909, Germany had only a modest Pacific Fleet, with no vessels that could be spared to assist Mexico.) Spee's squadron consisted of the armored cruisers Scharnhorst and Gneisenau, and the light cruisers Nürnberg, Leipzig, Dresden and Emden. He divided his squadron into two taskforces – one stayed in the Atlantic and the other sailed south, around South America to the Pacific. (The Panama Canal was not finished due to a fierce revolt of the local population in late 1909.)

Theodore Roosevelt's much vaunted Great White Fleet had toured the world in 1905 to showcase American military strength. Unfortunately, the Taft and Wilson administrations were less ardent supporters of the navy, and that fleet had been underfunded in the intervening years. It had not been updated or overhauled since its famous world tour. They were no match for the cutting edge ships of the German Imperial Navy (Kaiserliche Marine). Although the American ships outnumbered the Germans more than two to one, in comparison they were slow, under-armored, and outgunned.

The German Navy had many more mages trained in combat spells that were more directly applicable to warfare. With their superior numbers (and Illusion spells obtained during joint exercises with British and Canadian forces some years earlier), the Americans just managed to hold their own in a series of inconclusive naval engagements throughout the war, but were never able to bring their battleships into range to bombard coastal cities or land large numbers of troops.

After the US Navy widespread use of shipboard mages in 1918, they began using light, fast clippers on covert missions to skirt the German naval forces and deliver crates of supplies to aid the resistance cells along the California and Texas Coast.

Confederation begins covertly providing intelligence to US forces in late 1918. This gives the US an edge it sorely needs.

January 1918

The US Army begins to rebuild and prepare for a counter-offensive. Recruiting offices across the country are jammed full of eager volunteers after Congress offers a \$2,000 bonus to all enlistees (to be paid after the war is won.) The new troops are sent west by railroad, joining massive encampments near the front lines in southern Colorado and central Utah.

Marie Laveau cements a secret alliance with the federal government by allowing the US Navy to reopen a base in New Orleans, where she begins covertly training soldiers and sailors in some of her magic. The British government also gives the US magic training in exchange for shipments of war supplies, and mystics from the Icelandic government do as well. All of these are integrated into the training for the nascent US Army Wizardry Corps.

April 1918

The Deseretans remain in control of Southwest Utah until April of 1918. A covert mission of US agents (with help from the Chinatown resistance) infiltrates occupation headquarters and steals the golden tablets. A cursory inspection reveals that they were most likely manufactured in Mexico and imbued with some minor illusion spell. Exposed as dupes, the Deseretans give up their revolt. The leaders are jailed and the rank and file are allowed to integrate back into the mainline Mormon forces.

July 1918

The US military, reinforced with fresh recruits from back east and with the newly created Wizardry Corps, the US Army is able to begin a successful counter-offensive against the invaders. With covert intelligence provided by the Native Confederation, American troops are able to break through along both the Colorado and Utah borders. Mexican forces are driven back into California, Nevada and New Mexico.

September 1918

The Mexican Treasury has been bled dry by the costly invasion and occupation, and with Germany neck deep in the Dragon War, there are no more outside funds coming in. President Madero had counted on capturing the precious metals at the Denver Mint to help fund the massive effort, but the impasse at Trinidad closed down that avenue. Supplies and reinforcements begin to run out, conditions among the front line troops deteriorate. Mexican troops are retreating on both the Eastern and Western Fronts. An attempt to fortify and hold the larger cities of California and Texas is thwarted by the guerrilla tactics of the insurgency and, soon, the Mexican Army is in open retreat.

The costly invasion has become hugely unpopular in Mexico. Seeing an opportunity, General Pancho Villa, leader of the western Mexican forces, renounces the plan as “deeply flawed” and claims that President Madero has been enchanted by German spies. Villa signs his own armistice with the US and declares that he is taking his army home to “return control of Mexico to Mexicans.” Faced with Villa’s

challenge, Madero signs a peace accord with the US and withdraws the eastern forces to defend Mexico City. Madero is deposed soon after.

October 1919 – 1920

There is much concern that Pancho Villa might change his mind, so the US fortifies the border with Mexico and stations large numbers of troops in Southern California, Arizona and Texas. Shipments of war supplies to Europe increase with the end of the Mexican Invasion, but very few American volunteers make the journey to fight in the Dragon War.

Important Characters in the Mexican Invasion

Aimee Temple McDawson

A traveling Pentecostal circuit preacher who is famous for her charismatic speaking style. Her sermons often draw thousands, including the elite of Holly-



wood. She happened to be in Los Angeles, California when Mexican forces captured the city. Instead of fleeing, she stayed to continue her ministry and assist the resistance with her scrying and healing abilities. She worked closely with James Garcia and his band of freedom fighters.

After the war, the Hearst flagship newspaper, the *San Francisco Examiner*, played up her role in the insurgency in order to sell papers. (The true account of a California rebellion largely led by the Chinese community was determined to be less appealing to their readership.) The story gained traction with the public and McDawson was widely celebrated as a leader of the rebellion, although in reality she played only a supporting role.

Sister Aimee and the Rebels, a 1925 silent movie starring Joan Crawford and Montgomery Clift, cemented this perception in the public consciousness. In the movie, James Garcia's name was changed to Kevin Rowley and his insurgent group was renamed Rowley's Rowdies. (RKO Studios believed that a story about a Mexican-American fighting against the Mexican occupation would be too complex for American movie-goers to grasp.) The movie highlighted the violence of the fey mercenaries against civilians, portrayed Mexican and German spellbinders as demonically influenced and, in one pivotal scene, showed a squad of Mexican Army wizards taking orders directly from a shadowy, horned figure.

For her part, McDawson played down the more fantastical demonic elements in the movie and often emphasized the leading role playing by Garcia and by Chinese-Americans in the insurgency, but this was generally ignored by the press and public. Chinese-Americans and Mexican-Americans, unfortunately, returned to their pre-war status of second-class citizens despite their courageous efforts.

McDawson used the increased public exposure she received after the release of the movie to become a high-profile proponent of magical prohibition. In 1919 she was elected the West Coast Regional Director of the AAML and gave many moving speeches describing the horrors she witnessed during the Mexican Invasion, and the tragedy of faerie spirit addiction that she saw daily in her ministry on the streets of Los Angeles (see Section V for more information on faerie spirits).. Many historians cite the groundswell of public support that McDawson was able to tap after the release of Sister Aimee and the Rebels as being a major factor in the

passage of the prohibition against sorcery. It was been compared to *Birth of a Nation* and *Uncle Tom's Cabin* in terms of its effect on public opinion.

McDawson was secretly having an affair with a married male employee, the engineer of her popular radio program. After this was revealed in 1926, her popularity and influence decreased significantly.

Real History: McDawson is loosely based on Canadian-born evangelist Aimee Semple McPherson, whose real life was actually a bit more colorful than what we've presented here.

Captain George S. Patton

Patton started the war as a Captain serving as an aide-de-camp to General Pershing. After the bulk of US forces had withdrawn past the Utah border, Pershing detached Patton and several other officers to organize and advise Telsa's Electrical Brigade in the Battle of Trinidad. Patton was a cavalry officer by training and he was fascinated by the Tesla sleds, which he saw as performing the function of horse troops in the modern military. He took up piloting a heavy Tesla sled and quickly excelled at it. He was given the leadership of a squadron of sleds and distinguished himself in the protracted battles along the Colorado/New Mexico border and during the counter-offensive in 1918.

Chief Running Elk and the Native Confederation

During the Mexican Invasion, the Native Confederation was officially neutral. The Mexican proved to be bad neighbors, and several settlements were attacked in bloody and inconclusive engagements. Most notably, the battle at Sedona claimed the lives of dozens on both sides. Running Elk led retaliatory raids against their outposts, and this silenced many of his critics for a time. The Mexican government officially apologized for the incidents and paid reparations, but the diplomatic damage had been done. Rationalizing that the Confederation was likely the next target for an expansionist Mexico, Running Elk and his agents began providing covert support to the US, sending intelligence about Mexican capabilities and troop movements.

The Dragon War surprised Running Elk, his agents in Europe hadn't been aware of the German negotiations with the Empire of Tyrask. (Rasputin's Midnight

Agency had outmaneuvered Running Elk's agents and kept them in the dark.) The Dragon War was exactly the sort of disaster that Running Elk had sought to prevent when he founded the secret society The Eyes of Coyote. He redoubled his efforts, inducting more agents and, for the first time, cultivating non-Native Americans as spies and information sources.

Coronel (Colonel) Antonio Gonzales

Military governor of Texas. His father fought in the First Mexican-American War and Gonzales remembers the stories of the brutality of the American conquerors. He rules Texas with an iron fist and summarily punishes any civilians suspected of harboring or assisting the rebellion. When the resistance band led by Jay Kuper began using Irish Pagan clerics to support their raids, Gonzales – a devout Catholic – became obsessed with destroying him. Heavy bounties were placed on Kuper and his men and Gonzales personally led regular patrols into the west Texas badlands hunting them.

Coronel (Colonel) Vincente Molinar

Military governor of California. Mindful of the poor treatment visited upon the residents of Texas by Gonzales, Molinar endeavors to be a benevolent dictator. He tried to befriend the Chinese community of California and make clear to them that life will be easier under Mexican rule. He dined in Chinese restaurants and patronized Chinese businesses (the resistance leader Zhou Yu handled the laundry for Molinar's official residences.) His efforts were largely in vain. Later in the war, as the resistance became bolder, he resorted to a series of violent crackdowns on the civilian population.

General John Joseph Pershing

Supreme Leader of American Forces during the Mexican Invasion. In 1909, Pershing was stationed in the Philippines and witnessed first hand the application of magic to the battlefield as rebels drove US forces from the Philippine archipelago. Pershing's cool leadership prevented a complete slaughter, but it was nevertheless a humbling defeat.

Back in the US, Pershing successfully lobbied

Congress to increase funding for the creation of magical fighting forces in the US military. Unfortunately, inter-service bickering and bureaucracy held up any meaningful progress on this effort. By the time of the Mexican Invasion, the Army and Marines had a few units equipped with magical items purchased from Scandinavian artificers but no true spell-fighting units. The US paid dearly for this blunder, losing New Mexico, Nevada, California and West Texas in the opening months of the invasion.

Though he was more comfortable leading from the rear, the rapid pace and frequent retreats in the early months of the war forced Pershing into a more active role. In several battles, he was forced to rally troops to stage orderly retreats and avoid complete routs. He eventually fell back to the southern Utah border where clerics of the Mormon Church managed to hold the line against the invaders. Over objections from Washington, Pershing assimilated the Mormon Divine Sorcery Battalion into his troops. (According to many historians, they were the first effective spell-fighting force in the US Military.)

Using the time bought by the Mormon defenders of Utah and Tesla's Electrical Brigade in Colorado, Pershing began the task of creating a modern spell-fighting force out of the antiquated US Army. He integrated the divine magic of the Mormon Sorcery Battalion with the spells learned from Norse mystics and from covert training by New Orleans voodooists, and brought them into the Wizardry Corps of the US Army. Copying the tactics of the Mexican army, he embedded mages in infantry units to provide firepower, healing, and tactical support. Taking a page from the British, he incorporated Tesla's armored sleds with spell-casters, creating dual threat units that could dominate the battlefield.

In mid 1918, armed with valuable intelligence reports from a surprise alliance with the Native Confederation, Pershing led the push that would eventually drive the Mexican forces out of the Southwest.



Gheral and the Red Sky Company

In mid-1917, under pressure from their German allies, Mexican military officials attempted to purchase gryphons at portals in Mexico and the occupied territories, for use in their campaign and for export to Germany for use in the Great War. They were unsuccessful. There are neither gryphons nor wyverns available at any portal to which they have access.

However, an enterprising quartermaster officer in the Nevada occupation command had an idea. He contracted with a band of fey mercenaries to augment the overtaxed troops on the front lines and in occupied cities. The persistent rebellion was chewing up manpower that the Mexican military could not afford, and the mercenaries appeared to be a welcome solution for a weary army.

The Red Sky Company is a coalition of centaur, orc and hill giant bandit bands led by a centaur warlord named Gheral. Their homeland was the lawless Scarlet Badlands of Kydrain, where they are one of the dominant bandit gangs and mercenary groups for hire. Several thousand fey mercenaries of the Red Sky Company were contracted by the Mexican Army at a portal outside of Reno, Nevada. The Mexican civilian government was very resistant to the idea, but they relented after protests from the military about manpower shortages and promises that the fey will be converted to Catholicism as a condition of their employment.

The results were profoundly mixed. The squads of the Red Sky Company who were assigned to the Western Army (under the leadership of Pancho Villa) performed admirably and were decorated for their courage under fire at the Battle of St. George. The units of Red Sky Company that were assigned to occupation duty on the West Coast cracked down hard against the local populations in occupied cities and gave the resistance huge propaganda and recruiting victories. In one high profile incident in December 1917, units in San Francisco were reported as summarily executing 2 entire blocks of civilians in Chinatown in retribution for attacks on their barracks.

The Red Sky units meant to reinforce the Mexican forces at the Colorado/New Mexico border began raiding settlements in the Native Confederation in a series of skirmishes that became known as the Battle of Sedona. This led to the Native Confederation's secretly cooperating with the US.

Despite Gheral's close friendship with Pancho Villa, after the Battle of Sedona, the Mexican military decided it was time to cut their losses and, with the assistance of army chaplains, they banished all the Red Sky Company mercenaries from this plane.

James Garcia

A horse rancher and 4th generation Californian, Garcia opposed the Mexican incursion and was leader of a band of insurgents (Garcia's Guerrillas) in the Sierras. The Guerrillas were initially lacking in spellcasters but were effective at conducting lightning-fast cavalry raids. They made contact with a Los Angeles-based preacher (Aimee Semple McDawson) who used her divine magic to provide much needed healing and scrying spells, making Garcia's band a much more potent threat. They harassed the occupation forces in rural areas throughout the war, plaguing Mexican supply caravans and patrols in the countryside.

Jay Kuper

The former police chief of Amarillo, Texas, Kuper was a resourceful and tough-minded resistance leader. He united the disparate bands of freedom fighters in the West Texas badlands into a cohesive force. The occupying forces in Texas were particularly brutal, but the Texas resistance enjoyed easier access to supplies from the US Navy, which made frequent covert supply drops on the coast.

Kuper befriended and recruited a community of Irish Pagans who settled in Texas after fleeing the fighting in their country and the anti-Irish bias of the East Coast. The Pagans brought with them useful combat magic and this gave the resistance a much needed injection of spell-fighting power. The use of Pagan clergy as spell-casters outraged the Roman Catholic Mexican forces and high bounties were placed on Kuper and his men.

Mexican President Francisco I. Madero

In 1910, while Mexican dictator Porfirio Díaz was distracted by the Mayan uprising in Chiapas, Madero led a revolution that deposed Díaz and reestablished a democratic government. Madero was a spiritualist and had close ties with Mexican priests who were ex-

perimenting with divine magic in 1911. With their scrying and insight, he was able to thwart several assassination and coup attempts and return some semblance of stability to the Mexican government.

He was persuaded by German diplomats into staging the invasion in return for training in arcane magic for the Mexican Army, and an agreement for several huge cash infusions into the government's treasury spread over 5 years. Madero was championing an expensive, but very popular, program that purchased large tracts of quality farmland from the upper classes and redistributed it to peasants. The deal with Germany helped him address the heavy costs of this program, as well as giving the army a real chance to end the Mayan revolt once and for all.

As the Mexican Invasion dragged on, it became increasingly costly and unpopular, and Madero was unable to raise funds from Germany to continue the conflict. He tried to compensate by raising taxes and discontinuing the land redistribution program. This move was very unpopular and led directly to Villa's revolution.

Nikola Tesla

Born in the Austrian Empire at midnight during an electrical storm in July of 1856, Nikola Tesla immigrated to the US in 1884. Tesla worked initially for Thomas Edison in New York, but the inventors had a dramatic falling out and became bitter rivals. Through the late 1890s, Tesla remained on the East Coast, allying himself with the Westinghouse Company and openly feuding with Edison. He was declared a genius by many, while his detractors (such as Edison) labeled him a mad scientist. There was a case to be made on either side, since Tesla invented radio, alternating current, radar, the induction motor, and modern robotics, to name only a few, while reaching a level of eccentricity that made many doubt his very sanity.

By 1898, Tesla tired of his high profile and desired a quiet setting where he could research and conduct high voltage experiments in peace. He established a remote laboratory near Colorado Springs, Colorado.

Always a prolific creator, Tesla hit an invention spurt shortly after the Tunguska event. There was speculation amongst both his admirers and detractors that he was

an early immigrant from Faerie, as some of his theories did not seem to conform to the known laws of earthly science but worked nonetheless. There was conjecture that his theories would not have worked without the increased magical energy that had been released by the Tunguska event.

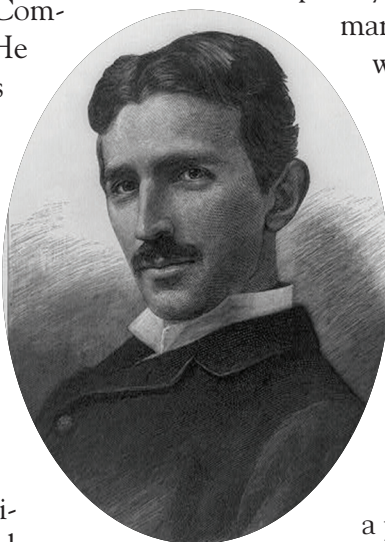
In fact, there were even some who advanced the theory that he may have been responsible for it.

Inscrutable and intensely private, Tesla publicly disregarded as balderdash all suggestions that he was otherworldly or that his inventions were fueled by sorcerous energies. His eccentric personality (he always insisted on walking around buildings 3 times before entering, was terrified of human hair and of spherical objects, and would hold long, animated conversations with pigeons) did little to detract from the rumors and the whispers followed him throughout his life.

In a spurt of creativity in 1909, Tesla breathed life into some of his wildest conceptions, inventing a particle ray cannon (which he produced in handgun, rifle, and field artillery models), electric force fields that absorbed magical energy, and electric hovercraft that used a new invention, a magna-coil, to surf over the earth's electromagnetic field. There were rumors that Tesla had developed weather control equipment that could call lightning from the skies and a teleportation portal that could transport a man anywhere on a continent in seconds, but if he did, he kept these secret.

Fearful of the impact his inventions had on a quickly changing world, and heartened by many of the political changes he saw being wrought by revolutions that were spurred by the awakening of magic, Tesla kept his inventions largely to himself and remained in his Colorado refuge, away from the entreaties of corporations or governments.

The Great War and the Mexican Invasion changed his position. Seeing the horrors that magic made possible on the battlefield, Tesla despaired and realized he'd been wrong to keep his inventions secret. He made a proposal to the governor of Colorado for the defense of the state and was given command of the Colorado Springs militia, soon renamed "the Electrical Brigade". With the manpower from the militia, he was able to quickly produce dozens of hovercraft, lightning rifles, personal shield de-



vices, and one massive teleforce cannon (which was constructed on a tower near the town of Trinidad). Not a military man, Tesla deferred strategic decisions and field leadership to experienced officers. Captain George Patton, on detached assignment from the US Army, took command of the hovercraft squadron. Tesla's shielding devices could absorb magical attacks, yet his weapons were able to penetrate magical shielding. Armed with this equipment, the Electrical Brigade was able to stop the advancing Mexican army at the Battle of Trinidad in Southern Colorado.

With Tesla holding the Colorado border and the Mormon Divine Spellbinding Battalion holding the line in southern Utah, the US army had a chance to regroup after their stunning defeats early in the war. In another crucial service to America, Tesla smuggled early long-range radio sets past enemy lines to both General Pershing and the Native Confederation (rumors persist that he used teleportation technology to accomplish this). This enabled instantaneous wireless communication of intelligence about Mexican troop movements from the Native Confederation, which proved invaluable to US forces.

At his death in a fiery dragon attack in 1929, Tesla was buried in Colorado Springs with full military honors. 50,000 people from across the country attended his funeral.

Pancho Villa

Born Doroteo Arango Arámbula, Villa was a charismatic and popular figure in Mexico and is the unquestioned military and political leader of the northern state of Chihuahua. He was an ally of Madero during his revolt. He became the face of the revolutionary movement when a Mexico City newspaper photo of Villa with bandoliers of ammunition crossing his chest, leading a cavalry charge against the forces of the dictator Díaz, became the single most iconic image of the revolution. Villa and his cavalry are pivotal in defeating Díaz and this earns him the nickname El Centauro del Norte (The Centaur of the North.)

Initially a proponent of the invasion (as a way to regain honor and territory lost during the First Mexican-American War of 1846-48) and one of the lead generals in the invasion force (the Western Army was under Villa's command), the wars' cost in troops and resources soured him. In 1918, Villa openly opposed the war and launched a revolt aimed at deposing President Madero (who, Villa charged, had been

enchanted by German agents).

Whether or not Villa truly believed Madero had been under the influence of German spellbinders is debatable. According to some historians, it's equally likely that he grabbed a chance to end a costly war that was ruining his country and to catapult himself to national leadership at the same time. The accusation that the President was under the influence of foreign mages provided him with a rationale for rebelling without seeming to betray his previous friendship with Madero, and played on Mexican sensitivity to outside nations meddling in their affairs. Perhaps in deference to their previous alliance, after seizing power Villa did not execute Madero, but exiled him to Cuba for five years.

Zhou Yu

A middle-aged Chinese grandmother whose outward appearance belies the fact that she is the leader of the Chinese insurgency in San Francisco's Chinatown. She runs a laundry and her business affords her the ability to covertly gather information and pass messages. She brokered the peace between the 5 Companies and the warring tongs, and spends as much of her time soothing ruffled egos and keeping the coalition together as she does undermining the Mexican Occupation. Her father fought in the Second Boxer Rebellion and her family later fled the ensuing chaos. Her father passed his magical knowledge on to her, and she passes them on to the resistance fighters under her command.

Adventure Hooks for the Mexican Invasion

Hook One

The PCs are members of Tesla's Electrical Brigade, defending the Colorado border from the invasion. They have received intelligence that a group of German advisors is traveling up from Mexico to survey the situation at the Colorado/New Mexico border. Intercepting and kidnapping those advisors would be quite a coup, and the knowledge gained from their spell books would be extremely useful. They are given Light Tesla Sleds and sent on a covert mission into New Mexico to assault the advisor's caravan, which is guarded by a squad of Mexican infantry (including

several spellbinders) and some planes from the Mexican Air Force. Their mission is complicated by dangerous windstorms that make piloting difficult, and by a band of rogue fey mercenaries who have deserted from Mexican forces and are raiding across the northern New Mexican desert.

Hook Two

The PCs are Mexican soldiers and spellbinders given the mission of attacking the Teleforce Cannon at Trinidad that has stopped their army dead in its tracks. The tower containing the cannon is well guarded by the Electrical Brigade – so it'll be difficult. Their secondary objective is to capture what technology they can (Tesla sleds, electrical rifles etc) for the purpose of reverse engineering.

Hook Three

The PCs are employed by either the US or Mexican Army. They receive intelligence that the opposing side is buying a flock of thunderbirds from a renegade trader in the Native Confederation. They most likely plan to use the thunderbirds as mounted air cavalry and this would give them an edge in the air war. The meeting is set to happen in 2 days on the Native Confederation/New Mexico border. The mission is to stop the deal from happening and to appropriate the thunderbirds if possible. The situation is complicated by agents from the Native Confederation who want to arrest the trader and keep either side from obtaining the thunderbirds.

Hook Four

The PCs are US or Mormon forces at the Battle of St. George when the Deseret Revolt happens. General Pershing is at a remote section of the tunnels inspecting a granary when the rebels let the Mexican forces into the tunnel system. The PCs are given the mission of fighting through the tunnels to secure Pershing and get him out of the tunnels (a rendezvous spot has been established on a ridgeline ten miles northeast of St. George). Their mission is complicated by the fierce hand-to-hand fight being waged in the tunnel system. To further complicate matters, several squads of crack Mexican and Deseretan troops (along with fey Mercenaries from the Red Sky Company) have been dispatched to the tunnels with the mission to find and take Pershing hostage. Pancho

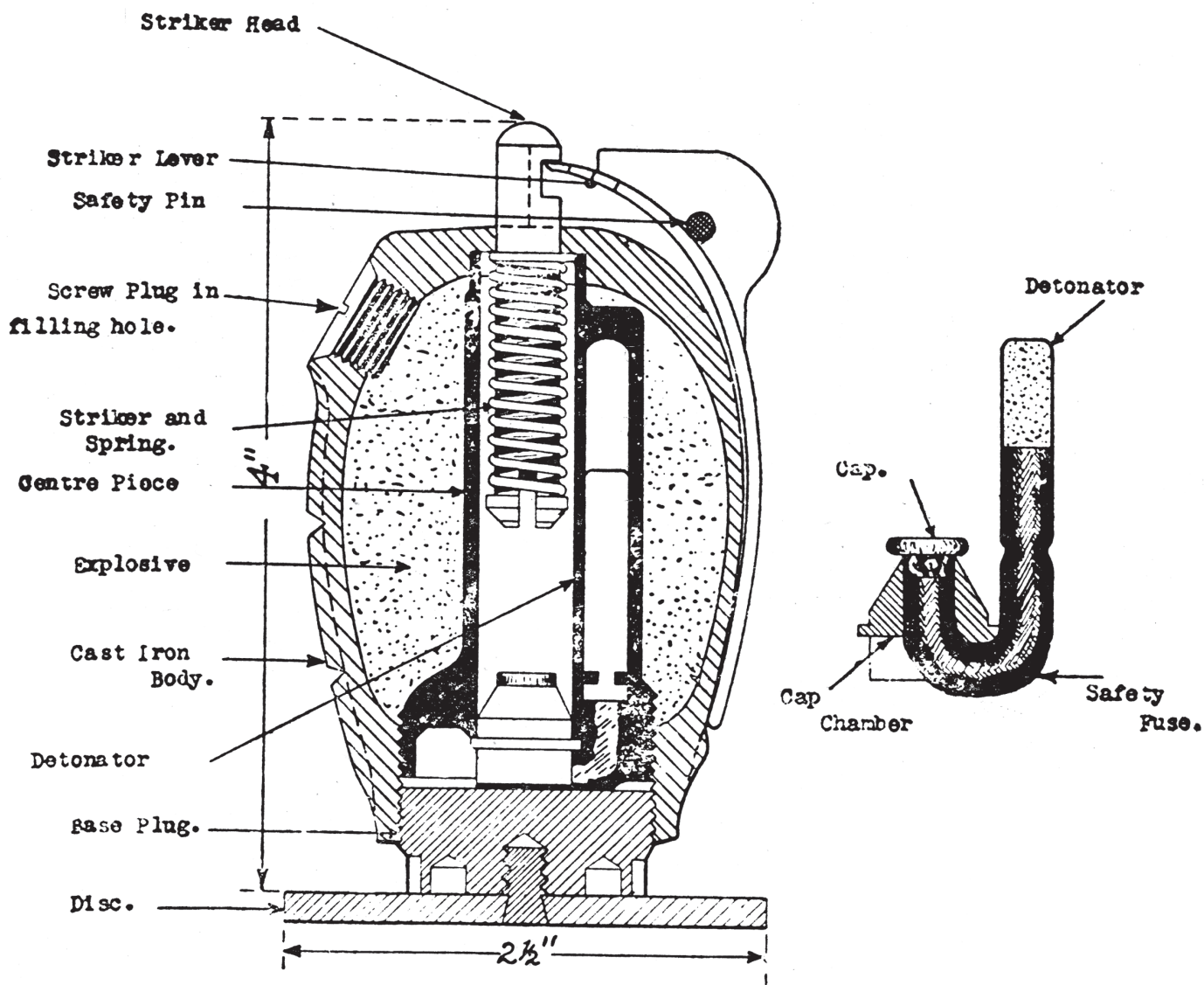
Villa's cavalry and centaur mercenaries are making life interesting for US force above ground as they try to stage a fighting retreat.

Hook Five

The PCs are US, Mormon or resistance forces. They've been given the covert mission of infiltrating Mexican Army HQ in San Francisco, finding the golden tablets that have been promised to the Deseret Rebels and smuggle them back to Utah for closer examination by church officials. (Alternately, if they can't obtain these tablets, they've been instructed to obtain a reasonable forgery at a fey portal that can be publicly exposed as fake to discredit the Deseretans.) Their mission is complicated by the tight security at the HQ and in San Francisco in general. To further complicate matters, a squad of Deseretans has been given the job of intercepting the PCs when they reenter Utah and liberating the tablets from them.

Hook Six

The PCs are members of the resistance in California, Texas or New Mexico. A high ranking resistance cell leader (one of the few with complete knowledge of all resistance cells) has been captured by the occupations forces and is being transported back to Mexico City for intensive interrogation. If the Mexican authorities can break him or her, they'll have a complete list of every resistance operative in the PCs area. The PCs are given the mission of intercepting the convoy carrying their captured leader. If they are unable to secure the release of the leader, they've been instructed to kill them for the good of the movement. To complicate matters, Mexican seers have foreseen the rescue attempt and so multiple transport convoys are being used to force the resistance to fragment their rescue efforts. (The Mexicans have employed illusion spells to block and mislead outside scrying attempts) A known information source (a traitor in the Mexican occupation forces) will give the PCs the travel itinerary for the "real" transport convoy, but first they'll have to assassinate a rival of his in the Mexican Army (ensuring his promotion to a recent opening) in order to get his help.



The internal workings of the English Mills No. 5 hand grenade

CHAPTER FIVE

THE AFTERMATH OF THE WARS

The Bishop tells us: 'When the boys come back
 They will not be the same; for they'll have fought
 In a just cause: they lead the last attack
 On Anti-Christ; their comrades' blood has bought
 New right to breed an honourable race,
 They have challenged Death and dared him face to face.'
 'We're none of us the same!' the boys reply.
 'For George lost both his legs; and Bill's stone blind;
 Poor Jim's shot through the lungs and like to die;
 And Bert's gone syphilitic: you'll not find
 A chap who's served that hasn't found some change.'
 'And the Bishop said: 'The ways of God are strange!''

-THEY, BY SIEGFRIED SASSOON, COMMISSIONED OFFICER IN THE ROYAL WELCH FUSILIERS, POSTED TO THE
 WESTERN FRONT IN FRANCE DURING THE GREAT WAR

In 1920, the world was finally at peace, but the whole of Europe and most of the Southwestern US were devastated. The long wars had taken a terrible toll on both continents in terms of blood and treasure. The 1920s were not a prosperous and high-spirited time in Europe or America. The heavy taxes levied to help pay for the reconstruction sapped the economy. Veterans came home from war changed, and sometimes broken. Nations drastically reduced the size of their armed forces (again, to free up funds to use for reconstruction).

Europe had the heavier burden of having pockets of the holdouts from the Dragon Army that would take years to eliminate. In America, bandits took advantage of the chaos left in the wake of the Mexican Invasion, and the border areas became inundated with outlaw gangs engaged in all manner of criminal activity. Historians have speculated that the sudden release of thousands of potentially troubled men with combat experience (and, in some cases, magical training) helped kick off the massive crime waves that erupted in both Europe and the US through the mid 1930s.

During the Great War and the Mexican Invasion, supplies of morphine ran low and most of the nations that grow poppies were Asian colonies that revolted with the awakening of magic. Anti-western sentiment was strong in those countries, and they weren't inclined to trade with Western nations. The warring nations dealt with this by procuring battle-field pain killers from Faerie, specifically, a distilled spirit known, logically enough, as faerie spirits. It has medicinal effects similar to opium or morphine, so it was effective as battlefield first-aid.

The problem was that it had debilitating side effects and was highly addictive. So, like the aftermath of the American Civil War, there were thousands of injured veterans in Europe and America who are reduced to pan-handling, crime, and trading on the black market to support their painkiller addiction. Faerie spirits also have some disturbing supernatural side effects: hard core addicts stop casting shadows, will not show a reflection in mirrors, and are prone to manic (and sometimes violent) outbursts. Some claim that addicts have a supernatural precognition and will sometimes prophesy in the midst of their ranting.

In the later stages of addiction, the addicts are able to perceive the mundane world and Faerie simultaneously, which leads to confusion and madness. In the US, the public outcry over the epidemic of Faerie spirit addiction among veterans draws the Temperance

movement and the anti-magic movement together in 1919, forming the power bloc that will successfully lobby congress for a prohibition of both in 1919.

In game terms, treat fey spirit addiction as you would the Character Disadvantage Addiction. Its value is variable depending on the severity. The GM can use the random and intermittent precognition of faerie spirit addicts as a way to give the character useful information and plot points (perhaps at the cost of an action point, depending on the value of the information.)

THE FEY AND FAERIE SPIRITS

The Fey avoid consuming anything from their home dimension when they're in our world. It's one of the little known secrets of crossing the portals. A planar tourist's body naturally wants to return to the plane of her origin. She needs to eat and drink the native food and drink to stay grounded there. Faerie spirits, particularly since they're distilled and more potent, will send a Fey back to their home world.

Note: The amount of faerie spirits required to banish a fey creature back to its home plane is unpredictable and can vary depending on a variety of environmental and alchemical factors. It doesn't have any relation to the physical size or mass of the creature in question. In game terms, 1d8+2 pints of faerie spirits will cause a fey creature to be banished.

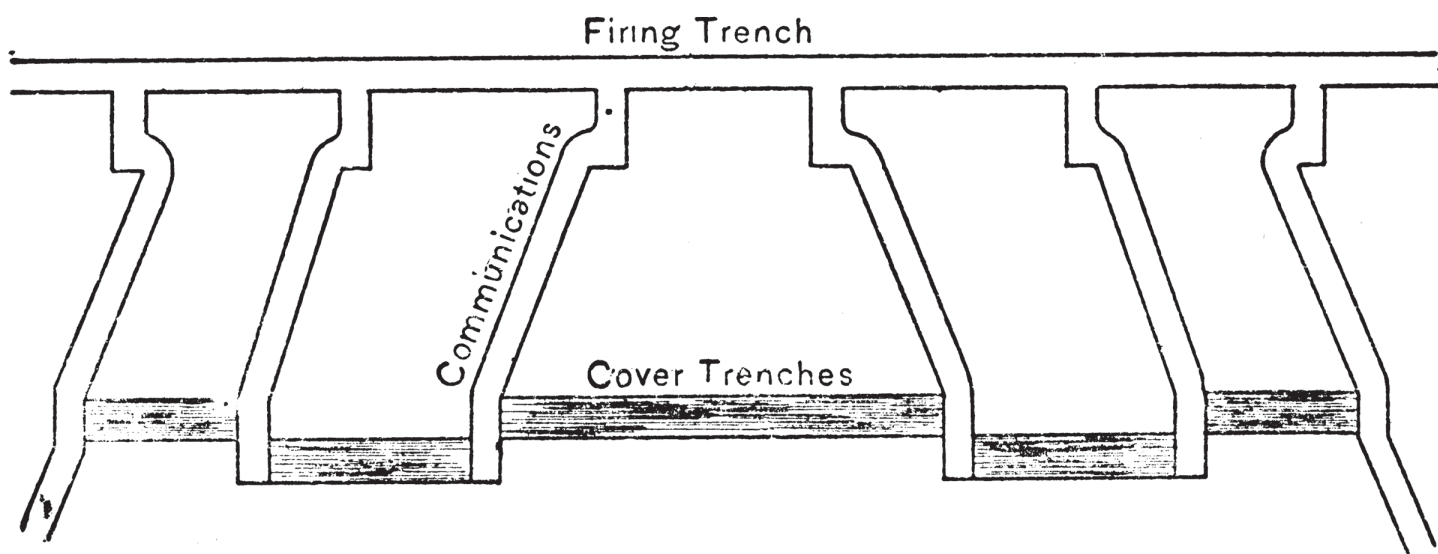


Part

**Savage Setting
Rules**

2





"Trenches may be classified into fire trenches, cover trenches, and communication trenches, the first named being occupied by the firing line, the second by the supports, and the last by troops passing between the first and second." -Moss, 1914

SECTION I

CHARACTERS



Kaiser's Gate offers several new character options for **SAVAGE WORLDS** players. This section describes character concepts, a new hindrance, and several new Edges specific to the world of *Kaiser's Gate*.

Concepts

Most *Kaiser's Gate* campaigns will involve a squad of soldiers, pilots or seamen with a specific mission. However, the era of WWI is rich with possibilities for other kinds of stories. The character concepts below are some of the options. Even if your character is a soldier, deciding what they did before the war can provide excellent fodder for roleplaying.

Champion

A holy warriors dedicated to fighting evil.

Cultist

An acolyte or leader of a group which worships one of the otherworldly powers, a demon or even the fey. The pursuit of power usually guides their interest in the occult.

Daredevil

One who lives for the thrill of attempting the impossible, whether as an acrobat or a pilot.

Druid

A protector of nature, granted true power by the flood of mystical energy from the gates.

Entertainer

Whether a singer, dancer, actor or musician, entertainers make their living on the stage.

Nobility

Born to wealth and privilege, or occasionally war and exile, nobles still feel that they have a right to lead and to be served by the lower classes.

Pilot

You've trained to fight in the skies, flying a fighter plane or riding a battle steed. Pilots with 5 or more kills are known as "Aces."

Priest

A dedicated servant of a deity, well versed in the rituals and dogmas of the faith. Since the Tunguska Incident, many priests have developed supernatural powers.

Spellbinder

A person who has been awakened to the world of magic, and his or her own ability to control it. Spellbinding takes practice, dedication, and guidance, in the form of a spellbinding tradition. See Section II: Magic for details.

Spy

From cowards betraying their country out of fear or greed to clay-faced patriots with rich tastes, spies are an important source of critical information during any war.

Tank Jock

Tanks came of age during WWI, but working in a tank was dirty, uncomfortable and dangerous.

Hindrances

Kaiser's Gate characters have access to all Hindrances, with GM approval, of course. Players should try to choose hindrances that play to the period and genre.

New Hindrance

Shell Shock (Minor or Major)

In spite of being a veteran soldier, a shell-shocked character is slow to respond and easily startled by explosions. As a Minor Hindrance, the character is automatically shaken the first time explosives are activated within 12" of his position. Those with the Major Hindrance are shaken the first time explosives or firearms are used in battle within 12".

Edges

Characters in *Kaiser's Gate* have access to all Edges, except Arcane Background: Miracles, Arcane Background: Magic, Arcane Background: Super Powers, and Wizard. Spellbinder may not take Power Edges.

Characters with AB: Psionics, AB: Weird Science, and related Edges use the standard Savage Worlds rules. Only weird scientists and psionics may take Power Edges. At the GM's discretion, Edges requiring a specific Arcane Background now require an appropriate spellbinding discipline. For example, a GM could allow a divine spellbinder to become a Champion or Holy/Unholy Warrior, substituting Spellbinding or another thematically appropriate skill for Faith.

For more information on Spellbinding, check out **Section Two: Magic**.

New Edges

Aerial Acrobat (Professional)

Prerequisite: Piloting or Riding d8, Ace

As an action, make an opposed Piloting or Riding roll versus an opponent. If you are successful, your opponent is distracted and all attacks against him are made at a +1 until his next action, +2 with a raise.

Airborne Cavalier (Professional)

Prerequisites: Ace, Riding d8

The legionnaire may guide his steed with his knees and commands which leave his hands free to perform another action, such as firing weapons or wielding magic without suffering a multi action penalty. In addition, the rider shares an empathic link with the mount up to one mile. However, the rider may not see through the mount's eyes.

Airborne Legionnaire (Professional)

Prerequisites: Ace, Piloting d8

The legionnaire may pilot his craft with one hand and perform another action, like Shooting or Spellbinding, suffering no multi action penalty for doing so. In addition, the pilot ignores the -2 penalty to soak rolls for his vehicle.

Assessment (Combat)

Prerequisite: Notice d8

Make a notice check, as an action, to take your opponent's measure. Gain a +1 on your next action against the target for a success and each raise on the role.

Defensive Roll (Combat)

Prerequisites: Ace, Piloting or Riding d8

Take an action to make a Piloting or Riding skill roll. The result is the target number to hit you with ranged attacks until your next turn.

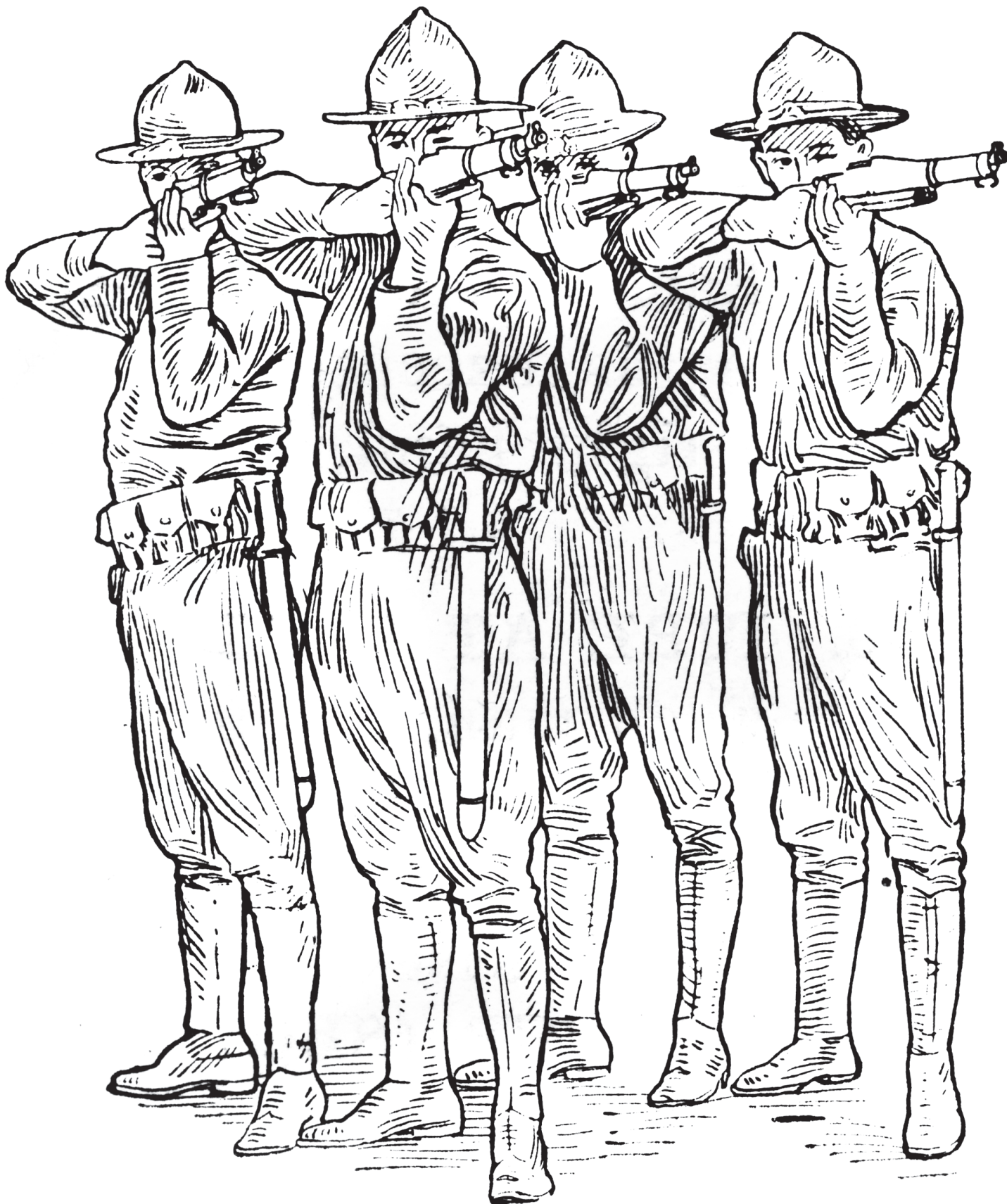
Mounted Ace (Professional)

Requirements: Novice, Agility d8+

Mounted Aces add +2 to Riding rolls, and counts as the Ace Edge for prerequisites.

Familiar (Social)

This Edge allows a player to choose an animal companion, based on rank, from the list with the Shape Change power in the **SAVAGE WORLDS DELUXE EDITION**. This creature functions as an extra under the player's control, though the GM and player should work out interesting and entertaining ways for familiars to play a role in their adventures. **THE FANTASY COMPANION** by Pinnacle Entertainment contains more detailed familiar rules.



Races

Kaiser's Gate uses many of the standard fantasy races, including humans, dwarves, elves, half-elves and half-orcs, as well as some additional races, detailed below.

Human

Description: These are the default race for this setting and other races can only be used as player characters by GM approval. Humans are the dominant race of our world and are found in several areas in Faerie, including Dunedhin, Thuleskog and Svaldon.

Human characters start the game with one free Edge.

Centaurs

Description: Centaurs have the body of a horse and the torso of a human. A centaur is as big as a heavy horse, but slightly heavier and, due to the length of the human torso, taller. A centaur is about 7 feet tall and weighs about 2,100 pounds. Typically nomadic, they are most often found in the Scarlet Badlands of Kyrdain but occasionally settle in more civilized areas. The largest contingent of centaurs so far encountered in our world was with the Red Sky Company of fey mercenaries which was hired by the Mexican Army to supplement their forces during the invasion of the US.

Invariably, centaur's are in near perfect physical condition. They begin with a d6 Strength. As large creatures, centaur's also enjoy a +1 Toughness, as well as the Fleet Footed edge.

However, most centaurs are irritable and do not appreciate outsiders, even when they must work with them. This arrogance and mean spirit give them a -2 to their Charisma.

Dwarf

Description: Short, squat, hairy – these creatures from Faerie are well represented in the folklore of our world. Although they do tend to live in the mountains and work in mines, many dwarven travelers to our world grow quickly tired of all the expectations that we can have of them. Dwarves favor earth tones in their clothing and prefer simple and functional garb. Their skin can be very dark, but it is always

some shade of tan or brown. Hair color can be black, gray, or brown. Dwarves average 4 feet tall and weigh as much as adult humans. They are most often from Thuleskog and Svaldon with small, scattered settlements in Dunedhin.

Dwarves are especially hardy. They begin the game with a d6 Vigor, instead of a d4.

Enjoying a special kinship with the earth, Dwarves gain a +2 on Knowledge and Notice checks involving the earth, rock or metal.

However, their stocky build leaves them somewhat lacking in the speed department. Dwarves have a pace of 5".

Elf, Dark

An offshoot that diverged from mainstream elf society in the distant past, they dwelled for centuries in underground caverns and barren wastelands. In game terms, their attributes are similar to elves with a few distinct differences. White is the most common hair color among dark elves but almost any pale shade is possible. Dark elves tend to be smaller and thinner than other sorts of elves, and their eyes are often a vivid red. Dark elves are well represented in the Empire of Tyrask and in the coastal cities of Kyrdain. The ruler of Kyrdain is herself a dark elf. A small dark elf population still lives in Svaldon, and some are found in the Thuleskog Wastes as well.

Dark elves value cunning above all else, and begin play with a d6 Smarts, instead of a d4.

Masters of trickery, dark elves receive a +2 on all tricks.

However, their reliance on other races for labor, and obsession with intellectual pursuits has left the race physically weakened. Dark elves must pay twice as much to advance their Strength attribute.

Elf, Sylvan

Description: Tall, slender with golden skin and pointed ears, elven travelers to our realm have some of the same issues as dwarves – their appearance makes them a curiosity and all the attention can have a downside. Many elves disguise themselves when traveling beyond the markets around the fey portals. Elves average 5 feet tall and typically weigh around 100 pounds. They live primarily on fruits and grains,

though they occasionally hunt for fresh meat. Elves prefer colorful clothes, usually with a green-and-gray cloak that blends well with the colors of the forest. They are most often found in Dunedhin in Faerie, with smaller populations elsewhere.

Especially quick and agile, elves start with a d6 in Agility, instead of a d4.

Born and bred to the forest, elves receive a +2 on Knowledge and Notice rolls involving woodland terrain, or natural forest environments.

Elves are also technophobes, shunning the use of technology and its devices. They begin with the All Thumbs hindrance.

Goblin

Goblins are small humanoids with skin tone ranges from yellow through oranges and occasionally even deep reds. Clan identity is determined by skin color and goblins have a highly stratified society based on these large clans. Goblins are most often found in the Empire of Tyrask or the Scarlet Badlands of Kyrdain. Thousands of goblins were present in the Dragon Army that invaded Europe in 1920. They were typically used as front line infantry and scouts.

Goblins are quick and stealthy. They begin the game with a d6 Agility, instead of a d4.

Exceptional guards and scouts, goblins gain a +2 to Notice and Stealth checks.

However, goblins small stature makes them more vulnerable, receiving a -1 to their toughness.

Lizardfolk

Description: Lizardfolk are usually 6 to 7 feet tall with green, gray, or brown scales. Their tails, 3 to 4 feet long, are used for balance (+2 on resisting trip attacks). Lizardfolk can weigh from 200 to 250 pounds. Lizardfolk are generally found in marshes and swamps in the southeast coast of Kyrdain. Some have emigrated to our world and established a network of villages in the Florida Everglades. They prefer to live secluded lives and tend to shun outside contact.

Powerfully built, lizardfolk begin with a d6 Strength.

Vision of the Depths: Lizardfolk are accustomed to the dark layers of the ocean depths. They suffer no penalties to shoot in dim or low-light conditions.

As an amphibious race, lizardfolk can breath underwater, but they must submerge themselves in sea

water once per day or suffer one point of fatigue. After three days out of water, lizardfolk must make a Vigor check each hour or die.

Marhlbender

Description: Also called sea elves, these creatures are water-breathing cousins to land-dwelling elves. Aquatic elves fight underwater with tridents, spears, and nets. They are tall and slender with pale blue or white skin with pointed ears and prominent gills just below their jaw line. Some marhlbender have light fish scales on their upper body, especially on their arms and shoulders.

They are amphibious and can exist comfortably for several hours outside of water. They were previously found in Faerie in the Drysean Ocean. They were driven out of their traditional homeland by the Empire of Tyrask and have settled in the North Atlantic. Their primary settlement is near Iceland, with satellite settlements spreading south to the Mid-Atlantic and east to the shores of Ireland.

Tremendous swimmers and acrobats, sea elves begin play with a d6 Agility.

All marhlbenders have a mystical connection with water, and receive the Elemental Manipulation and Elemental Protection spells for free. Their casting roll and power points are both equal to their Spirit score.

As an aquatic race, marhlbenders can breath underwater, but they must submerge themselves in sea water once per day or suffer one point of fatigue. After three days out of water, marhlbender must make a Vigor check each hour or die.

Orc

Description: An orc has lupine ears, greenish skin pigmentation and reddish eyes, and their hair is usually black. Orcs prefer wearing vivid colors that many humans would consider unpleasant, such as blood red, mustard yellow, chartreuse, and bright purple. Their weapons and equipment are dirty and unkempt. An adult male orc is a little over 6 feet tall and weighs about 210 pounds. Most often found in the Empire of Tyrask or the Scarlet Badlands of Kyrdain, orcs were the backbone of the Council of Crimson Wyrms invasion force when they attempted to conquer Europe in 1920.

Orcs are especially strong and begin with a d6 Strength, instead of a d4.

They are also very tough, and recover from hits quickly, receiving a +2 on rolls to recover from being shaken.

However, their surly disposition means that all orcs have a -2 Charisma.

Selkie

Description: Selkies are shape-shifters who can assume the guise of a human or a seal at will. Distinguished by their brunette coloring, these beings are also legendarily handsome, and sometimes take ordinary humans as lovers or spouses. Some split their time between the sea and their land-bound families quite successfully; others spend more extensive periods of time away. They have assimilated into human culture to a surprising degree, much more so than other fey races.

While many are fishermen, they have also started working for the shipping industry and the Royal Navy. A few selkies eschew human contact, either from wariness or disdain. Their original range extended from Ireland, Wales, and Scotland to the Faro Islands and Iceland; but it has spread to include the rest of the British Isles and parts of Scandinavia.

Like the Marhlbender, the Selkies were driven to our world from their homeland in Faerie in the Dry-sean Ocean. They were forced out of their traditional settlements by an invading sahuagin warlord (who had backing from the empire of Tyrask). The Selkies were traditional allies of the Marhlbender and still honor mutual defense pacts that originated centuries ago. Like the sea elves, the Selkies were also eager to

contribute to the Allied war effort and were heavily involved in naval operations by early 1918.

Society: The selkies have a much less rigid and aristocratic social structure than their allies the marhlbender. The closest the selkies come to a government is a loose patriarchal tribal organization in which the various clans are ruled by a king who is chosen every five years at a council of clan chiefs.

The current king is Roane Kolosh. He has close ties with the the marhlbender queen Ortus Tratehorn, and the two nations staged a mutual defense against the sahuagin forces who drove them from Faerie.

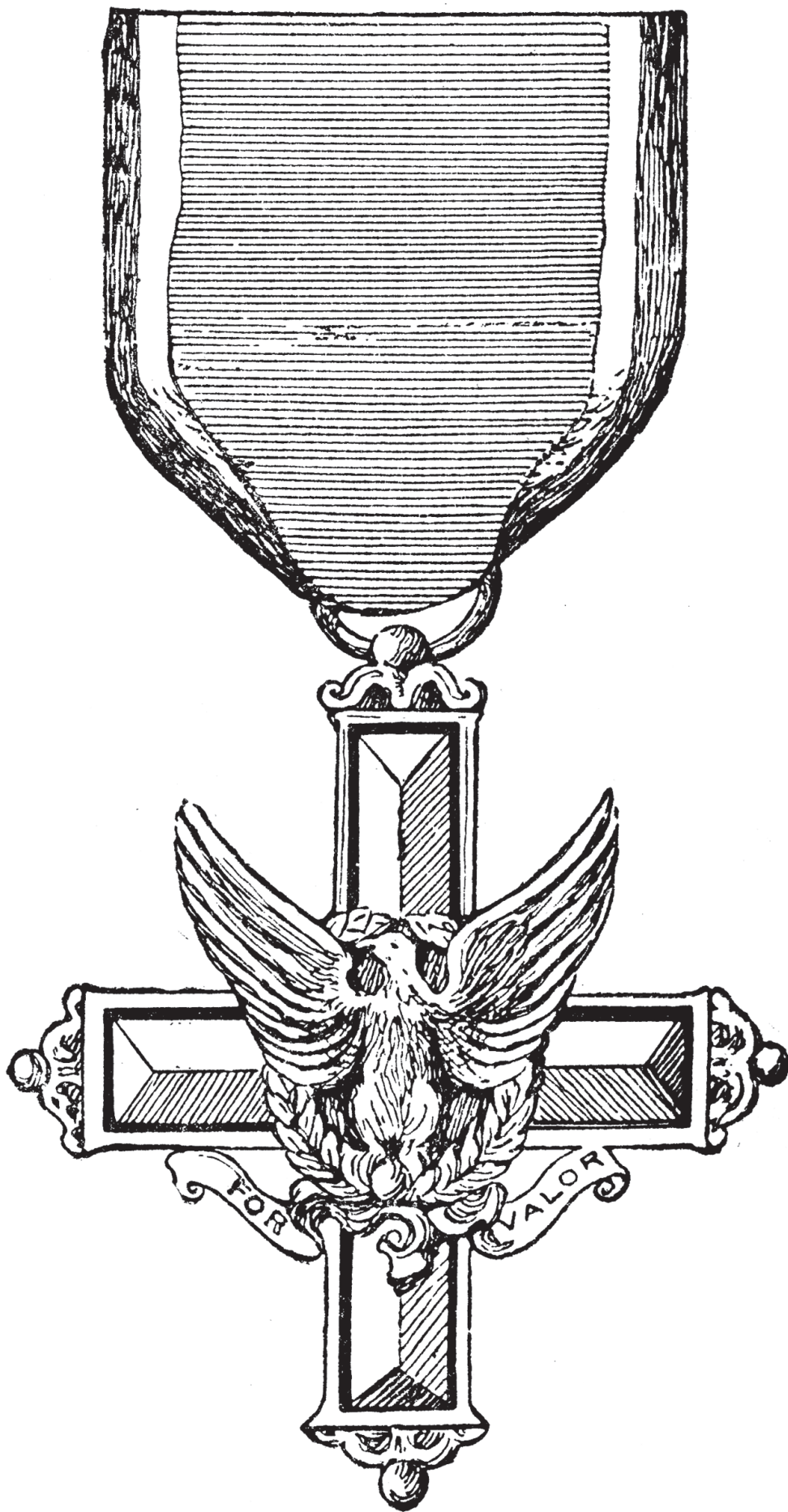
Cooperation with Allies: The selkies assisted the marhlbender with their campaign against German U-boats, focusing their efforts on the coastal waters of the North Sea. Additionally, several dozen selkies enlisted in the British Royal Navy, most serving in Magic Combat Units stationed on Royal Navy vessels. A select handful were selected to serve as espionage agents and saboteurs, leading commando-style raids on German coastal areas.

Selkies are great swimmers and scouts. They begin with a d6 Agility, rather than a d4.

Shapechangers: Selkies may shift between their human and seal forms as a regular action. In seal form, selkies have a +2 on Swimming rolls, +2 to resist the effects of cold, and may stay submerged in water for up to one hour.

However, selkies have an insatiable curiosity, often for members of the opposite sex, which often leads them to trouble.





SECTION II

MAGIC

Kaiser's Gate uses the arcane backgrounds Psionics, Weird Science and the new Edge presented below, Arcane Background: Spellbinding. This takes the place of **AB: Magic**, **AB: Miracles** and **AB: Super Powers**. **AB: Spellbinding** allows characters to cast spells, but it differs in some important ways from the arcane backgrounds in the core **SAVAGE WORLDS** rules.

Spellbinding Skill

The Spellbinding skill does not have a linked attribute by default. This means a Novice spellbinder could ramp up his Spellbinding skill to d12. However, he'd still be limited to the starting spells from his tradition. GMs who want to tone down the power of spellbinding may wish to link Smarts or Spirit to the skill associated with a given discipline.

Spellbinders who somehow manage to be initiated into a second discipline (GM approval required) must take a new Spellbinding skill for that discipline, in addition to the new spellbinding Edge and Ranks.

Example: By the end of the Great War, Else is a veteran adventurer and adept of the Crimson Wyrms tradition. Her skill is Spellbinding (Crimson Wyrms) d10. Now faced with red dragon armies, Else needs a skill set that will work against them. At the player's request, her GM designs an adventure for their group in which Else has the opportunity to make a pact with a shadow elemental named Hesredeem.

At her next advance, her GM permits Else to take **AB: Spellbinding (Shadow Mastery)**. She gains access to the novice spells of Shadow Mastery, which will work against her new Svaldon enemies. But she is untrained until she gets another advance to take the skill **Spellbinding (Shadow Mastery)** at d4 and she must meditate on Hesredeem's magnificence for two hours each day.

After a few advances, Else's **Spellbinding (Shadow Mastery)** is up to d8 and she spends her next advance on **Spellbinding Rank** to become an initiate of Shadow Mastery. It's a lot of work, but Else is determined to destroy her enemies.

Knowledge is Power

Use the skill **Knowledge: Arcana** for general mystical information, but anything involving the monsters and beasts from beyond the portals requires **Knowledge: Creatures**. Detailed information about the lands beyond the portals requires an appropriate **Knowledge** skill, or first hand experience.

New Spells

The spells presented here include their power point costs, so they can be used in other campaigns, though when used as spellbindings, use the greater of 4 or the power point cost as the target number for the casting. See below for more details on the **KAISER'S GATE** alternative magic system.

Baleful Polymorph

Rank: Heroic

Power Points: 8 + Size modifier

Range: Smarts ×2

Duration: 1 minute (3/minute)

Trappings: Green bolts, a hex, a curse, or the evil eye.

This dastardly spell turns its victims into (usually) helpless animals, at the mercy of the caster.

The caster chooses a target as usual and makes a **Spellbinding** roll, opposed by the target's **Spirit** roll. In *Kaiser's Gate*, if the caster beats a 4, he is casting, but the spell is not complete until he beats the target's **Spirit** roll (see **Arcane Power** below).

Baleful Polymorph will also change petrified creatures from stone back to flesh (generally requiring a flat **Vigor** roll to survive the ordeal), or otherwise restore a shape-shifted creature to its natural form.

Fist of Force

Rank: Veteran

Power Points: 3

Range: 12/24/48

Duration: 3 (1/round)

Trappings: A spectral warrior, a glowing hand

This spell summons an ethereal hand as big as a man. The caster may move the hand up to its pace on his turn, as a free action. Attacking with the hand is a regular action (see **Remote Manipulation** below), but once something is grabbed, the caster need only maintain the spell each round to keep hold. In addition, casters cannot suffer burnout from using the fist to attack or hold a target. The target may attempt to escape on its turn, per the **SAVAGE WORLDS DELUXE EDITION** grappling rules.

Spectral Fist

Attributes: Agility d6, Smarts – , Spirit – , Strength d12, Vigor d8

Skills: Fighting equals summoner's Spellbinding (see **Remote Manipulation** below)

Pace: 6; **Parry:** 5; **Toughness:** 10 (4)

Special Abilities:

- **Armor +4:** Solid force.
- **Slap and grab:** The summoner may use an action to have the hand attack an adjacent foe. The hand is +1 on grappling checks.
- **Construct:** +2 to recover from being Shaken; no additional damage from called shots; constructs do not suffer from poison or disease.
- **Mindless:** The mystic hand is unaffected by fear, tests of will or any tricks.
- **Remote Manipulation:** The ethereal hand allows the caster to make Fighting attacks from the space the hand occupies, using Spellbinding in place of Fighting. This is a regular action and range (from the summoner) penalties apply to this constructs attacks.

New Edges

Weird Science and Psionics are also available in *Kaiser's Gate*, and operate exactly as described in the **SAVAGE WORLDS DELUXE EDITION**.

Spellbinder

Arcane Background: Spellbinding

Arcane Skill: Spellbinding (none)

Starting Powers: 3

This Edge means that you are a Novice rank practitioner of an arcane discipline, and have a relation-

ship with the powers at the core of that tradition. It grants the ability to cast the first three spells from the tradition's list. Spellbindings typically consist of 9 spells, including a variation on Elemental Manipulation used to simulate cantrips with flare (see below). It is possible to take this Edge multiple times, once for each discipline the character learns.

Spellbinders and GMs should pay careful attention to the roleplaying opportunities created by the Obligations and other trappings of spellbinding traditions.

Unraveling: Every spellbinding tradition comes with a price, an Obligation. Obligations should be roughly equivalent to a Minor Hindrance. Depending on the nature of the tradition (see below), Obligations may be a daily ritual, a required focus, or an inherent weakness in the magic. There may even be a set of requirements or a code of conduct. When spellbinders bend or break their pact, they suffer Unraveling, a – 2 penalty to casting rolls, until they make things right. Those who completely fail their tradition may see their power completely unravel.

Arcane Concentration

Requirements: Arcane Background: Spellbinding

Spellbinders with this Edge gain a +1 on rolls to maintain spells or avoid Spell Disruption.

Improved Arcane Concentration

Requirements: Arcane Background: Spellbinding

Spellbinders with this edge gain a +2 on rolls to maintain spells or avoid Spell Disruption.

Spellbinding Rank

Requirements: Arcane Background: Spellbinding

Instead of the New Power Edge, spellbinders may purchase a rank in their spellbinding tradition, once per character rank. Novice rank is granted as part of Arcane Background: Spellbinding. At Seasoned, a character may take Spellbinding Rank to become an Initiate, learning the next two spells on the tradition list. At Veteran, spellbinders may become Adepts and learn the next two spells. Finally, spellbinders may be-

come Masters at Heroic rank, and learn the final two spells of the discipline. The GM and player should work together to create additional responsibilities that come with rank, to provide interesting story hooks.

The Nature of Spellbinding

A Spellbinding is a relationship that the caster has with a mystical force or powerful supernatural entity. There are roughly three kinds of Spellbindings, but the categories aren't hard and fast and there is some overlap in characteristics.

Divine Spellbindings

Divine spellbindings are a pact with a specific deity or mystical entity. They generally require some kind of behavioral restrictions or other obligations on the spellcaster. Occasionally identical or very similar spellbindings have been noted to be practiced by clerics of different religions. The best known example of this is the Practical Kabbalah spellbindings – which are used by holy men of the Christian, Muslim and Jewish faiths. Similarly, the Fear and Darkness spellbinding in the Caribbean is associated with the voodoo Loa Carrefour, while in Italy the spellbinding carries vastly different obligations and is associated with Nyx, the ancient Roman goddess of the night. These overlaps provide additional fodder for the intense theological debates that have raged since the Tunguska event.

Example Obligation: A Kabbalist who misses a daily prayer might be at -2 until he is able to perform the prayer, but if he commits a major sin or falls completely from the path, he would lose his power. Whether or not such fallen zealots can find redemption is a matter for player and GM to work out.

Elemental Spellbindings

Elemental Spellbindings are an understanding between the spellcaster and an elemental force. The mage has taken the time to become attuned with and gain understanding of the force and in return has been granted some ability to channel and control it. There



is generally not a behavioral obligation for elemental spellbindings, but most elemental traditions require the caster to carry a totem or other representation to use as a magical focus. This may take shapes such as a wand or material components.

There is some overlap with the divine category – with some identical spellbindings emerging in different areas that are considered religious in some regions and elemental in other. Some folklorists, ethnologists and magic scholars have theorized that when a culture deifies an elemental force – a mystical persona is created (perhaps by the strength of the belief of worshipers) that controls and directs the force. This theory is debated by other magical scholars and traditional practitioners who insist that the deities and forces they serve were pre-existent and weren't simply wished into being by the weight of their believer's faith. Despite its simplistic "chicken and the egg" nature, this argument is the most hotly debated among mainstream magical academia in America and Europe.

Example Obligation: A fire-bound spellbinder might wear a gemstone pendant imbued by his arcane pact. Without the pendant, he suffers Unraveling (a -2 penalty to Spellbinding rolls). If the pendant is destroyed, the the pyromancer loses his power until his connection with the element can be re-established.

Arcane Spellbindings

Arcane spellbindings is a broad catch-all for the spellbindings that owe no obligation to elemental or divine patronage. Some of these spellbindings owe allegiance to specific Fey entities, for example: the Council of Crimson Wyrms spellbinding, the House of Svaldon spellbindings and the House of Albion. These spellbindings are the result of centuries of labor by the master mages of these noble houses and their spells generally will carry a powerful geas preventing them from being used against them.

With the “let the buyer beware” attitude of fey traders – these restrictions are sometimes not explained fully or even touched upon at all (as the Central Powers learned painfully during the Dragon War). Alternately, some of these spellbindings require a deep understanding and mastery of a particular facet of magic.

Example Obligation: A spellbinder of the Summoner discipline might need to continually improve in another skill, in this case, Knowledge: Creatures. He must advance this skill at least once between each rank of the spellbinding discipline.

Arcane Power

Kaiser's Gate does not use power points. Instead, the target number to successfully cast any spell is equal to 4 or the spell's casting cost in power points, whichever is higher. If the roll is over 4 but still under the spell's target, the caster is considered to still be engaged in casting the spell, and may continue to cast, until he rolls over the target number. If the caster ever rolls under a 4, the casting fails.

Spellbinders with Power Surge regain a point of fatigue when dealt a Joker and ignore the effects of rolling a 1 on either die until their next action!

In addition, to maintain spells, the caster must make a Smarts roll each turn, as a free action, with a penalty equal to the combined maintenance cost of all maintained powers. Failure means that one of the spells drops, player's choice.

Arcane Burnout

Spellcasting wild cards are powerful, but take great risks. A roll of 1 on the Spellbinding die, results in the caster being shaken, unless he spends a benny to re-roll. A 1 on both the Spellbinding die and the wild die earns the caster a point of fatigue, as well as shaken status. He may spend a benny to re-roll, removing the shaken status, but he still suffers a level of fatigue after the spell is cast. A caster who pushes his powers too far, and becomes incapacitated from fatigue, must make a Spirit check or become an arcane burnout, losing his powers for 1-6 weeks. A night's rest will restore all Spellbinding fatigue.

Example: Capitaine Georges Guynemer, the French ace, fires a full power lightning burst (Bolt with a lightning trapping) at a German biplane as it passes overhead in short range. He rolls three Spellbinding dice (9, 3, 1) and a wild die (1). Not good! If he keeps this roll, he will score one hit with a raise (the 9), but he will be shaken and suffer a point of fatigue. There's nothing he can do about the fatigue, but he spends a benny to see if he can score a better result for his sacrifice. This time he rolls a 7, 5 and 2 on the spellbinding dice, and a 5 on the wild die. This will give him three regular hits. He decides to take that, instead of his first roll, so he is not shaken, but still suffers a point of fatigue.

Cantrips & Arcane Tricks

In *Kaiser's Gate*, most spellbinding disciplines begin by teaching novices the Cantrips power, which encompasses all the powers of Elemental Manipulation, with trappings inspired by the caster's spellbinding discipline, as well as the ability to perform Arcane Tricks. To perform an Arcane Trick, the spellbinder must describe how they wish to fool, fake out, or otherwise tip an enemy off his guard. The caster makes a spellbinding roll, opposed by the target's Smarts or Agility, at the GM's discretion. On a success, all attacks against the foe are at +1, +2 with a raise, until its next turn. The default range for arcane tricks is twice the caster's Smarts (medium range for chases), though crafty players will find ways to create diversions with their magic that might affect anyone within sensory range. The GM is the final judge of what can be accomplished with Cantrips.

Spell Disruption

Spellbinding is tricky work. Occasionally a caster must continue a casting between rounds because his Spellbinding roll, while over 4, was not equal or greater than the target number, or because the spell is a ritual, like Divination above. In this case, the spellbinding may be interrupted, if the caster loses line of sight or takes damage. In the latter case, the caster must make an immediate Smarts check after taking any damage. The target number is the amount of damage done. Even a minor hit can disrupt an unlucky spellbinder. Casters who soak all their damage do not need to roll to avoid disruption.

Creating Your Own Spellbindings

A spellbinding discipline is a thematic spell list, detailing the trappings and Obligations required for its use. The idea is to incorporate the magic closely with the setting to create spell lists that feel organically like they're a part of the game world.

Guidelines

Players should work with their GM to create a discipline with a clear theme, interesting Obligations, and a spell list with a balance of offensive, defensive and utilitarian spells.

Example: Let's say we wanted to make a spellbinding for Jupiter to go along with the other Italian/New Roman spellbindings. Jupiter is the king of the Roman gods and his absence is a bit conspicuous. We want to make sure we create a spell list that fits the commonly held perception of Jupiter, so we review some of the basic myths and legends for background.

Jupiter is the chief of the gods. He rules the air, the lightning and he's often known to change his appearance to travel amongst mortals incognito. He will use his charm on mortals to get what he wants; he is capricious and will change those who displease him into animal forms as a sort of punishment.

After reviewing some who Jupiter is and what he's about, we peruse the SAVAGE WORLDS spell lists and come up with the following combination that seems to fit him. Along the way, we created a couple of spells

to add more flavor to the final powers.

Novice: Cantrips: Air, Disguise, Lightning Bolt (Bolt, of course)

Initiate: Havoc, Blast (lightning bolts from the sky)

Adept: Shape Change, Puppet with trappings of romance and infatuation

Master: Baleful Polymorph (see above), Fist of Force (see above, with the trappings of an avatar of Zeus)

Now we just have to come up with an obligation.

Obligation: The Roman gods were often worshiped with sacrifices on important holidays. So, for an obligation it's reasonable that Jupiter would want his spellbound to make a similar offering him, maybe a ram every month on the night of the full moon.

Spellbinding Disciplines

The spellbinding disciplines presented here are just a smattering of what might exist in the world of Kaiser's Gate. Entire regions, pantheons and themes have not been explored or have just been lightly touched on. There's plenty of room for enterprising gamers or GMs to create new spellbindings to suite a certain NPC, faction or character they have in mind.

Each discipline is listed with its suggested type in parentheses after the name and sample Obligations. The spell lists use the "trapping name" to emphasize the flavor of the discipline, with the spell name as it appears in the SAVAGE WORLDS DELUXE EDITION in parentheses.

Air Magic (Elemental)

This spellbinding has an incarnation in almost every magical tradition.

Obligation: This spellbinding requires 1 hour of meditation daily with incense burning.

Novice: Cantrips: Air, Fog (Obscure), Lightning (Bolt)

Initiate: Environmental Protection, Deflection

Adept: Call Lightning (Blast), Ice Storm (Entangle)

Master: Fly, Summon Air Elemental (Summon Ally)

Bear's Gift (Divine)

Bear is a totem closely associated with the Earth that emphasizes strength and protection.

Obligation: The bear spirit demands that you keep a focus made from a real bear on your person at all

times. He does not accept excuses for extenuating circumstances.

Novice: Cantrips: Nature, Boost, Entangle

Initiate: Healing, Barrier

Adept: Beast Friend, Greater Healing

Master: Armor, Shape Change

Charm (Divine)

This spellbinding calls on the power of the Loa of Beauty and Love, Erzulie, to give the spellcaster the ability to charm, influence, persuade and dominate others. In Sicily, the same spellbinding arose associated with the ancient Roman goddess Venus.

Obligation: Erzulie demands that her spellbound keep a small altar to her and leave her a gift (something pleasing to the senses) once a week. Venus, on the other hand, requires a small blood sacrifice – a bird or a rabbit is suitable – once a month.

Novice: Cantrips: Light, Boost, Distraction (Stun)

Initiate: Deflection, Field of Nightmares (Havoc)

Adept: Obscure, Entangle

Master: Puppet, Blast



Coyote's Gift, Way of the Trickster (Arcane)

Magic scholars believe that this spellbinding first appears in rural Arizona or somewhere close nearby in the American Southwest. Similar Trickster spellbindings emerged in native cultures throughout the world shortly after the Tunguska event in 1909.

This Spellbinding played a major role in the revolt that resulted in the founding of the Native Confederation – but it soon spread into the wider world.

This spellbinding found its way into the US prison system and wider criminal networks. By 1913, it was not uncommon for an inmate to learn this spellbinding while behind bars. After this spellbinding resulted in some dramatic prison breaks and crime sprees, it became standard to have an anti-magic spheres (see the equipment section for more information on these) installed in all state and federal prisons – as well as banks, courtrooms, state houses, government offices and armored cars.

Obligation: Coyote requires those who ally with him to trick, prank or steal at least once a week.

Novice: Cantrips: Earth, Deflection, Speak Language

Initiate: Burrow, Boost/Lower Trait

Adept: Dispel, Invisibility

Master: Fear, Puppet

Divination and Foresight (Divine)

Simbi is associated with the voodoo spellbinding of fortune telling and scrying. Simbi is the Loa who straddles the boundaries between elemental forces. Simbi is depicted as a giant serpent and he sees the greater truth underlying reality.

Novice: Cantrips: Water, Detect Arcana, Speak Language

Initiate: Smite, Mind Reading

Adept: Deflection, Slow

Master: Quickness, Divination

Earth Magic (Elemental)

Obligation: Devotees of elemental earth must sleep on the ground.

Novice: Cantrips: Earth, Armor, Heat Metal (Stun with trappings)

Initiate: Burrow, Bolt with earth trappings

Adept: Barrier, Pummel

Master: Summon Earth Elemental, Baleful Polymorph

Fear and Darkness (Divine)

Among Voudonists, this spellbinding is associated with the Loa Carrefour (also called the Lord of the Midnight Crossroads), an entity associated with night, darkness, uncertain fate and bad luck. In Sicily, this spellbinding arose associated with Nyx, the ancient Roman goddess of night.

Obligation: Carrefour requires a small gift of rum, left under the full moon at a crossroads at midnight. Nyx requires only a small burnt offering once a month.

Novice: Cantrips: Shadows, Conceal/Detect Arcana, Summon Shadow (as Summon Ally with Shadow trappings)

Initiate: Curse (Lower Trait), Deflection

Adept: Black Bolts, Fear

Master: Shadow Warrior (Fist of Force with shadow trappings), Shadowwalk (Burrow with shadow trappings)

Fire Magic (Elemental)

Reportedly, the elemental spellbindings that emerged in Ireland and Iceland (earth and ice) were passed on by fey traders who claimed that they were in fact relics from our world's past – from the age of Celtic druids. These claims, while widely believed by practitioners, are regarded with skepticism by scholars who point out that fey traders were not above exaggerating and aggrandizing their wares to make a sale.

The elemental Fire spellbinding that arose in the Middle East was initially (and unsuccessfully) marketed with a similar backstory. The fey traders in the Middle East soon found that they were unable to sell any non-Kabbalah spellbindings – as the local Moslem population had been forbidden to practice any magic that might be unclean in the eyes of their holy men.

According to some reports, the fey traders who were selling the Fire spellbinding at a fey portal in Mesopotamia initially tried to pitch with a story about ancient

(and undoubtedly pagan) desert alchemist in Persia who had devised the spellbinding eons ago after mastering the energy of the desert wastelands of his homeland. When the local populace was unresponsive, they changed their sales pitch to emphasize its pure elemental destruction and it was much better received.

The Fire spellbinding saw much use during the Islamic Revolution in 1910 that drove the Ottoman Empire out of the Middle East. The Ottoman Turks obtained the Fire spellbinding in 1912 when they allied themselves with a Sunni faction in Northern Mesopotamia that was fighting against a Shiite coalition based in Central Mesopotamia and Persia. The Elemental Fire spellbinding was the Turks primary contribution to the spell-power of the Central Powers.

Obligation: This spellbinding require no obligation other than 1 hour of meditation daily to attune oneself with the natural elements.

Novice: Cantrips: Bolt, Elemental Protection, Fire

Initiate: Smite, Damage Field

Adept: Barrier, Blast

Master: Fly, Summon Fire Elemental

Ghurka Shamanism (Elemental)

The shaman of the native ghurkas allied with British forces during the various uprisings in India following the Tunguska event. Only through their assistance was Britain able to hold a fraction of its former sway in the sub-continent and maintain a small, heavily fortified presence in a few key cities. This spellbinding was passed on from the shamans to the British military – and this was the first spellbinding used officially by a European army.

The Ghurkas take their name from Gorakshanath, a legendary 8th century Hindu warrior-saint. Their primary spellbinding is martial in nature. The caster attunes herself with the forces of nature through a combination of yoga and transcendental meditation. The insight she gains through this exercise gives the caster the ability to channel and manipulate natural forces and manipulate reality to her advantage on the battlefield.

Obligation: The caster must practice meditation and yoga daily to maintain the focus necessary.

Novice: Cantrips: Air, Blast, Entangle

Initiate: Deflection, Phantom Bullets (Bolts)

Adept: Hail Storm (Obscure), Wall of Thorns (Barrier)

Master: Burst, Fly

Green Man's Gift (Divine)

This spellbinding arose from a boomtown trading village that grew up around a fey portal in Wales. It was taught initially by a half-elven fey trader and is associated with the Green Man – a mythical force of nature and forests. (In France, a similar spellbinding arose from a portal in Normandy named for Abellio – an ancient Celtic deity associated with vegetation and, more specifically, with apple trees.) It was widely used by the British and French forces in the Great War and was also adopted by pagan groups involved in the long Second Irish Civil War.

Obligation: The Green Man requires that his spellbound plant 12 trees (preferably oak, ash or yew) every spring.

Novice: Cantrips: Plants, Armor, Entangle

Initiate: Poison Thorns (Smite), Healing

Adept: Animate Plant (Zombie), Wall of Thorns (Barrier)

Master: Summon Treant, Tree Stride (Teleport)

Heimdall's Gift (Divine)

This spellbinding is associated with Heimdall, the guardian of the Bifrost Bridge, who was so vigilant, legend claims he could hear the grass grow. It focuses on powers of defense and protection.

Obligation: Heimdall requires that his spellbound defend the virtuous weak and defenseless whenever possible.

Novice: Cantrips: Light, Boost, Deflection

Initiate: Barrier, Bolt

Adept: Dispel, Healing

Master: Blast, Teleport

House of Albion Illusions (Arcane)

The illusion discipline enables the caster to manipulate perceptions and appearances to create convincing illusions. These spells were recorded and made public by a Mr. Duncan RalThorpe, a schoolmaster and a devoted student of magic. He learned them from a mage of the House of Albion at a fey market near Leeds. However there has been much popular confusion and these spellbindings have been often misnamed Oberon and Puck's spellbindings. It should be emphasized that these names are fanciful as these spellbindings are specifically associated with the House of Albion. This was the first English spellbinding added to the curriculum

of the Royal Army's Spell Fighting College which was established at Sandhurst in 1911.

Obligation: Any member of the House of Albion can see through these illusions.

Novice: Cantrips: Light, Confusion, Disguise

Initiate: Barrier, Invisibility

Adept: Deflection, Entangle

Master: Fear, Puppet

Ice Magic (Elemental)

Obligation: Spellbinders devoted to elemental ice must perform a ritual during the coldest part of each day.

Novice: Cantrips: Ice, Lower Trait, Stun

Initiate: Armor, Ice Bolts

Adept: Barrier, Entangle

Master: Cone of Ice (Burst), Summon Ice Elemental

Kabbalah (Divine)

There is some confusion and no small amount of controversy about the circumstances under which the Kabbalah spellbindings emerged. In the months after the Tunguska event, Russian orthodox clergy in Siberia were the first Western holy men to publicly report wielding divine magic. Muslim imams in Jerusalem, Jewish rabbi in Amsterdam and circuit preachers in Tennessee and Appalachia were soon recorded performing similar feats. (The Russian Orthodox priests claimed under intense questioning from their church that they'd had no contact with the fey at the Tunguska portal.)

The Vatican began experiments in divine magic in 1911, claiming that it had uncovered a trove of ancient documents in its archives describing the necessary methods and techniques. Skeptics suggested that they had simply covertly visited a fey portal (there was a well known moonlight portal just outside of Rome at the time.)

Evangelical preachers in America claimed visitations by divine entities that imparted to them the secrets of the Kabbalah. The Pentecostals (who claimed to have been practicing divination and faith healing in their own way for years) simply claimed that their previous methods were now even more effective.

The truth of the matter is unlikely to ever be known. The rabbinical community in Holland maintains that they have had the secrets of divine magic for centuries and that the only change since the portal opening has been that the mystical energy is much

easier to access and manipulate – no longer requiring years of purification and study. This corruption of the divine – as they view it – is cited as evidence by these senior European rabbis that the portals have a demonic and corrupting influence on our world.

It has become routine for Protestants, Catholics and Muslim religious leaders to claim that only their clerics are practicing “true” divine magic and that all other faiths have been duped by demons or fey in much the same way that they’ve been deceived into a false belief system.

During the Great War, clerics wielding the magic of the Kabbalah fought on both sides against each other. The pope decried this and demanded that the priests resign from the armed forces on pain of excommunication. The leaders of the Lutheran church in Germany made similar protests – and were (like the Pope) largely ignored by the combatants.

Obligation: The practitioner must regularly tithe to an established church of his faith and must uphold its teachings, which may include daily prayers.

Novice: Cantrips: Light, Boost, Deflection

Initiate: Barrier, Healing

Adept: Blast, Dispel

Master: Angelic Wings (Fly), Summon Clay Golem

Konshu's Gift (Divine)

The National Museum in Berlin has a huge collection of Egyptian artifacts. This was the only spellbinding that was translated and ready for use at the start of the Great War. The Egyptian deity Konshu had a cult centered in Thebes and had many aspects. These spells are associated with his aspect as the god of the moon. Only a limited number of spellbinders were equipped with Konshu's spells during the Great War; it was extraordinarily difficult to get soldiers interested in this spellbinding as many had been told by Lutheran clergy that it was sacrilegious to practice the magic of Egyptian gods.

Obligation: Konshu requires an offering of food and drink under the full moon once a month.

Novice: Cantrips: Water, Summon Ally, Nightmare (Stun)

Initiate: Boost, Detect Arcana

Adept: Illusionary Vista (Barrier), Invisibility

Master: Fear, Puppet

Loki's Gift (Divine)

The spellbinding of Loki was first seen in rural northern Norway (it was first reported near a fey portal close to Bødø) and was been strongly discouraged by officials in the New Church of the Æsir. The official statement from the church leadership was: “Loki is not one to keep his promises and those who enter into a pact with him are fools who invite disaster.”

Scholars of Norse folklore maintain that Loki was never actually worshipped or considered worthy or worship and that entering into a spellbinding is close enough to worship for it to be troublesome.

Nevertheless the spellbinding of Loki has found a sizeable number of adherents in Norway and Iceland and they are well represented in the army of Thor's Raseri. After the Dragon War, this spellbinding is seen amongst immigrants in Minnesota.

Obligation: Loki requires a blood sacrifice every full moon. He prefers goats but anything warm blooded will do.

Novice: Cantrips: Cold, Confusion, Disguise

Initiate: Barrier, Invisibility

Adept: Dispel, Teleport

Master: Fear, Puppet

Morrigan's Gift (Divine)

This spellbinding is a mystical pact with the Morrigan, the tri-partite Celtic goddess of warfare. It is used in the Dragon War by Irish spellbinders and during the Second Irish Civil War. It's also seen in west Texas during the Mexican Invasion, practiced by some Irish immigrants allied with the resistance group led by Jay Kuper.

Obligation: Morrigan demands a monthly token of worship, although this could be as simple as dedicating a fight to her.

Novice: Cantrips: Fire, Bolt, Deflection

Initiate: Barrier, Shout (Stun)

Adept: Dispel, Fly

Master: Blast, Summon Spirit Ravens

Necromancy (Elemental, Divine)

Similar to the Weather Witch spellbinding, the Necromancy spellbinding was seen soon after the Tunguska event in multiple locations under different names. In New Orleans and the Caribbean, it surfaced in association with the Loa Baron Samedi who is also called the ‘Zombie Lord’). An elf trader at a portal in

Saxony schooled French mages in this spellbinding in 1912, referring to it as an alliance with the elemental force of Death. It was also reported in the Mayan revolt in southern Mexico from 1912 to 1915.

Obligation: The version of this spellbinding taught in France requires no direct tribute, but requires mystic implements, equivalent in weight and cost to a toolkit. In both New Orleans and the Caribbean, monthly sacrifices of tobacco and alcohol are given to the appropriate Loas. There are no reliable reports about the variation used by the Mayans although rumor has it that their version of this spellbinding required regular human sacrifice. This has been disregarded by many scholars as war-time propaganda from the predominantly Catholic Mexican government.

Novice: Cantrips: Shadows, Fear, Wave of Fatigue (Stun)

Initiate: Bone Shield (Armor), Zombie

Adept: Arms of the Dead (Entangle), Curse (Lower Trait)

Master: Puppet (only v. Undead), Vampiric Rejuvenation (Healing, requires drinking blood)

Odin's Gift (Divine)

The All-Father of the gods, Odin's ability to foresee the future is a blessing and a curse; gifting him with foresight but damning him with certain knowledge of the end times. His spellbinding focuses on divination, ascertaining the truth of a situation and raw power.

Obligation: Odin requires a sacrifice every month. This tribute can be a blood sacrifice, the first fruits of a harvest, a bottle of liquor or simply a monetary donation to the New Church of the Æsir in his name. He prefers this tribute to be consecrated in a ceremony at a crossroads at midnight.

Novice: Cantrips: Air, Deflection, Boost

Initiate: Healing, Lightning (Bolt)

Adept: Barrier, Dispel

Master: Divination, Pummel

Owl's Gift (Divine)

Owl is the totem of the night and secrets. He seeks out the hidden truth and that hunts on silent wings, striking from the shadows and freezing his prey with a piercing screech. This totem is associated with divination and stealth.

Obligation: Those who wield the Owl's magic must

steal one secret each month, to be whispered in ritual on the first night of the full moon.

Novice: Cantrips: Air, Detect Arcana, Slumber

Initiate: Invisibility, Fear

Adept: Fly, Quickness

Master: Scrying (Divination, requires an item belonging to the target), Summon Spirit Owl

Shadow Mastery (Elemental)

Ye Fashan claimed that during his travels after his ascension to immortality, he encountered the Elemental Plane of Shadow. While there he learned to attune himself to the shadow energy and control and manipulate it. This spellbinding represents the knowledge he gained from that experience.

Obligation: The character must meditate for two hours a day to maintain the focus necessary for this spellbinding.

Novice: Cantrips: Shadows, Obscure, Summon Shadows (Summon Ally)

Initiate: Black Tentacles (Entangle), Shadow Walk (Burrow)

Adept: Shadow Strike (Bolt), Deflection

Master: Fear, Summon Shadow Warrior (Fist of Force with shadow trappings)

Summoning (Arcane)

The mystical ability to call and command creatures from other planes. The Spellbinders of the Red Dragons' army are masters of this magic and pass it on to students at the Bavarian Forest portal in Bavaria for a price.

Obligation: Unlike the Crimson Wyrms spellbinding, this spellbinding requires no obligation other than time and effort to master it. But mastery requires knowledge. Summoners must advance their Knowledge: Creatures at least once between each rank of this discipline.

Novice: Cantrips: Prestidigitation, Armor, Summon Extraplanar Being (Summon Ally)

Initiate: Arcane Binding (Entangle), Summon Demonic Bodyguard (Zombie, without the corpses)

Adept: Barrier, Summon Spectral Servant (Telekinesis)

Master: Fist of Force, Summon Ghostly Steed (Fly)

Svaldon Madness (Arcane)

Obligation: These spells cannot be used against members of the House of Arndís or their forces.

Novice: Novice: Cantrips: Light, Disguise, Madness (Confusion)

Initiate: Deflection, Lower Trait

Adept: Phantom Maze (Barrier), Phantom Screams (Burst with sonic trappings)

Master: Puppet, Dispel

Svaldon Illusion and Transformation (Arcane)

Obligation: These spells cannot be used against members of the House of Arndís or their forces.

Novice: Disguise, Madness (Confusion)

Initiate: Armor, Boost

Adept: Phantom Maze (Barrier), Shape Change

Master: Baleful Polymorph, Dispel

Svaldon Militia Warrior-Mage (Arcane)

Obligation: These spells cannot be used against members of the House of Arndís or their forces.

Novice: Cantrips: Shadow, Boost, Smite

Initiate: Obscure, Shadow Bullet (Bolt)

Adept: Barrier, Zombie

Master: Fear, Fireball (Blast)

Svaldon Negotiator (Arcane)

Obligation: These spells cannot be used against members of the House of Arndís or their forces.

Novice: Cantrips: Light, Boost, Suggestion (Stun)

Initiate: Deflection, Lower Trait

Adept: Glamorous Environment (Barrier, caster narrates its appearance), Invisibility

Master: Puppet, Dispel

Svaldon Spy (Arcane)

Obligation: These spells cannot be used against members of the House of Arndís or their forces.

Novice: Cantrips: Shadow, Silence (Obscure v. hearing), Detect/Conceal Arcana

Initiate: Deflection, Boost

Adept: Invisibility, Screen (Barrier, as a realistic

illusion of a wall, or a curtain of shadows)

Master: Prying Eyes (Divination), Dispel

Svaldon Healing (Arcane)

Obligation: These spells cannot be used on the enemies of the House of Arndís or their forces.

Novice: Cantrips: Light, Healing, Diagnosis (as Detect Arcana with medical trappings, used to diagnose diseases and any other ailments, including curses)

Initiate: Deflection, Boost

Adept: Greater Healing, Barrier

Master: Find a Cure (Divination), Dispel

Thor's Gift (Divine)

The god of thunder and battle, Thor's spellbinding is ideal for those on the frontlines of battle.

Obligation: Thor requires his spellbound to engage in hand to hand combat – at the very least sparring – once a week. There have also been unconfirmed reports of some of Thor's spellbound losing their Spellbinding ability after showing cowardice in battle.

Novice: Cantrips: Electricity, Elemental Protection, Boost

Initiate: Smite, Armor

Adept: Thunder Clap (Fear), Ice Storm (Entangle)

Master: Call Lightning (Blast), Dispel

Thunderbird (Divine)

Thunderbird is the master of the storms and carries the thunder in his massive wings and the lightning in his eyes.

Obligation: Those who wish to control his magic must engage in ritual once a month with other Thunderbird devotees.

Novice: Cantrips: Electricity, Deflection, Smite

Initiate: Smite, Sudden Storm (Entangle)

Adept: Thunder Clap (Fear), Fly

Master: Call Lightning (Blast), Summon Thunderbird

Warlocks of the Crimson Wyrms (Arcane)

This spellbinding draws its power directly from a mystical connection with the red dragons that make up the Council of Crimson Wyrms and allows the caster to wield some of their power.

The obligation of this spellbinding is that it can not be used against the Empire of Tyrask in combat.

This was not explained to the German military, and it came as a nasty surprise when many of the Central Powers' Spellbinders were ineffective when the red dragons of the Council invaded through the Bavarian portal in 1918.

There are unconfirmed reports that some German mages with this spellbinding actually turned on their comrades and joined the Dragon Army. After the Dragon War, the practice of this spellbinding was forbidden in Europe (on pain of death in many nations). It was reported being used by German and Hungarian immigrants in the 1920s in the bootlegger wars in the US.

Obligation: The caster can never use her spells in combat against the red dragons of the Council or their armies.

Novice: Cantrips: Fire, Armor, Fear

Initiate: Bolt (Fire), Fly

Adept: Barrier (Wall of Fire), Blast (Fireball)

Master: Dispel, Summon Dragon

Weather Witch (Elemental or Divine)

This spellbinding surfaced concurrently at several locations and under several different names. Voodoo practitioners in New Orleans call it the spellbinding of Agwé (the voodoo loa of the sea and the winds), shamans in Mongolia refer to it as the spellbinding of the Great Wind while Lakota practitioners in the Native Confederation call it the spellbinding of the Sky. The marhlbendar claim that it originated with them several millennia ago as an elemental spellbinding in the Drysean Ocean in Faerie, called Pact with the Great Ocean. It arose in Sicily associated with Neptune – the Roman god of the sea. It requires no obligation other than the dedication to learn and master it.

Obligation: Unusual among loa, Agwé does not require much from his spellbound. Neptune requires a monthly sacrifice – preferably of fish.

Novice: Cantrips: Air, Sleet Storm (Obscure), Lightning (Bolt)

Initiate: Environmental Protection, Deflection

Adept: Lightning Flash (Stun), Ice Storm (Entangle)

Master: Call Lightning (Blast), Fly

Ye Fashan's Entropic Destructions (Arcane)

This spellbinding allows the character attune herself with natural entropic energies of the cosmos and channel them into directed destructive force.

Obligation: The practitioner must meditate for 2 hours a day to maintain the balance necessary for this spellbinding.

Novice: Cantrips: Shadow, Contagion (Lower Trait), Entropic Ray (Bolt)

Initiate: Cloud of Flies (Obscure), Burrow

Adept: Fear, Plague Bomb (Blast)

Master: Disintegrate (Burst), Dispel

Ye Fashan's Necromantic Mastery (Arcane)

By mastering the Tao, the spellcaster gains some ability to manipulate the life force of other creatures.

Obligation: The character must perform a ceremony honoring her ancestors every month.

Novice: Cantrips: Spirits, Boost, Fear

Initiate: Spirit Shield (Deflection), Zombie

Adept: Arms of the Dead (Entangle), Healing

Master: Horrid Wilting (Blast), Puppet

Spellbinding Traditions

Spellbinding traditions are provided to give players and GMs further background, and guidelines for the types of spellbinding disciplines which might be found in certain areas or military forces of the time.

American Government Spellbindings

Options: Weather Witch, Fear and Darkness, Illusion, Elemental Ice, US forces will also have divine spellbinders wielding the Practical Kabbalah spellbindings, such as the Church of Latter Day Saints Divine Spellbinding Battalion.

Prior to the Mexican invasion, the American armed forces have only the Illusion spellbindings they obtained during some joint exercises with British and Canadian troops – and that's largely the extent of their official magical knowledge. Unlike Europe, Africa and Asia – actual magical training is difficult to come by in the fey portals in North America. While there has been a significant amount of magical research in the US, it has been done by private companies and hasn't



found its way into the combat branch of the military. There are some snipers with rune slugs and some in infantry units with Icelandic magical items – but pre-1917, that's about all.

During the Mexican Invasion, the US ramps up its training of spellbinding forces. It gains the Weather Witch and Fear and Darkness spellbinding from New Orleans, the Invisibility Spellbinding from the Allies (as part of a deal for war supplies) and the Elemental Ice spellbinding from Iceland. (At the start of the Mexican Invasion, the US will have divine spellbinders wielding the practical Kabbalah.)

Central Powers Spellbindings

Options: Warlocks of the Crimson Wurm, Summoning, Fire Magic, Konshu, Central Powers will also have divine Spellbinders wielding the Kabbalah

The bulk of the spell power of the Central Powers comes from the Bavarian portal in the Bavarian Forest. On the fey side of this portal is the Empire of Tyrask – which is controlled by a cabal of red dragons who refer to themselves as the Council of Crimson Wyrms. It's a brutal and expansionist empire. A variety of races comprise its population: orcs, goblins, humans and dark elves make up the largest segments.

Tyrask have been engaged in a long running rivalry with the Kingdom of Kyrdain which is ruled by the dark

elven sorceress-queen Haathen on their western border and with the Kingdom of Dunedhin on their east.

The rivalry between Haathen and the Council is long-standing and acrimonious. Their nations of Kyrdain and Tyrask have been at war openly or covertly for three centuries in Faerie and across their respective colonies on a dozen other planes. The opening of the portals to Earth presents a new theater and the Council of Wyrms is eager to get a foothold there first. Their initial plan was to use the Central Powers as a proxy army to establish dominance – but that plan would change in 1918 and the red dragons themselves would get directly involved.

The Council establishes relations with Germany through the Bavarian portal and its mages instruct the German mages in their various spellbindings. The Wyrms specialize in combat magic and their assistance and instruction gives the Central Powers an early edge in the Great War.

Entente (Allied) Powers (England and France) Spellbindings

Options: Necromancy, House of Albion Illusions, Ghurka Shamanism, Green Man, Entente (Allied) Powers will also have divine Spellbinders wielding the Practical Kabbalah

The Kingdom of Dunedhin is located on the other side of the portals in most of Great Britain, France and far western Europe. This realm is heavily forested and its population is chiefly elven with small occasional human and dwarven settlements. The elven nobles of the House of Albion rule Dunedhin. They are a peaceful nation and have cordial relations with most of their neighbors. The pointed exception is the Empire of Tyrask (ruled by the Council of Crimson Wyrms) which has been conducting raids on their western frontier.

Dunedhin has profited greatly from the trade across the portals. The mages of House of Albion have made a fortune selling training in their spellbindings to the French and English. King Baodan the current rulers, sees the alliance between the Council of Crimson Wyrms and the Central Powers as a threat to his kingdom and so during the Great War and the Dragons War official assistance to the nations of the Entente (Allied) powers is greatly increased.

House of Hralkin Spellbindings

Options: Svaldon Madness, Svaldon Illusion and Transformation, Svaldon Negotiator, Svaldon Spy, Svaldon Militia Warrior-Mage, Svaldon Healing, Shadow Mastery.

The dark elf noble family, the House of Hralkin are the current rulers of Kyrdain and were one of the founding families of Svaldon. They have all Svaldon spellbindings. In addition, with Haathen as their matriarch, they've delved into elemental shadow magic, so they will have the spellbindings of Ye Fashan (chances are good he learned them from the House of Hralkin).

Irish Pagan Spellbindings

Options: Weather Witch, Elemental Fire, Elemental Earth, Morrigan, Green Man

During the Second Irish Civil War, pagan Spellbinders were persecuted by the heavily Catholic majority which controlled the government. The war raged for over a decade with the pagan resistance largely using guerrilla tactics.

During the Dragon War there was a great deal of communication and integrating of Scandinavian spellbindings into the spell books of Irish pagans as they took a break from fighting their own countrymen

and fought alongside the army of Thor's Rage against the Dragons Army.

There are not as many spellbindings associated with Irish deities as there are with Norse or Roman gods. The Morrigan spellbinding is the only one documented during the Second Irish Civil War.

Some scholars blame this on ancient Irish civilization not having a written language that survived into modern times. Others speculate that worship of Irish deities did not persist in Faerie as it did with some other religions.

According to the fey traders who taught the Elemental spellbindings to the Irish – they were passed down from the druids of ancient Irish history – but there is some skepticism about these claims.

Italian Spellbindings

Options: Practitioners of this tradition devote themselves to the service of deities, such as Neptune (Weather Witch), Venus (Charm), Nyx (Fear and Darkness), or Jupiter (see Spellbinding creation sample)

Several fey who claimed to belong to cults that still worshiped the old roman gods appeared at the market of a portal near the ruins of an ancient roman theatre in Capo Tindari, Sicily. They converted some Sicilians to their faith and taught their spellbindings to them. Their presence sets off a debate that's still raging among sociologists and historians about the possible cross-planar migration of religions.

Some of the practitioners joined the pagan army of Thor's Rage during the Dragon War. The Catholic Church took a dim view of this movement, and the Sicilian Portal was one of the first portals closed when the Vatican began their campaign of sealing portals across Europe. The surviving New Roman Clergy left Italy en masse after this, some settling in Scandinavia where the faith was embraced, and others joining in the waves of Italian immigrants who traveled to the US after the Dragons War. These spellbindings were reported being used by members of the Sicilian Black Hand extortionist gang and the mainline Italian mafia during the bootlegger wars of the 20s and 30s.

Marhlbender Spellbindings

Options: Pact with the Great Ocean (treated as an elemental spellbinding for the Marhlbender), El-

emental Ice, Thor, Odin, Heimdall, Loki

The marhlbender came into our world with the Weather Witch (although they refer to it as the Pact with the Great Ocean) and Elemental Ice spellbindings. After befriending the Icelanders, several marhlbender become interested in the Norse religion of their new allies. A handful take up the faith and become divine spellbinders wielding the spellbindings of Thor, Heimdall and Odin. The worship of Loki and the practice of his spellbinding is forbidden by Queen Tratehorn, but that hasn't stopped the Cult of Loki from acquiring some marhlbender adherents.

Native Confederation Spellbindings

Options: Air Magic, Thunderbird, Owl, Bear, Coyote

Little is known about the history and background of the Native Confederation spellbindings. Despite the heavy trade in magical devices the Confederation's borders are closed to whites – and indeed to most outsiders

Shortly after the Tunguska event, reservations in central and northern Arizona reportedly received visitors from out of the newly-opened faerie portals claiming to be long-dead ancestors. These visitors reportedly provided instruction in several spellbindings and encouraged the Native Americans to forget their ancient tribal rivalries and unite together in a revolution against their common oppressors.

These stories parallel similar stories from Africa, Asia, the Middle East and South America in which historical or mythological figures emerged from the fey portals in mid to late 1909, provided intense and in-depth training in the use and magic and then encouraged an uprising. There is much debate amongst magical scholars about whether these stories represent actual events, idealized versions of events told in a fanciful and heroic light after the fact, or perhaps indicate a widespread and coordinated conspiracy launched by unknown forces in Faerie.

The uprising that birthed the Native Confederation was bloody even by the standards of other revolutions that flared up in the wake of the Tunguska event. Long simmering resentments exploded and tens of thousands were massacred in the sacking of Phoenix. A more moderate faction (led by Chief Running Elk)

seized control of the revolution leadership shortly after that and most of the residents of other defeated cities (Tucson in particular) were escorted peacefully to the New Mexico border after surrendering.

Relations remained chilly, especially with the US government demanding reparations for the property lost in Arizona and the Confederation steadfastly refusing to acknowledge any validity of the claim. The Native Confederation spellbindings are associated with spirits or totems and generally do not require obligations as religious spellbindings do.

With the exception of the Coyote spellbinding (which quickly found its way into the American criminal underground thanks to half-breed bank robber Henry Starr), the Confederation has closely guarded their magical knowledge from the outside world.

New Orleans Spellbindings

Options: Weather Witch, Necromancy, Charm, Fear and Darkness, Divination and Foresight

The "return" of Marie Laveau to New Orleans shortly after the Tunguska event brought with it the bulk of that city's magical knowledge and facilitated the Sorcerer's and Houdounist's revolt. The portals around New Orleans do not have a wealth of spell casting knowledge to offer and mainly specialize in selling magic items, fey liquor and other trading goods.

Russian Spellbindings

Options: Elemental Ice, Svaldon Madness, Svaldon Illusion and Transformation, Svaldon Negotiator's Charm, Svaldon Spy, Warrior-Mage of Svaldon Militia, Svaldon Healing. Russia also has the Necromancy spellbinding available. It was given by the French government in hopes that it would motivate the Czar to share some of his magical knowledge. Russia also has divine Spellbinders from the Russian Orthodox Church wielding the Practical Kabbalah.

On the other side of the Tunguska portal in Siberia is the largest trading center in Faerie, Svaldon – a city that's a crossroads for interplanar trade and travel. Svaldon is a fortified, independent city-state in the massive badlands that was once the Faerie kingdom of Thuleskog. Its population is dominantly human with a smattering of other races – mainly dwarves and elves.

The city owes no allegiance to any power. Cut off from civilization by the large wasteland of Thuleskog,

Svaldon survives (and thrives) by trading with several planes. Svaldon is an inter-world trading hub city – a crossroads with portals going to a dozen different worlds. Russian expatriates have reported rumors that Svaldon was responsible for the Tunguska event – using powerful magics to break through the barriers and wards that had locked our plane away from Faerie in ancient times. Little is known outside of the Czar's inner circle about Svaldon and so it's impossible to validate these rumors.

The House of Arndís is the matriarchal noble family that rules Svaldon. Queen Arnóra is the current monarch of Svaldon. In late 1909, she traveled through the Tunguska portal to meet with Rasputin and the Czar. She is charmed by the Russians – particularly Rasputin – and makes her best advisors and mages available to them.

The Russians adopted the charm, illusion and transformation spells of Svaldon's trade negotiators, the healing spells of its hospitals, the battle spells of its militia, the stealth and scrying spells of its spymasters and the madness spells of the city's head jailers and inquisitors.

With the large number of traders, planar travelers and merchants in Svaldon, the fey market that grows up around the forests and peat bogs of the Tunguska portal is the most varied and largest on Earth. So much so, Rasputin is worried about the knowledge that might creep out from there and severely limits access to the portal to just the Czar's trusted inner circle.

This backfires and Russia is unable to field a sizeable magical force in the Great War. After putting down multiple domestic threats and having the Czar withdraw Russia from the war, Rasputin opened the market somewhat and establishes an Imperial College of Sorcery in Tunguska where Russia begins training the Czar's magic force. By the mid-1920s, the Czar's army has the largest, most diversely trained and (arguably) strongest spell-fighting force in Europe or Asia.

Scandinavian Spellbindings

Options: Elemental Ice, Thor, Odin, Heimdall, Loki, Elemental Earth

These spellbinding surfaced in the revival of folkways and traditional religion that followed the opening of portals in the Scandinavian countries. This movement was particularly prevalent in the more rural nations of Norway and Iceland.

The revival of interest in traditional belief systems, legends, folk music and crafts had been well underway in Northern Europe from the late 1800s onward (particularly amongst artists, writers and musicians.) The emergence of the portals and the reawakening of magic intensified public interest. The Elemental Earth Spellbinding – described under Irish Spellbindings also surfaced in Scandinavia.

New Church of the Æsir is founded in 1910 and is recognized as a valid religion by the Norwegian and Icelandic governments shortly thereafter. Its churches and teachings spread across Northern Europe and into the Netherlands and northern Germany. The divine Spellbinders of the New Church of the Æsir form their own army – Thor's Raseri (Thor's Rage) and are a key faction in the Dragon War.

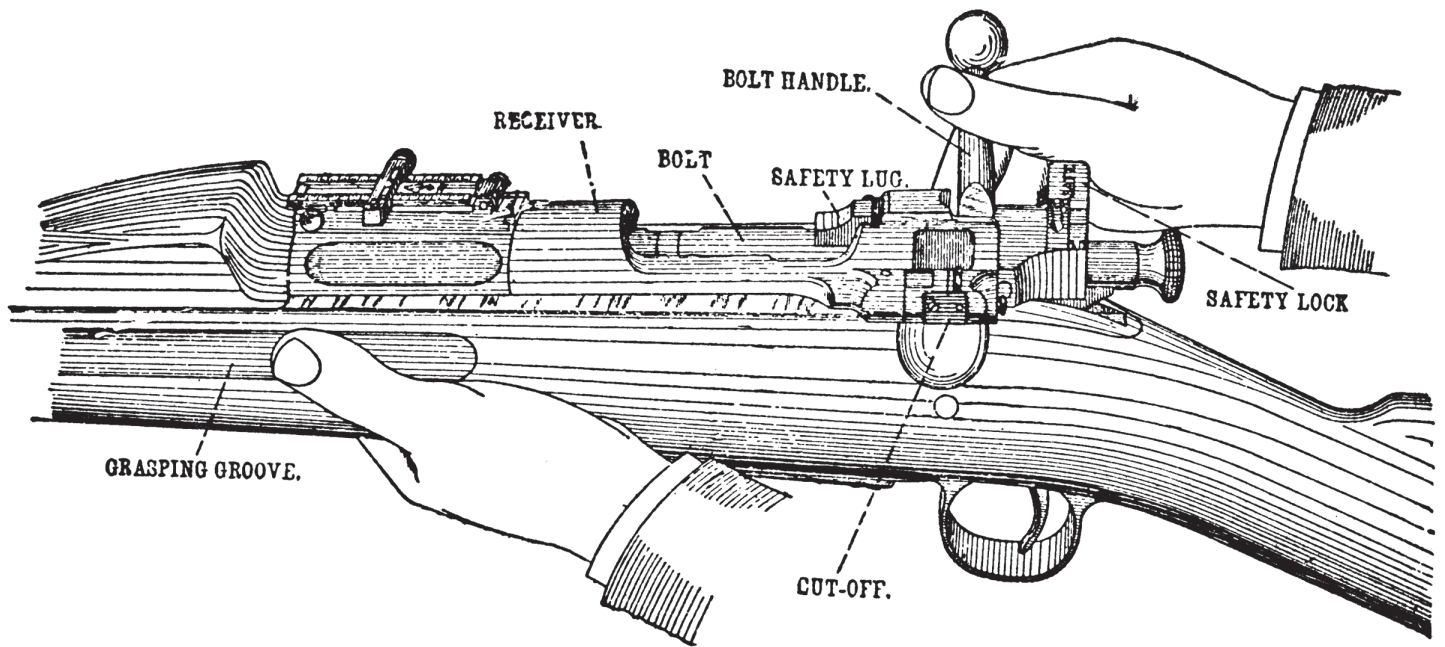
Ye Fashan's Spellbindings

Includes: Ye Fashan's Entropic Destruction, Ye Fashan's Necromantic Mastery, Shadow Mastery

These spellbindings are named for the Taoist magician and necromancer Ye Fashan who was in great favor with the Emperor Hsüan Tsung of the Tang dynasty (in the early 700s A.D.) Despite their name, these spellbindings are not a mystical alliance with Ye Fashan – but are rather (supposedly) handed down from the ancient magician and use the insight into reality he gained through mastering the Tao to manipulate magical energy.

Allegedly, Ye Fashan visited rural provinces in China after the Tunguska event – traveling out of faerie portals, lecturing on the Tao and teaching his magic to those who would listen. This story is highly controversial. Its proponents are quick to point out that, according to legend, Ye Fashan didn't actually die but ascended to immortality in front of a group of his students in A.D. 720. So, hypothetically, he could still be alive and traveling through various planes of existence, including Faerie.

These specific spellbindings were first seen by Westerners in China during the Second Boxer Rebellion that ended Western colonial influence. They were seen a decade later in the Chinese immigrant resistance groups along the American West Coast fighting against the Mexican occupation. Whether these spellbinding were discovered independently in the US or were carried across the Pacific by immigrants has not been determined definitively.



SECTION III

EQUIPMENT

JULY 28, 1915

I was leading a squadron of Fokker E.I.s escorting the zeppelin LZ25 on a routine bombing mission to strike targets around Paris. It was the 10th night in a row that we were bombing the French capital. We had disposed of the bulk of the French Air Force 6 weeks ago. The British were not faring much better.

We owned the skies above England and France and we rained bombs on their cities and factories whenever we chose. Our generals told us that we'd have troops in the French capitol within the month and the British Parliament was openly debating a surrender.

The conclusion of the war on the Western Front seemed a sure thing. The Imperial German Air Service had carried the day, ending months

of grueling trench warfare and bringing a quick and successful close to this bloody mess. We were the heroes of the war – the infantry would cheer us when we flew overhead. It was a good time to be a German pilot.

Or it was until that day – the day the German military would dub 'Black Wednesday'.

As we crossed the River Seine, a large squadron of Frenchmen riding hairy, winged beasts emerged from a cloudbank and surged towards us like a pride of lions charging into a herd of gazelle.

We accounted for a few, but they were well shielded and fast as lightning in the scrum of the dogfight – twisting, diving, and making quick hairpin turns on their massive eagle's wings. It was extraordinarily difficult to get lined up behind one of them to get a clear shot, and by the





time you did, he usually had a friend coming up on your tail preparing to rip the canvas off your fuselage.

It took a moment for me to recognize the monsters, but I remembered them from the coat of arms of the city of Greifswald. They were gryphons, mythical beasts (supposedly!) with the body of a lion and the head and wings of an eagle – and they tore through us like we were field mice.

Two thirds of our squadron was down in the first thirty seconds. The few of us remaining were struggling to stay in the air. Half of them disengaged and attacked the zeppelin. The LZ25 realized it was in trouble and tried to climb rapidly into the clouds, but the gryphons were on her like hungry wolves. I wish we could have done more for her, but we were doing all we could just to stay alive.

The Frenchmen were armed with magical weapons that we hadn't encountered before in air combat; rods that cast fireballs and bolts of ice. (The mage who was riding in my plane's observer seat was killed by such an attack. The ground crew had to pry his frozen corpse from the leather seat with crowbars.)

In the summer of 1915, the Fokker E.I was the best plane in the Imperial German Air Force –or in any other air service in Europe. It was fast, maneuverable and had enabled us to utterly dominate the skies of Western Europe for the last several months. So I say this with all due respect for an aircraft I was very fond of: as of July 28, 1915, the Fokker E.I became irredeemably obsolete. The Frenchmen on their gryphons danced around us as though we were standing still.

Oberleutnant Max Drommel was my wingman that day. He was one of our first aces in the early years of the war and he was a master acrobat with the Fokker E.I. He signaled for us to flee as he held off the Frenchmen. Until the day when I am put in the ground, I will be ashamed that I

was enough of a coward to allow him to do so.

Drommel fought like an enraged Valkyrie; a Greek at Thermopylae. He flew beautifully. He was like an artist – and that dogfight was his final masterpiece. He accounted for two more gryphons on his own before a Frenchman made a mad dive into his left wing. The impact rattled his plane, knocking him free of the cockpit as the Fokker's wing was ripped off. Just a split second later, another gryphon snatched him in mid-air, like a falcon catching a sparrow in flight, its claws digging deep into his chest and torso.

The French could not hope to defeat Drommel. There was not a pilot alive at the time that could, in honorable combat. They could only kill him with the help of those godforsaken fey beasts.

HAUPTMANN LOTHAR VON PAPEN
OF *DEUTSCHE LUFTSTREITKRÄFTE*
(IMPERIAL GERMAN ARMY AIR SERVICE),
IN HIS WARTIME MEMOIR *KAISER FAUST*.

Below you will find rules and statistics for the vehicles, weapons, and other gear available in *Kaiser's Gate*.

Vehicle Combat

Kaiser's Gate is set in what many consider the golden age of aerial combat, when fighter aces such as the dreaded Red Baron patrolled the skies. Add in dragons, wyverns and other fantastic flying contrivances and creatures, and combat in the air becomes more important, and most importantly, more fun!

Note that many of the "vehicles" available in *Kaiser's Gate* are creatures. Remember that supernatural creatures deal heavy weapon damage. Unless emergency circumstances require a rider mount bareback, the fighting aces presented here always wear a harness that prevents them from falling out of the saddle when wounded. If a rider is incapacitated, and the beast stays in battle, it's flying skill is equal to it's Agility, -2 for the dead weight.

Use the **SAVAGE WORLDS DELUXE EDITION** and the vehicle stats provided here to run exciting action scenes. The speed of some vehicles can make tabletop battles awkward. However, the chase rules in *Savage Worlds* work perfectly with the Edges and maneuvers presented here. Just use the "Dogfight" option.

THE DICTA BOELCKE

1. Try to secure advantages before attacking. If possible, keep the sun behind you.
2. Always carry through an attack when you start it.
3. Fire only at close range and only when your opponent is properly in your sights.
4. Always keep your eye on your opponent and never let yourself be deceived by ruses.
5. In any form of attack, it is essential to assail your opponent from behind.
6. If your opponent dives on you, do not try to evade his onslaught but fly to meet him.
7. When over the enemy's line, never forget your own line of retreat.
8. Individual acts of heroism often lead to death. Attack in groups of four or six. When the fight breaks up into a series of single combats, take care that several do not go for one opponent.

New Vehicle Attributes

Agile

This light, responsive vehicle gives its driver or pilot +1 on skill checks during dogfights or chases.

Sluggish

This large, unresponsive or unwieldy vehicle gives its driver or pilot -1 on skill checks during dogfights or chases.

New Maneuvers

Like any maneuver in **SAVAGE WORLDS**, the options presented here for aerial combat all take an action.

Line One Up

The attacker may make a flying (Piloting or Riding) skill roll at -2 v. the defender's flying skill. Success grants the shooter a +2 to their attack roll, +4 with a raise.

This maneuver is primarily used by pilots firing fixed guns, but even spellbinders have preferred angles and perspectives from which to unleash their other-worldly powers.

Aerial Surprise

If all the people and creatures on one side of a fight fail to notice their attackers, during the first round of combat, you may make a piloting roll to approach the enemy from the exact direction of the sun, or another blind spot. Whether clouds or other possibilities are available is completely at the GM's discretion.

If your roll is successful, you gain a +2 on your next action against the target. On a raise, you have The Drop.

Circling Strike

With a successful flying check at -4, you perform a loop-the-loop, and take position behind any foe who was previously behind you. If you use the chase rules, you may make an attack against a foe with a higher initiative card. With a raise you gain +2 on the attack!

PERIOD FIREARMS

TYPE	RANGE	DAMAGE	RoF	WEIGHT	SHOTS	COST	NOTES
PISTOLS							
Police Positive (.38)	8/16/32	2d6-1	1	3	6	\$200	AP 1
Luger (9mm)	12/24/48	2d6	1	3	8	\$250	Semi-auto
Webley Revolver (.45)	12/24/48	2d6+1	1	4	6	\$300	+ Shooting
Colt Revolver (.45)	12/24/48	2d6+1	1	4	6	\$300	+1 Shooting
SHOTGUNS & RIFLES							
Stevens Model 410 (.410)	12/24/48	1-3d6	1	10	1	\$125	
Winchester M-1921 (16 g.)	12/24/48	1-3d6	1	10	5	\$200	Pump action
Winchester 1873 (.44)	24/48/96	2d8	1	10	15	\$300	Semi-auto
AUTOMATIC WEAPONS							
Thompson M-1921 (.45)	12/24/48	2d6+1	3	12	50	\$350	AP 1, Auto
BAR M1918 (.30-06)	24/48/96	2d8	3	16	20	\$900	Automatic
TESLA WEAPONS							
Tesla Pistol	12/24/48	2d6	1	8	6	\$400	Power Pack
Tesla Rifle	24/48/96	3d6	1	15	5	\$600	Power Pack



VEHICLE WEAPONS

WEAPON	RANGE	DAMAGE	RoF	COST	NOTES
MG (Machine Gun)	24/48/96	2d8	3	\$750	AP 2, Auto, linked guns add +1 to attack and damage rolls
Heavy Tesla Rifle	30/60/120	2d10	2	\$3000	Ignores Armor, HW
3.7 cm cannon	30/60/120	3d6	1	\$200	AP 2, HW
5.7 cm cannon	50/100/200	3d6+1	1	\$500	AP 4, HW
6-pound cannon	30/60/120	3d8	1	\$1000	AP 4, HW
Depth charge	7/14/28, medium burst	4d8/2d8	1	\$100	HW, must be above target, high damage with a successful opposed piloting check
Torpedo	10/20/40	4d8	1	\$200	AP 4, HW, may only target vehicles in the water

Armor

Armor is not readily available for characters playing in *Kaiser's Gate* campaigns. Archaic armor is not effective against gunfire and modern body armor had not yet been invented. This puts a premium on enchanted items to help resist gunfire. In the Magic Items section, you'll find an assortment of defensive items, including Tesla's amazing personal force field.

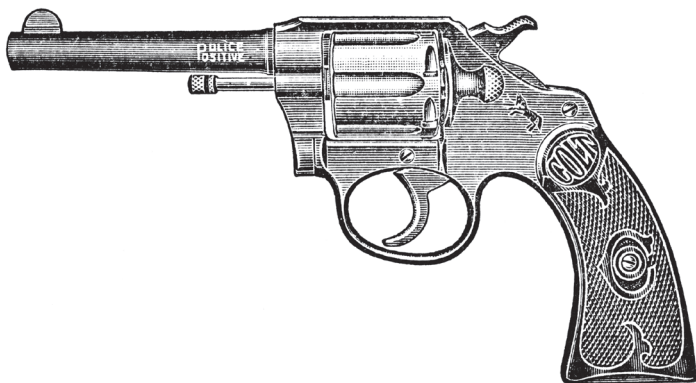
Weapons

Kaiser's Gate uses some of the standard firearms found in the **SAVAGE WORLDS DELUXE EDITION**. However, players are encouraged to pick period-appropriate weapons to enhance the flavor of their game.

Handguns

Police Positive

These small revolvers look like much later police .38 special revolvers. Since these small, snub-nosed revolvers are easily concealed, they might be carried by anyone as a back-up weapon. Although this weapon possesses little stopping power, its light weight and ease of concealment make it very popular.



Webley Revolver

These British revolvers are very popular and extremely reliable. They're relatively cheap, having been manufactured in great numbers during WWI; during the war, they are issued to pilots, machine gun crews, and officers as the standard sidearm of the British Commonwealth. Add +1 to all Shooting rolls made with this weapon.

Colt Revolver

Little changed since the 1870s when it was known as the "peacemaker," Colt revolvers still see use in the 1920s because of their reliability and stopping power. These extremely well made revolvers are considered master craft weapons and gain a +1 bonus to Shooting rolls.

Tesla pistol (aka lightning pistol)

Developed by Nikolai Tesla for use by the Electrical Brigade of the Colorado National Guard during the Mexican Invasion. When hit by a Tesla pistol, the target must make a Vigor check or be paralyzed for 1d6 rounds. Tesla's electrical weapons inflict +1 damage against magical creatures.

Luger

The Luger 9mm autoloader is the sidearm of the German military during WWI and WWII until its replacement in 1942 by the Walther P-38. An extremely well-made weapon, the Luger has a lifespan of 100 years if properly maintained. Due to the high quality of its manufacture, all Lugers are considered master craft weapons and gain a +1 bonus to Shooting rolls.

Longarms

Thompson Submachine Gun

a.k.a. "Tommy gun," "Chicago typewriter," and "Chicago piano"

In many ways, the Tommy gun—the world's first submachine gun—symbolizes the Roaring 20s. Named after its creator John T. Thompson, the Tommy gun offers an extremely high rate of fire in a small package, and can carry up to 100 rounds per drum magazine. These weapons are used by gangsters and law-enforcement agents alike, and are favored by the FBI. They have even been adapted to a simpler "grease gun" design, which sees use in the American, British, and French armies during WWII.

Stevens Model 410

These light, single-shot shotguns are used by local

police for crowd control. Not a weapon you'd want in a serious firefight, but useful for intimidating someone not likely to shoot back.

Winchester Model 1892

At the start of the war, the Great Powers introduced several new models of small-bore bolt-action rifles capable of firing multiple rounds from a spring-loaded clip. Many of these were modified into carbine (short-barreled) form after the advent of trench warfare. Some of these weapons were the German Mauser, the British Lee-Enfield, and the French Lebel. The stats given for the Winchester M-1892 (.25-20 Carbine) present a reasonable approximation of this sort of weapon.

Winchester Model 1897 Shotgun

This shotgun is a much more dangerous weapon than the Stevens 410, and is used by the FBI (and occasionally by local police forces) during liquor raids or in any other situation in which serious combat is expected.

Tesla Rifle

Tesla created these weapons for his Electrical Brigade. They deal +1 damage against creatures from the portals or against creatures shielded by magic. When hit by a Tesla rifle, the target must make a Vigor check or be stunned, losing his next action.

After the war, several crates of Tesla weapons found their way into the criminal underground and surfaced during the Great Crime Wave of the 20s and 30s. Dillinger is said to have been very fond of the Tesla rifle, preferring it over the Thompson gun.

Browning Automatic Rifle, BAR (.30-06)

The primary rifle of the American military during the Mexican Invasion, this expensive weapon sometimes finds its way into the hands of criminals. This weapon draws a great deal of attention, so most common thugs prefer the more common Tommy gun. Lat-

GROUND VEHICLES

TYPE	Acc/TS	TOUGHNESS	CREW	COST	NOTES
CIVILIAN VEHICLES					
Lorry	4/16	9 (2)	1+1	\$950	2 spaces for cargo or up to 8 people, Sluggish
Model A	5/15	8 (2)	1+3	\$750	
Model T	5/16	8 (2)	1+3	\$850	
Model T Pickup	5/15	9 (2)	1+1	\$900	Passengers on the bed of a flat-bed truck do not benefit from the vehicle's armor.
Motorcycle	15/30	7 (2)	1+1	\$400	Agile
ARMORED VEHICLES AND TANKS WEAPONS					
Armored Model T	4/15	10 (4)	1+3	Military	Front: MG
Mk I	4/10	12 (4) Heavy Armor	8	Military	Sides: 2 x 6-pound cannons Front/Back: 2 x MG Sluggish
Mk V	5/12	16 (6) Heavy Armor	8	Military	Sides: 2 x 6-pound cannons Front/Back: 2 x MG Sluggish
Mk A	5/15	14 (4) Heavy Armor	8	Military	Sides: 2 x 6-pound cannons Front/Back: 2 x MG
Renault FT 17	4/12	16 (6) Heavy Armor	1+1	Military	Turret: 3.7 cm cannon Sluggish
A7V "Moving Fortress"	5/14	16 (6) Heavy Armor	18	Military	Front: 5.7 mm cannon Sides: 2 x MG Sluggish

er in the wars (1917/1918 onward), the Great Powers began mass production of automatic rifles (also called light machine guns. Some of these were the British Lewis Gun, the German Bergmann Maschinenpistole 18/1 (MP18), and the French Chauchat Gun (which came earlier than the rest, in 1915) The stats given for the Browning M-1918 (.30-06 assault rifle) (also called the BAR – Browning Automatic Rifle) are a good approximation of this sort of weapon.

Ground Vehicles

Civilian

Model A

The original Model A was the first production model made by Ford motors and was first sold in 1903. The Model A described here was first produced in 1927 as a successor to the Model T. The concept of the Model A is so radical that Ford decides to begin their lettering process over again, symbolically starting over.

Throughout the 1920s, Ford begins to lose its amazing 50% market share of the American auto market to its competitors, which include General Motors. While Fords are austere, single-color vehicles with few frills, with a cost low enough that the average working-class consumer can afford to purchase one, other auto manufacturers concentrate on cars with more amenities: more colors, faster speeds, more comfort. While this makes these autos too expensive for most consumers to buy, these auto manufacturers offer credit plans. Finally, with the Model A Ford, the dominant automaker in the industry began to adopt this tactic rather than resist it.

Model T

(a.k.a. “Tin Lizzie” and “Flivver”)

First released in 1908, the Model T was the first true success in the automobile market and helped reshape not only the auto industry but the American economy as well. Henry Ford moved production of the Model T to bigger and bigger assembly areas, then streamlined his production facilities. By December 1, 1913, Ford cars are designed on the first moving assembly line; the time required to assemble each car falls from 13

hours to less than 3 hours. Ford also takes every possible step to make the Model T cheap by offering few frills and even less color. Henry Ford famously said of his Model T that “customers can have a Model in any color they want as long as it’s black.” By 1918, half of all cars in the United States are Model T’s.

Model T Pickup

The pickup stats provided cover the work truck version of the Model T.

Lorry (truck)

The stats given here describe a utility truck built on a Model A frame. It would have been used for deliveries or converted by a police force to serve as a “paddy wagon”.

Tanks & Armored Vehicles

Armored Model T

Most armies involved in the Great War or the Mexican Invasion experimented with armored cars for use as troop transports or reconnaissance. They were typically the stock open-top automobiles of the day with a heavy duty transmission retro-fitted and armor plates welded on. The British Army had hundreds of Model T Fords that they modified in this way.

A7V

The German Schwerer Kampfwagen A7V made its debut in the holding actions that the German Imperial Army was fighting in early 1918. It was more heavily armored and faster than most Allied tanks but was produced in such small quantities that it had little impact. (The German Army was never truly sold on the idea of tanks and so they never produced more than 30 of them.) The Dragon Army captured the German’s tank production facilities and produced hundreds of these during the Dragon War. Minor modifications had to be made to the interior in order to accommodate orcs as operators. The design (short tracks and long body) proved to be slightly unstable and the A7V was known to tip over on rough terrain.

Mk I

The Mk I was one of the earliest British tanks, which saw deployment in 1916. Its length and rhomboid shape helped it crawl in and out of trenches. It was relatively underpowered and under-armored, in fact, the armor was easily penetrated by grenades. A total of 150 were built and the problems found with them greatly helped the development of later British tanks. The “male” configuration is armed with two 6-pounder cannon (mounted on either side) and 4 machine guns (mounted two each in front and in back). The “female” configuration is equipped with machineguns mounted one on each side and two in front and in back.

Mk V

More heavily armored and with a more powerful engine than the Mark I (but slower than the Whippet), the Mark V was introduced in 1918 after the Council of Crimson Wyrms had seized the Bavarian portal. Like the Mark I, its size, and especially length, gave it the ability to easily cross most trenches. Deployed in conjunction with golem squads, mass infantry, and with heavy aerial support, the Mark V was central to the European battlefield strategy during the Dragon War.

Mk A “Whippet”

After the success of the French Renault FT17, the British wanted their own model of light tank. The “Whippet” Mk A tanks were intended to fill a niche similar to horse cavalry. With its small size, it couldn’t cross trenches as easily as the Mk V series, but it was much faster on open terrain and much more maneuverable. In this setting, they were introduced in 1917 in the Battles of Somme and Verdun. (In reality, the Whippets did not see action until early 1918).

Renault FT17

Considered revolutionary (it’s often called “the first modern tank”) because it had a swivel turret that housed the main weapon. Although the French military leadership was initially highly skeptical of the very concept of a light tank, it was the first vehicle of its kind to be mass-produced. (The conventional wisdom of the time was that tanks should be massive land ships that dominated the battlefield the way battleships ruled the seas. The idea of a small, fast tank acting the role of modern-day cavalry was unheard of.) It proved the doubters wrong when it debuted in 1917, and played a valuable role at Somme, Verdun, and Amiens. Over 1000 were built by the end of the Dragon War.

WATER VEHICLES

VEHICLE	Acc/TS	TOUGHNESS	CREW	DEPTH/RANGE	NOTES
Light Warship	4/12	20 (4) Heavy Armor	16+32	0’/2,200 mi	8 x turret MGs 6 x 5.7 cm cannons 2 x fixed forward torpedo tubes
Seaplane Tender	3/9	16 (2) Heavy Armor	8+32	0’/2,200 mi	2 x turret MGs 2 x flexible cannons Bombs: 660 lb (300 kg)
U-Boat, Heavy	3/9	14 (4) Heavy Armor	14+4	160’/3,300 mi	2 x fixed forward torpedo tubes 1 x fixed aft tube 1 x turret MG Note: This vessel takes 5 rounds to initiate a dive.





AIR VEHICLES & AIRBORNE CREATURES

VEHICLE	Acc/TS	TOUGHNESS	CREW	CEILING/ RANGE	CLIMB	NOTES
Albatross D.II	11/33	10 (1)	1+1	17,000'/165 mi	+0	2 × fixed machine guns, linked
Breguet Br.14	11/33	11 (2)	1+1	20,000'/560 mi	-1	1 x fixed MG 2 x flexible, linked MGs for observer Bombs: 660 lb (300 kg)
Caproni Ca.3	9/27	11 (1)	4	4,900'/375 mi	-1	2 x flexible MGs Bombs: 1,760 lb (800 kg) Crew: pilot, co-pilot, front gunner, and rear gunner/mechanic
Curtiss JN-4D (Sea- plane)	10/30	10 (1)	1+1	10,000'/300 mi	+0	2 × fixed machine gun, linked
Fokker Dr.I	10/30	12 (2)	1	20,000'/185 mi	+2	Agile, 2 × fixed MGs, linked
Fokker E.I	9/27	11 (2)	1	9,800'/125 mi	+1	2 × fixed MGs, linked
Ilya Muromets Type S-23	7/21	10 (1)	4+8	5,000/350 mi	-2	8 x flexible MGs Bombs: 1,100 lb (500 kg) 700 mi range with extra fuel on board
Nieuport 10	9/27	10 (1)	1	15,000'/200 mi	+1	1 × fixed machine gun mounted atop the upper wing
R.A.F. B.E.2	7/21	10 (1)	1+1	10,000'/250 mi	+0	1 x flexible MG for observer or Bombs: 224 lb (101 kg)
Short Bomber	8/24	11 (1)	1+1	10,600'/450 mi	-1	1x flexible machine gun at rear Bombs: 900 lb (408 kg)
Sopwith Camel	12/36	11 (2)	1	21,000'/300 mi	+2	Agile, 2 x fixed MGs, linked
Sopwith Triplane	11/33	11 (2)	1+1	20,500/280 mi	+1	2 x fixed MGs, linked
Gryphon	11/33	10 (1)	1	20,000'/300 mi	+2	See entry in Section V: Creatures
Wyvern	10/30	11 (1)	1	20,000'/300 mi	+2	See entry in Section V: Creatures
Red Dragon	15/45	14 (4)	1+3	20,000'/450 mi	+1	Dragon Breath: 2d10 damage in a cone Various Weaponry arrays, as desired
Tesla Sled, Heavy	7/21	14 (4)	4+12	100'/70 mi	-2	2 x flexible, linked MGs Sluggish
Tesla Sled, Light	13/39	11 (1)	1+1	15,000'/390 mi	-1	2 x flexible, linked MGs for observer
Zeppelin	6/18	10 (1)	4+12	1,000'/1,000 mi	-2	Sluggish, 8 x flexible MGs Bombs: 2,100 lb (950 kg) 2,000 mi range with extra fuel on board
Zepplin-Staaken R.VI	8/24	14 (4) Heavy Armor	4+12	1,000'/500 mi	-1	Sluggish, 8 x flexible MGs Bombs: 4,400 lb (2,000 kg) 2,000 mi range with extra fuel on board

Aircraft

The stats provided for period vehicles, along with models and descriptions will add color to the campaign. Remember that no rule ever takes precedence for the game master's own research, experience and common sense.

Characters don't usually have to purchase their vehicles in Kaiser's Gate. Basic equipment and vehicles are provided by the military. However, rash actions or injuries can create interesting and entertaining complications. Many historical pilots flew even though their commanders had ordered them grounded.

Many more stories are possible, given the living steeds that make up much of the air forces in Kaiser's Gate. A gryphon or wyvern bred and trained by humans will behave much differently from one captured in the wild. Use complications with mounts sparingly, because getting in the air is the fun part.

For details on the mythical beasts employed as flying mounts in KAISER'S GATE, see the Creatures section.

The Albatross D.II

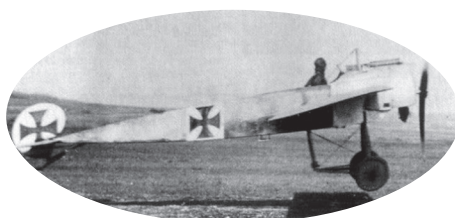
Debuting in 1916, this German biplane was used by the German Imperial Air Service and by the Austro-Hungarian air force. It was the fastest and most powerful German plane ever built when it debuted in 1916, but it was not as maneuverable as was hoped. This lack of agility was perhaps most tragically demonstrated when German ace Oswald Boelchke died in an Albatross D II after crashing into a comrade who was driving for the same allied gryphon as he was.

Despite its shortcomings, the D II was a capable aircraft, and the lessons it taught German engineers enabled them to design airplanes that could truly challenge the Allied gryphons, such as the Fokker Dr I triplane.

Armament: Two heavy, forward-firing machineguns.

Fokker €.I

This monoplane entered service with the German Air Force in early 1915 and marked the beginning of what Allied pilots called "the Fokker Scourge" – a period when German planes dominated the skies and Allied casualties skyrocketed. They greatly outclassed Allied planes and it was not until the



introduction of French gryphon squadrons in July of 1915 that the "Fokker Scourge" was ended.

The Fokker E.I incorporated the new synchronization gear – enabling the pilot to fire a forward-mounted machinegun safely through his propeller – making it much more dangerous in combat. It was the first German plane that was regularly deployed with a military spellbinder in the second seat. (Note: in actual history, the Fokker E.I was a single-seat aircraft.)

Its controls were very sensitive and it was difficult for student pilots to master. However, it was a favorite of many early German aces, including the famous Max Immelmann. They were typically equipped with one front-mounted heavy machinegun. The Mexican military received the plans for these from Germany and built several squadrons.

Fokker Dr.I

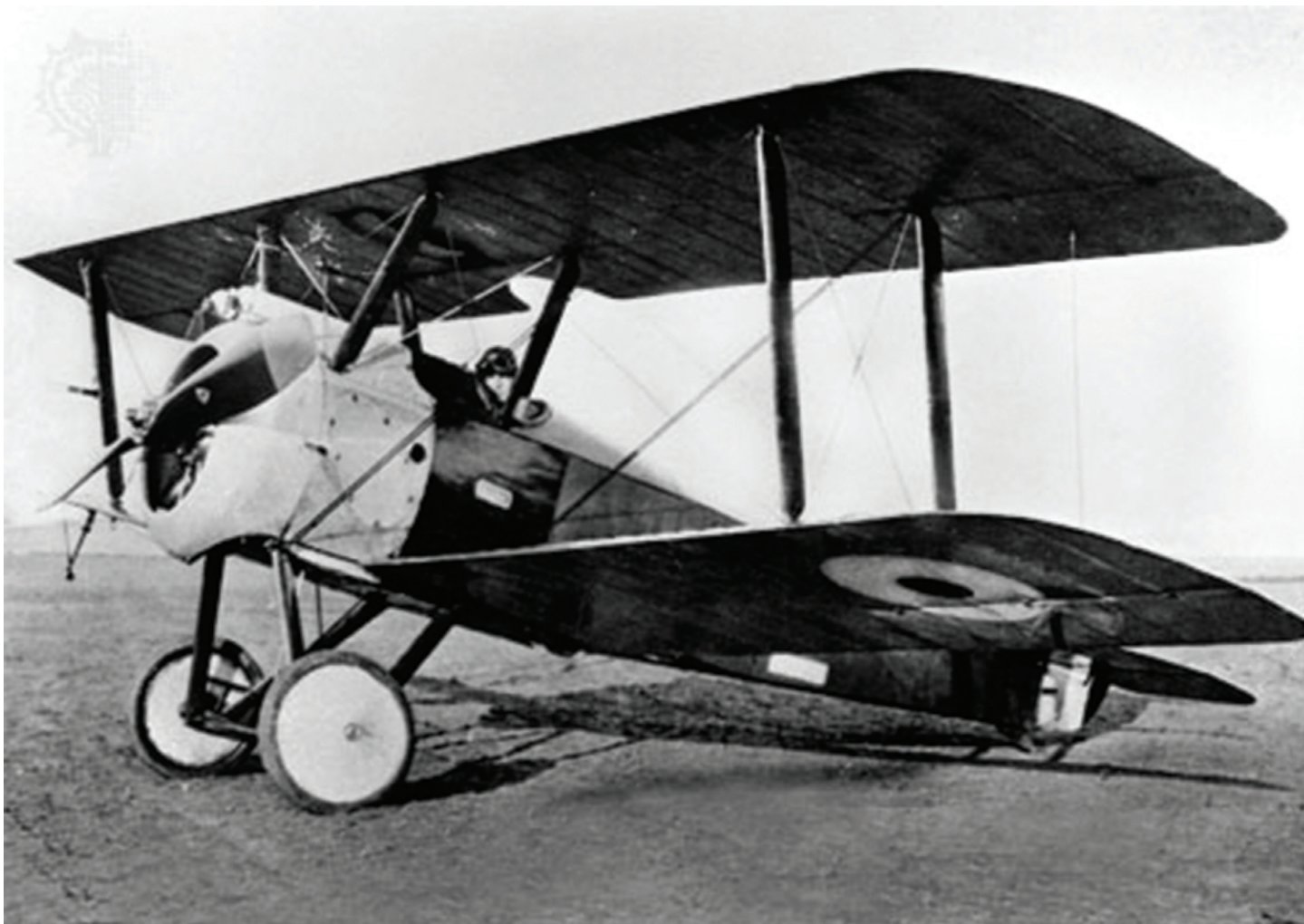
A highly maneuverable German triplane built at the Fokker airplane factory near Berlin. It represented the height of German aeronautical engineering in 1917, and proved to be a significant challenge for Allied pilots and gryphon riders. Mechanically, it was more reliable than previous planes, hardly ever stalling while looping or diving. Its primary weakness was that with a top speed of 110 mph, it was actually slower than some older planes and couldn't as easily outrun Allied gryphons.

The Fokker company had plans for a new triplane model that would have addressed these issues – but the materials shortages of the Dragon War halted airplane production in Germany in 1918. The Dragon Army reopened the Fokker factory in 1919 and produced several squadrons of Dr.Is for their own use. They were typically equipped with two front mounted heavy machineguns.

R.A.F. B.E.2

In this case, R.A.F. stood for Royal Aircraft Factory) – The B.E.2 is a typical example of an early Allied warplane. They were designed at a time when no one was quite sure of the role aircraft would play on the modern battlefield. The B.E.2 had been designed to compensate for the low training standard of pilots at the time.

By design it was hard to maneuver and tended to fly in a stable straight line, and it performed fine as a recon-



naissance craft in 1914 and early 1915. After the debut of the Fokker E.I in May of 1915, this plane was tragically out of its class.

In addition to being much less maneuverable in comparison to the German plane, it was also underpowered. This was a deadly combination, and the pilots of the British Royal Flying Corps nicknamed it "Fokker Fodder". They were largely replaced by gryphon squadrons in Allied air forces until the debut of more sophisticated designs such as the Sopwith Camel.

(The US had a few squadrons of airplanes in Texas and California in the 1st Provisional Aero Squadron of the U.S. Army Signal Corps. They were unarmed reconnaissance planes and they were similar to this plane in performance. The stats for the B.E.2 would work as an approximation of these.) They were often outfitted with a rear-mounted heavy machine gun, operated by the observer. This configuration is not

optimal and the observer has a very limited firing arc for his weapon and a rather difficult time hitting targets (-2 to hit).

Sopwith Camel

Manufactured by the Sopwith Aviation Company in 1916, the Sopwith Camel biplane was the first Allied plane with synchronization gears and was very popular with both the French and British air forces. Although a difficult plane to fly (it was regarded as inordinately tail-heavy), in the hands of a talented pilot it was one of the most agile fighters in the Great War. It entered service in 1917 and saw action through the end of the Dragon War. They were typically equipped with two front-mounted heavy machine guns. However, some Camels were modified to provide infantry support: with additional guns mounted on the fuselage pointing downward, allowing the plane to strafe enemy

soldiers on a battlefield while flying level.

Zepplin-Staaken R.VI

The fearsome airships of the German military. They held France and England hostage to their daily bombing terror. They were typically equipped with four heavy machine guns, one on each side on an external gun platform.

This giant 4-engined heavy bomber was the most massive wooden aircraft ever constructed, larger than even the huge Russian Il'ya Muromets bomber.

It was at least as feared as the Zeppelins in England and France. It was able to fly lower than Zeppelins, allowing for much greater accuracy in attacks.

Only 15 were built during the Great War but they saw extensive use against France and England. The Dragon Army built 20 more during the early months of their occupation of Germany.

Armament: Up to 5 heavy machine guns deployed in various locations; 4,000 lb. of bombs (these aren't used in combat against characters or vehicles but might figure in the narrator's plots).

Tesla's Vehicles

Tesla turned his inventor's mind to creating military hardware and developed the magna-coil – an electrical turbine that would create a sphere of crackling electrical energy around itself; literally a bubble in the Earth's magnetic field. The flow of electricity to the magna-coil was adjusted to change the shape, power, and polarity of the sphere, enabling the magna-coil to “surf” across the waves of magnetic energy that encircle the planet. They were mounted on armored vehicles of various sizes and configurations. Among the troops, these were called “Spark Buckets” or “Tesla Sleds”. The pilot controlled the vehicle with a set of simplified controls on the magna coil that manipulated the speed, altitude and direction by altering the power flow through the energy field.

The smaller vehicles could stay aloft for 3 hours before needing to land and recharge, the larger vehicles could only stay airborne for an hour.

These vehicles were a favorite of Patton who devised tactics for the Battle of Trinidad that were very similar to what the British used at the Battle of Amiens – mass formations of Heavy Tesla Sleds flying very low to the ground, punching through enemy

lines, followed up by infantry on foot supported from above by squadrons of Light Tesla Sleds.

Light Tesla Sled

Small versions of the magna coils were placed on several armored Model T chassis'. This was the default configuration but other vehicles were used as available, including pickup trucks, Model A's and, in some cases, motorcycles. These vehicles proved effective as fast attack fighter craft supporting infantry or performing reconnaissance.

Heavy Tesla Sled

Larger magna coils were placed on modified buses or on specially built armored frames that resembled small armored steamboats. These were much slower and harder to maneuver than the lighter Tesla sleds. They were typically used to neutralize dug-in enemy positions and strongholds or to insert small squads into a combat situation.

Light Warship

This includes small ships up to the size of a destroyer that PCs might use as transport during the course of their adventures.

Light Warships are armed with 8 heavy machineguns, 6 cannons (stats as the 5.7 mm cannon) and two forward-firing torpedo tubes (18 total torpedoes are carried).

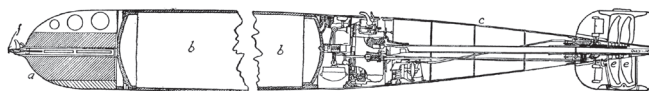
Seaplane Tender

These ships are usually civilian craft that have been repurposed to carry light air forces, often for anti-submarine warfare.

The Empress is armed with 5 cannons (stats as the 5.7 mm cannon) and carries two seaplanes and 4 gryphons.

U-Boat, Heavy

This class of sub was built at the Kaiserliche Werft shipyards in Danzig. Only four were built – but they saw heavy use. A submarine of this class (U-20) sank the RMS Lusitania on May 7 of 1915.





Submarines also have the ability to make Stealth checks while submerged, using the Piloting skill of the operator in place of the Stealth skill.

The Heavy U-Boat is armed with a Deck Cannon (stats as the 5.7 mm cannon) that it can only fire on the surface. Usually this is done only in desperation or against a defenseless target, such as a freighter.

The Heavy U-Boat's main offensive armaments are the 8 torpedoes it carries; four of these are loaded in the forward firing tubes, two in the aft-firing tubes and two in storage as reserves.

Magic Items

Most magic items are not normally available for purchase. Occasionally a rich patron (such as a government) will supply a character with magic items for an important mission, but otherwise they must be found or made. Exceptions to this are one-shot and minor items, such as potions. These are widely available.

Item Power

The magic items in *Kaiser's Gate* generally allow a character to use an arcane power with a d10 skill, unless otherwise specified in the item description. All magic items are WILD, and roll a Wild Die when they are used. This does not stack for Wild Card characters,

but it does make extras more potent. A roll of 1 on the skill die when using a magic item means the item is drained and cannot be used for at least an hour.

Desperate Power

In desperate circumstances, a drained magic item can be activated with a Spirit roll. Success allows the wielder to use the item, paying a point of Fatigue once the spell is cast. On a raise there is no Fatigue cost. A roll of 1 on either the Spirit roll or activation roll means the item is permanently burned out.

Magic Equipment

The following magic items are common to the *Kaiser's Gate* setting. Priceless items are only available on assignment from a government, as a major reward, or as the object of a special mission.

Amulet of Protection from Bullets

Provides +2 Toughness against bullets and other non-magical ranged attacks. Standard issue for magic combat units on both sides in the Great War and in the Dragon War. This item is always on, when worn, and does not require an activation. Cost: \$1,000.

Amulet of Seafolk

Crafted by marhlbender artificers, this amulet transforms the wearers legs into a large fish tail (when a command word is spoken), increasing the wearer's swim speed to the full Swimming skill, rather than just half. Cost: \$1,000.

Amulet of Wind Talking

Allows transmission of a 25 word message up to 4 miles. Used exclusively by the German Army. Cost: \$5,000.

Amulet of Wind Walking

Grants the user the Fly power. This is maintained just like other powers (see **Arcane Power** in **Section II: Magic**). These were standard issue for Central Powers wyvern riders during the Great War. Cost: \$2,000.

Amulet of Thunderbird

This is a polished stone amulet fashioned in the shape of a thunderbird. When the wearer speaks an activation phrase, the amulet grows into a manifestation of the thunderbird (see the Creatures section), which will fight for the wearer until it is slain, or until the end of the encounter. If the thunderbird is slain, the amulet is destroyed. But if it survives the fight, its wounds are magically healed when it returns to the amulet. These were widely used during the uprising that led to the creation of the Native Confederation. Agents of the Eyes of Coyote are often equipped with these. Cost: \$10,000.

Amulet of Water Adaptation

Wearing this amulet grants the Environmental Protection power, specifically the ability to breathe under water. Used by British and German commandoes during the Great War, notably at the Zeebrugge Raid. Cost: \$1,000.

Amulet of Zombie Control

The twisted sigils on this amulet allow the wearer to cast Zombie.

These were widely used by Russian and French forces in the Great War. If the primary spellbinder controlling a group of zombies was killed, this item let his comrades retain control of the horde. Cost: \$5,000.

Carrier Raven Bullets

These were commissioned out of desperation by the British Army, whose artificers who were unable to duplicate the Imperial German Army's Amulet of Wind Talking. Scandinavian mystics enchanted these .45 caliber bullets. They look exactly like other .45 caliber ammunition except that there is a small raven's head inscribed on every one.

There is no activation roll for this item. They are enchanted en masse and given to officers a dozen at a time. The user speaks a message of 25 words or less to the bullet and then loads it into his service revolver (usually a Webley) and fires it into the air. The bullet transforms into a spectral raven that conveys the message to the intended recipient.

The raven is shadowy, translucent, and insubstantial, rendering it effectively immune to all attacks. It flies up to 2 miles, at a rate of 20 miles per hour, to the intended recipient where it croaks out the message in the same manner that trained ravens can mimic human speech.

Although Carrier Raven Bullets were something of a disappointment when they were introduced into service, their relatively low cost and ease of use meant that they could be widely distributed among the rank and file of the Allied militaries. This gave the Allies a pronounced advantage over the Central Powers in terms of communication and coordination.

Divine Longsword

These swords were produced by the Vatican's own Holy Artificer. They have the Smite power and require a prayer to activate, in addition to the usual skill roll. GMs may wave this roll for particularly rousing roleplaying. Cost: Priceless.

Divine Bullets

Similar to the divine longsword, but a bit more practical, these bullets were also created by the Vatican's Holy Artificer. Divine bullets may be made of any caliber. Any gun firing these bullets is considered a magic weapon for purposes of doing harm to supernatural creatures, such as spirits. In addition the damage from these bullets is Heavy Weapons damage. Cost: +\$100.

Elemental Ring

This ring acts as the Blast power. Which elemental damage is inflicted by an elemental ring is determined randomly (cold, earth, fire or water, with an equal chance of each). These were a common weapon of

both gryphon and wyvern riders as well as the combat units of Allied and Central Powers. Cost: \$2,000.

Goggles of Nightvision

Wearing these goggles eliminates all vision penalties dependant on light. These are common among Dragon Army pilots during the Dragon War. Cost: \$1,000.

Null Magic Sphere

A silvered metallic ball that prevents the use of supernatural powers or items in a specified area. These are commonly found in courtrooms, prisons, military bases, POW camps, business offices, banks, and high-end department stores. They are produced by artificers in Scandinavia, the Native Confederation, and several other locations. They are also occasionally available at fey portals. The demand greatly outstrips the supply of these items, making them extravagantly expensive. There is an active trade in black market spheres. Some are the genuine item and have been stolen or hijacked in transit, but many are complete fakes. Ironically, while the null magic sphere is intended as an anti-theft device, their high value on the black market makes them valuable targets in their own right and bank robbers and second-story men often target them. Cost: \$100,000.

Opera Gloves of the Leech

A favorite of spies and assassins. While wearing these dignified looking white satin gloves, you need only touch a target to make an attack with the item's power against the target's Spirit check. A success shakes the target with the chill of the grave, but a raise causes a wound. Each time you inflict damage with these gloves you may make a Vigor check to regenerate your wounds. Cost: \$2,500.

Phantom .45

This enchanted Colt .45 revolver must be reloaded normally, but any bullet fired damage supernatural creatures and heavy armor. Use the Bolt power, with a reload trapping. Even if this weapon burns out, it has the same stats as the Colt Revolver. These were sold by Scandinavian mystics to the armies of Europe and the US. Cost \$3,500.

Pocket Mirror of Scrying

This compact pocket mirror enables the user to use the Divination power, but learning things from the target's of their scrying, rather than from spirits. According to testimony at her trial, this device was favored by the famous spy Mata Hari. Cost: \$2,000.

Pocket Watch of the Leech

When you open this ornate golden pocket watch and tap a specific button on the side, you inflict 2d8 damage to all living targets in a 2" radius of you (friend or foe). Each time you inflict a wound with this device you may make a Vigor roll to recover wounds, one for a success and each raise. You gain +1 to this check for each person you damage beyond the first. This is a great item for villains. Cost: \$1,000.

Poison Staff

Anyone wounded by this staff must make a Vigor check or lose an additional wound.

These dark green wooden staves are carved from a variety of hazel tree found only in the Empire of Tyrask in Faerie. They are widely used by orc and dark elf wizards in the employ of the Dragon Army. Captured staves were used by troops of the united European forces and found their way onto the Black Market after the war. Cost: \$2,500.

Ring of Erzulie

This ring invokes the assistance of Erzulie, Voudoun loa of Glamour, allowing the user to use Speak Language and Puppet powers. One of the chief exports from New Orleans, these items are in wide circulation during the era of *Kaiser's Gate*. Cost: \$5,000.

Ring of Wind Walking

Grants the Fly power. These are standard issue for Allied gryphon riders during the Great War. Cost: \$1,000.

Rod of Fireballs

These powerful devices were standard issue for the Imperial air force at the height of the Great War. These rods cast Blast with fire trappings. Cost: \$3,000

Rune Charms

A rough stone pendant inscribed with a rune of protection. While wearing one, a character has a +1 bonus to all resistance checks involving magical attacks. These are relatively expensive and are generally reserved for the very wealthy, higher ranking military officers, spies, or soldiers in magic combat units. These magical items are hand-made by Scandinavian mystics and are sold at a premium to foreigners. They were heavily used by the army of Thor's Rage, which included many artificers. Cost: \$2,000.

Selkie Cloak

This waterproof sealskin cloak gifts the wearer with water breathing and a swim speed equal to the wearer's Swimming. Several of these were given by the selkie king to the British military. Since a selkie is trapped in human form when they don't have access to their sealskin, and the only other way to obtain the skin is at a selkie's death, these are extremely precious and must be treated with respect. For activation, treat this as Environmental Protection with the trappings above. Cost: Priceless.

Selkie Dry Bag

This permanently enchanted canvas bag is large enough to fit a single soldier's sidearm, rifle and grenades. It was created by selkie artificers for use by human and selkie commandos fighting in the Allied Armed Forces, to protect weapons that needed to be kept dry while underwater. Cost: \$500.

Tattoo of Protection from Bullets (aka Broken Arrow Tattoo)

Provides one use of the Deflection power. It activates when touched and the command word is spoken and can be recharged with the same spell. These were common during the Great War and the Dragon War when the resources of the artificers of the European militaries were stretched thin. Cost: \$300.

Tesla Shield

A small, light, electric generator that can be worn on a backpack. It provides the Deflection power.

This was used only by the US military during the

Mexican Invasion, mainly by the Colorado National Guard. At GM's discretion, other characters might have access to one under the right circumstances. Cost: \$5,000.

Zombie Killer .45

This six shot revolver will inflict an extra d8 damage to undead. It has the same range as the Colt revolver. Note that despite looking like an old western-volver, this weapon fires without needing to reload so long as it has power remaining. When this weapon burns out, it functions as a normal revolver.

German *Zaubereikorps* squads began carrying these after the Battle of the Marne, when the French unleashed hordes of undead to stop the Central Powers advance. Cost: \$3,500.

Potions

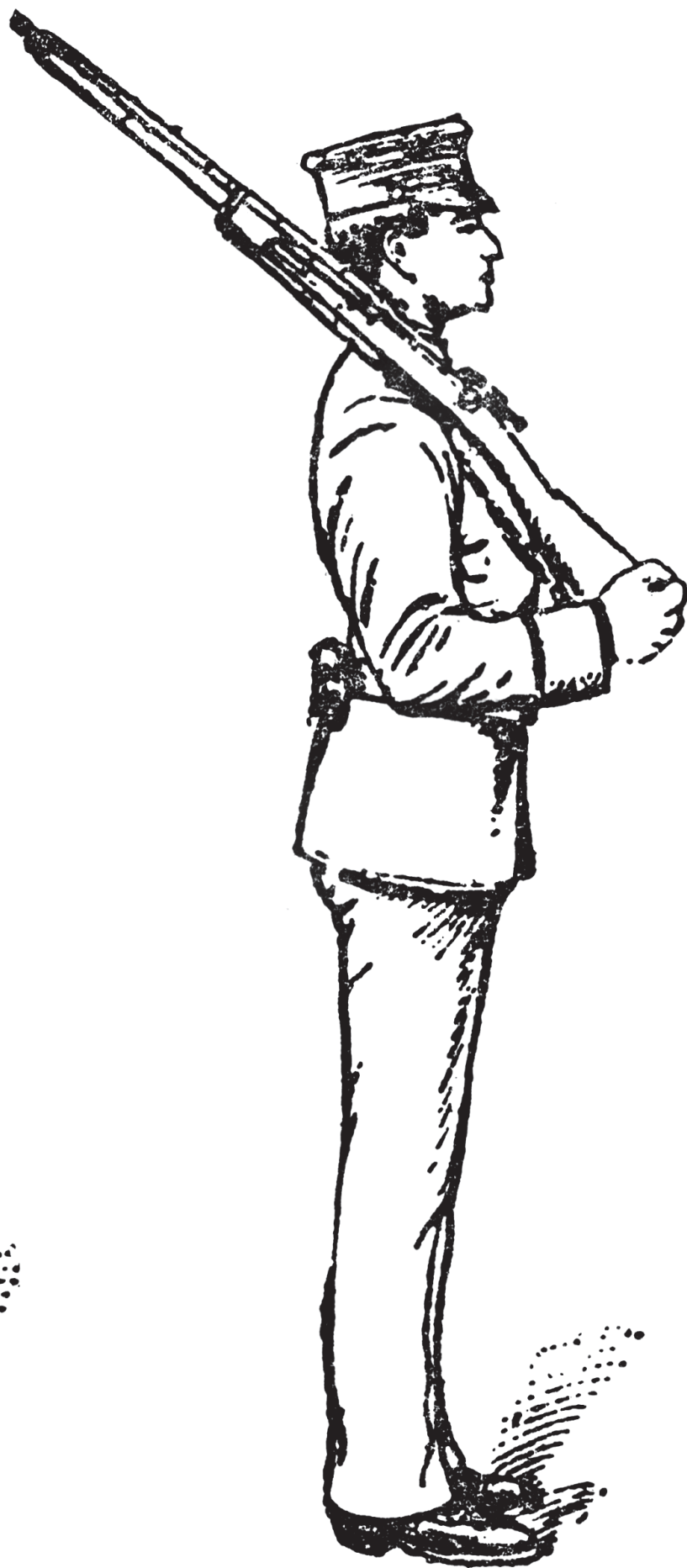
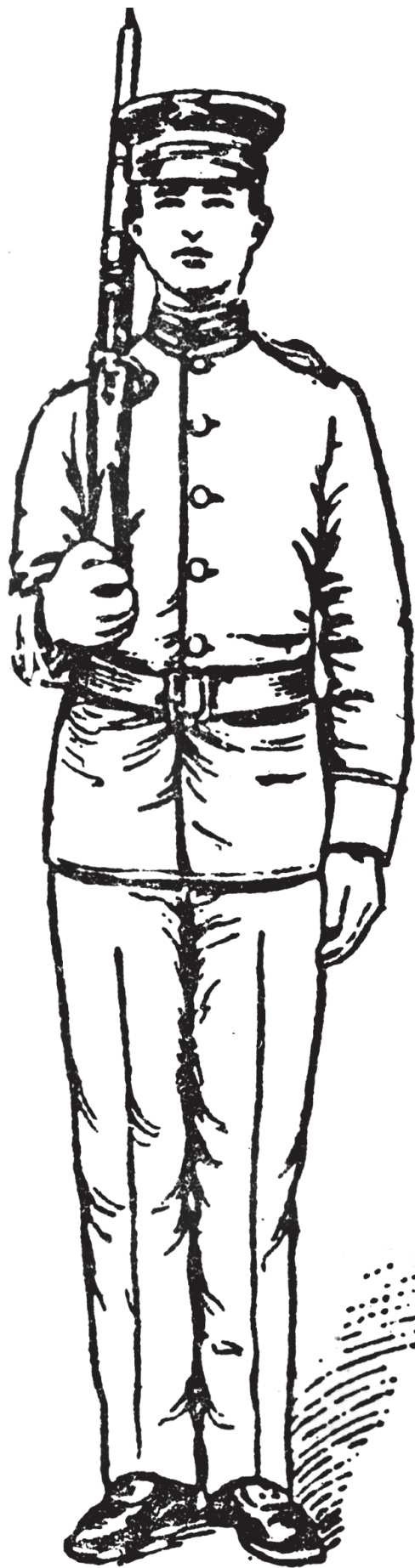
A potion is an enchanted drink that automatically affects the character drinking it. Identifying a potion's magical properties requires an appropriate Knowledge roll, like Arcana or Alchemy or use of the Detect Arcana spell. Potions can be purchased at fey portals or from artificers. Cost: Varies, around \$500.

Healing Potion

Cures one wound, unerringly, with no skill roll. Cost: \$600.

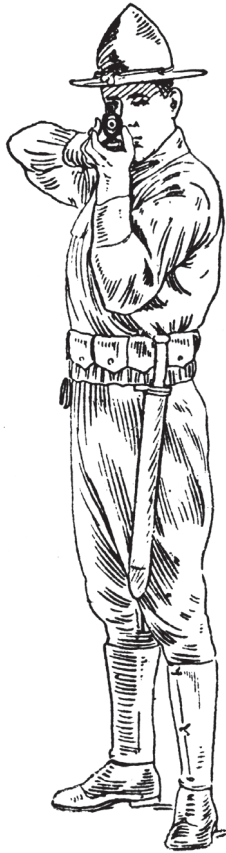
Surge Potion

Drinking one of these increases one Attribute by 1 die type for one minute. Determine which Attribute is enhanced when this potion is found or made. Cost: \$500.



SECTION IV

SAMPLE NPCs



The following stat blocks are provided to give the GM readily available NPCs to drop into a gaming session or to serve as templates for the development custom NPCs or characters.

Soldier/Sailor

These stats can be used for soldiers and sailors in the employ of any of the nations in the Great War/Dragon War/Mexican Invasion era.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Climbing d6, Fighting d6, Notice d4, Shooting d6, Stealth d6 (or Boating d6)

Pace: 6; **Parry:** 5; **Toughness:** 5

Hindrance: Loyal

Edge: Combat Reflexes

Gear: Rifle, Knife

Note: Gear, especially magical items, can vary widely from nation to nation and unit to unit. For example, members of the Colorado National Guard might carry the Tesla Shield backpack and the lightning rifle, while other armies and even other members of the US Armed Forces wouldn't have access to those. Magical items tended to be expensive and reserved for highly trained magic combat units, officers or commandos.

Low-Ranking Officer

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d8

Skills: Climbing d6, Fighting d8, Notice d6, Shooting d8, Stealth d6 (or Boating d6), Survival d6

Pace: 6; **Parry:** 6; **Toughness:** 6

Hindrance: Loyal

Edge: Combat Reflexes, Command

Gear: Rifle, Knife

Mid-Ranking Officer

These stats can be used for the mid-level officer of any nation; army officers have Knowledge: Battle d6, while naval officers have Swimming d6.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Climbing d6, Fighting d8, Knowledge: Battle d6, Notice d6, Shooting d8, Stealth d6 (or Boating d6), Survival d6, Swimming d6

Pace: 6; **Parry:** 6; **Toughness:** 6

Hindrance: Loyal

Edge: Combat Reflexes, Command, Hold the Line

Gear: Pistol, Knife

Military Pilot

These stats are suitable for the early airplane pilots (including beast riders) of any nation with a military air force.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8

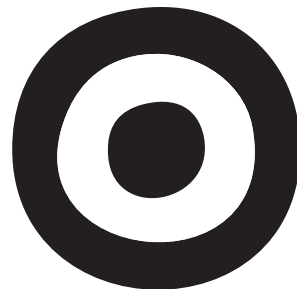
Skills: Fighting d6, Notice d6, Piloting (or Riding) d8, Shooting d8, Stealth d8, Survival d6

Pace: 6; **Parry:** 5; **Toughness:** 6

Hindrance: Loyal

Edge: Combat Reflexes, Ace (or Mounted Ace), Steady Hands

Gear: Pistol, Knife



Airborne Cavalier or Legionnaire

These stats are suitable for the elite beast riders and pilots of any nation with a military air force.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d6, Notice d6, Riding or Piloting d8, Shooting d8, Stealth d8, Survival d6

Pace: 6; **Parry:** 5; **Toughness:** 6

Hindrance: Loyal

Edge: Ace, Steady Hands, Airborne Legionnaire or Cavalier, Beast Master or Defensive Roll

Gear: Thompson M-1921, Pistol, Knife

Airborne Spellbinder

These spellbinders provide arcane offense for military steeds, in tandem with an Airborne Legionnaire.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d8

Skills: Fighting d6, Notice d8, Shooting d6, Spellbinding: d8, Stealth d6, Survival d8

Pace: 6; **Parry:** 5; **Toughness:** 6

Hindrance: Curious

Edge: AB: Spellbinding, Airborne Legionnaire or Cavalier, Spellbinding Rank: Initiate, Steady Hands

Spells: Dependant on the choice of spellbinding discipline. Cantrips, Bolt, and Obscure are typical

Gear: Pistol, Knife, often one or more magic items

Military Spellbinder

These spellbinders provide arcane defense for military vehicles from navy vessels to zeppelin bombers, usually in mixed groups with Legionnaires.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d8

Skills: Fighting d6, Notice d8, Riding d6, Shooting d6, Spellbinding: d8, Stealth d6, Survival d8

Pace: 6; **Parry:** 5; **Toughness:** 6

Hindrance: Curious

Edge: AB: Spellbinding, Arcane Concentration, Spellbinding Rank: Adept, Steady Hands

Spells: Dependant on the choice of Spellbinding Discipline

Gear: Pistol, Knife, often one or more magic items

Spy

These stats can be used for government agents engaged in espionage. Europe before and during the Great War was the center of international espionage, but there were agents of various nations (most notably Germany, the Native Confederation, and New Orleans) active in the US before and during the Mexican Invasion.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d8

Skills: Fighting d6, Investigation d6, Notice d8, Persuasion d8, Lockpicking d8, Shooting d6, Stealth d8, Streetwise d6

Charisma: +2; **Pace:** 6; **Parry:** 5; **Toughness:** 6

Hindrance: Curious

Edge: Investigator, Charismatic, Fleet-footed

Gear: Pistol, Knife; rarely, items that grant magical scrying abilities

Note: Spies usually know two or more languages.

Civilian Spellbinder

These stats give a look at a higher level spellbinder belonging to a civilian faction such as the Native Confederation, New Orleans, or the Chinese resistance in California during the Mexican Invasion.

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d6, Vigor d8

Skills: Fighting d6, Knowledge: Arcana d10, Notice d8, Persuasion d8, Riding d8, Shooting d6, Spellbinding: d10

Pace: 6; **Parry:** 5; **Toughness:** 6

Hindrance: Arrogant

Edge: AB: Spellbinding, Arcane Concentration, Beast Master, Imp. Dodge, Imp. Level Headed, Spellbinding Rank: Adept

Spells: Dependant on the choice of spellbinding discipline

Gear: Pistol, Knife, often one or more magic items

Elite Spellbinder

These stats are for a high level divine spellbinder who might be affiliated with any religious organization, such as the Order of St. Michael, the Russian Orthodox Church, the army of Thor's Rage, the Voudouniste and Sorcerer's Council of New Orleans, or any of a variety of other churches and religions.

Attributes: Agility d6, Smarts d10, Spirit d10, Strength d6, Vigor d8

Skills: Fighting d6, Knowledge: Arcana d10, Notice d8, Persuasion d10, Riding d8, Spellbinding d12

Pace: 6; **Parry:** 5; **Toughness:** 6

Hindrance: Arrogant

Edge: AB: Spellbinding, Beast Bond, Command, Familiar, Imp. Arcane Concentration, Imp. Dodge, Imp. Level Headed, Inspire, Spellbinding Rank: Master

Spells: Dependant on the choice of spellbinding discipline

Gear: Knife, holy texts, often one or more magic items

Pilots of the Allied Powers

The International Squadron

A French air squadron composed entirely of non-French who were sympathetic towards the Allied (Entente) cause. Most of their members were American expatriates living in Paris, although a few Italians joined up as well (as Italy was neutral until the Dragon War). Their squadron was a combination of gryphons and planes. They are identified by the distinctive image of a Native American in an eagle feather bonnet on their planes and the gryphons' barding. They were known for a reckless flying style and a disregard for authority. On more than one occasion when Charles Nungesser's flight privileges had been revoked for insubordination, he borrowed a plane from the International Squadron to continue his lone wolf patrols.

Bert Frank (WC)

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Intimidate d6, Notice d4, Riding d10, Shooting d10, Stealth d8, Survival d6

Pace: 6; **Parry:** 6; **Toughness:** 6

Hindrance: Arrogant, Stubborn

Edges: Ace, Aerial Acrobat, Airborne Cavalier, Beast Bond, Combat Reflexes, Defensive Roll, Rock and Roll!, Steady Hands

Gear: Thompson M-1921, Light pistol, rifle, Amulet of Wind Walking



American Ace serving in the French International Squadron, 30 Victories

Bert Frank was a Kentucky-born soldier of fortune. An opportunistic boy with an urge to roam, he learned to fly in Germany in 1908 and then served as the sole pilot in the Turkish Air Force in 1909. When the paychecks stopped, he switched to the Bulgarian military for a bit before settling in the French Foreign Legion. He was eventually transferred into the French Air Force's International Squadron during the Great War. His youth growing up on a horse farm in the hills of Kentucky served him well as he quickly picked up the art of gryphon riding.

A loner, he was not popular with his squadron mates, who regarded him as a sullen braggart and a show-off. Throughout his later career, his previous association with Turkey caused suspicions that he might be spying for the Central Powers. Despite strong denials, these rumors dogged Frank for the entirety of the war.

Despite his issues with his comrades, he ranked up an impressive record (30 victories) through both wars. He especially liked the challenge of taking out heavily guarded observation balloons.

After much pleading, cajoling, and greasing of palms, he arranged to retire from the International Squadron with the gryphon who had seen him through the last days of the Dragon War. Rumor has it that he went into the bootlegging business during the Prohibition in America, using his gryphon on midnight moonshine runs.

Groupe de Combat 12, 'les Cigognes'

(Combat Group 12 "The Storks")

As the French military reconstituted their air force with gryphons purchased from the faerie portal at Marseilles, they organized their best aces into one fighter group, Combat Group 12, nicknamed "The Storks"

The most celebrated French aces: René Fonck, Georges Guynemer, Charles Nungesser, and many others were members of this Combat Group.

The barding of their gryphons (and the fuselage of the few planes in the fighter group) was adorned with images of storks. This was because storks nested annually in the chimneys in the Alsace-Lorraine area, which had been under German control since the early 1870s. The stork was a patriotic symbol of France's commitment to recapture the Alsace-Lorraine.

Prior to the Dragon War, the Storks seldom fought in one group and were deployed in several smaller groups along the Western Front.

Charles Nungesser (WC)

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d8, Vigor d10

Skills: Fighting d8, Notice d6, Riding d10, Shooting d10, Stealth d8, Survival d6

Pace: 6; **Parry:** 6; **Toughness:** 7

Hindrance: Overconfident, Vengeful

Edges: Ace, Steady Hands, Airborne Cavalier, Assessment, Beast Bond, Arial Acrobat, Command, Defensive Roll, Inspire, Rock and Roll!

Gear: Thompson M-1921, Pistol, Amulet of Protection from Bullets, Amulet of Wind Walking, Elemental Ring (Cold)

This famous French ace is easily recognized by the funeral trappings (skull and bones, candles, and a coffin) that he had stitched onto the barding of his gryphon. Nungesser served with the Groupe de Combat 12, nicknamed 'les Cigognes' (the Storks). He received the nickname "the Knight of Death". One of his signature tactics was to lead an enemy into a steep climb, make a hairpin turn at the zenith of the climb and turn the tables by charging his pursuer – sometimes even ramming or grappling them with his mount. He was known for flying solitary patrols. These "lone wolf" patrols were often unauthorized and Nungesser spent a not insignificant amount of time under

house arrest in his barracks for these extra-curricular activities.



Georges Guynemer (WC)

"Until one has given all, one has given nothing." – Georges Guynemer

Attributes: Agility d10, Smarts d8, Spirit d10, Strength d6, Vigor d6

Skills: Fighting d6, Intimidate d8, Notice d8, Persuasion d8, Riding d10, Shooting d8, Spellbinding: d10, Survival d8

Pace: 6; **Parry:** 5; **Toughness:** 6

Hindrances: Shellshock

Edges: AB: Spellbinding (Air Magic), Aerial Acrobat, Airborne Cavalier, Assessment, Beast Bond, Steady Hands, Spellbinding Rank: Adept

Spells: Bolt, Boost, Deflection, Cantrips, Levitation

Gear: Pistol, Potion of Healing, Tattoo of Protection from Bullets

See **Section V: Creatures** for details on Georges Guynemer's beloved steed, L'Emperor

French Ace, 54 victories

Before the War, Georges Marie Ludovic Jules Guynemer was known for his humor, confidence, and devil-may-care attitude. His comrades in the infantry unit where he began his military career as a combat sorcerer described him a high-spirited young man with a trenchant wit and a knack for practical jokes. He received a transfer to the French Air force in 1914 and quickly learned the basics of air combat.

In the summer 1915, the German Air Force seized air superiority in the Great War with a combination of adding a second seat to their fighters to accommodate additional airborne spellbinders and with the development of the interrupter gear that allowed German pilots to fire machine guns much more accurately through their propellers. The French and British air forces were soon decimated by these advancements. The death of 3/4 of his colleagues during the days of German air superiority left Georges Guynemer a shaken man, haunted by the memory of his fallen friends and burdened with guilt for having survived while so many around him fell.

In June of 1915, the French launched a desperate counter-attack. The French Air Force procured several prides of gryphons from a fey portal near Marseilles and started their airborne cavalry (le Calvaire du Ciel) as a last ditch defense against the Central Power onslaught. Guynemer graduated at the top of the first class of trainees. On July 28, 1915, the air cavalry entered combat for the first time and Guynemer was at the front lines, leading a squadron that downed 3 zeppelins that had been



conducting daylight bombing raids of French cities.

Like Nungesser, he made a habit of lone patrols over enemy territory, taking down German pilots and riders. His success led to his promotion to leader of the Storks fighter group, much to the consternation of rival René Fonck.

As the Germans had done with Boelcke, the French government built Guynemer into a hero and the nation followed his well-publicized exploits daily in the papers. Guynemer was savvy enough to put on a bright face when speaking to reporters and became hugely popular (again, much to the frustration of Fonck who, although he had many more victories, was panned in the media for his arrogance.)

Guynemer had over 54 victories total in his career, and was the first Frenchman to bring down a German heavy bomber.

Despite his public facade of the daring, carefree hero,

Guynemer was driven by his personal guilt at having survived when so many of his friends and fellow pilots had fallen to the Germans. He was methodical and persistent, a textbook tactician and a deadly marksman who proved very hard to kill. He survived numerous ambushes laid just for him. Over the course of his career, he had 3 gryphons shot out from under him, landing safely through the use of quick thinking and enchantments.

Guynemer's luck ran out on September 11, 1917.

Much mystery surrounds his death and for a time the French public refused to acknowledge that he wasn't coming back. There are multiple conflicting reports – some claiming that he flew too low over enemy trenches and fell to anti-aircraft fire, others claiming that he fell to a wyvern patrol or to a solitary German pilot.

A few weeks after Guynemer's disappearance, in October of 1917, Allied pilots began reporting doomed patrols saved from certain death at the last minute by a mysterious gryphon rider. The phantom cavalier would show up out of nowhere to lend a hand when things looked most dire, then quickly disappear into the clouds after the combat. His gryphon's barding bore the stork emblem of Guynemer's fighter group.

These reports of Guynemer's ghost have been clas-

sified as unconfirmed and are unlikely to ever be thoroughly explained. But one partial explanation lies in the theory that the ambient level of mystic energy in our world increased after the Tunguska event. Hauntings and other strange phenomena became more common. On the battlefields of WWI, soldiers on both sides reported seeing the ghostly images of their fallen comrades haunting the same trenches they'd guarded in life. In the skies, there were multiple reports of ghost pilots, still flying their planes or riding their airborne mounts after death. Experts are unsure if this is due to the increased magical energy at play in the world, or simply a result of greatly increased public interest in all things supernatural in the wake of Tunguska.

René Fonck (WC)

"I prefer to fly alone...When alone, I perform those little coups of audacity which amuse me..." – René Fonck

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d6, Vigor d8

Skills: Fighting d8, Notice d6, Riding d10, Shooting d10, Stealth d8, Survival d6

Pace: 6; **Parry:** 6; **Toughness:** 6

Hindrance: Arrogant, Cautious

Edges: Ace, Steady Hands, Airborne Cavalier, Assessment, Beast Bond, Arial Acrobat, Defensive Roll, Rock and Roll!

Gear: Thompson M-1921, Amulet of Protection from Bullets, Amulet of Wind Walking

French Ace, Victories: 75 (Great War), 37 (Dragon War)

His 75 Victories make him the second deadliest flier in the Great War, second to only the Red Baron. He served in the famous Storks fighter group with Georges Guynemer and Charles Nungesser. Although Fonck was a superior aerial combatant, he never achieved the public adoration or respect of his superiors and comrades the way Guynemer or Nungesser had. Fonck was unrelentingly arrogant and was widely regarded as egotistical and condescending. He was never promoted to a command position and newspapers gave his achievements only passing notice.

Fonck was a methodical fighter, mathematical in his precision. He shadowed his quarry from high altitudes and launched lightning fast diving attacks that left his opponents only seconds in which to react. His meticulous nature paid off; he was seldom wounded and was the only rider in the French air service to keep the same gryphon throughout the Great War (his mount was a chestnut gryphon he



named “Old Charles” as a dig at fellow ace Charles Nungesser.)

Fonck survived the Great War and was one of the leading aces in the combined European fight against the Dragon Army forces. He died in a massive dogfight during the Battle of the Bavarian Forest that resulted in the deaths of one of the fearsome red dragons that had spearheaded the invasion from Faerie.

Billy Bishop (WC)

“In nearly all cases where enemies have been downed, it was during a fight which had been very short, and the



successful attack had occurred within the space of a minute after the beginning of actual hostilities.” – William Bishop

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d8

Skills: Fighting d8, Notice d6, Persuasion d8, Riding d8, Shooting d8, Stealth d8, Survival d6

Pace: 6; **Parry:** 6; **Toughness:** 6

Hindrances: Overconfident, Heroic

Edges: Ace, Steady Hands, Airborne Cavalier, Assessment, Beast Bond, Beast Master, Arial Acrobat, Command, Defensive Roll

Gear: Thompson M-1921, .45, Amulet of Wind Walking, Amulet of Protection from Bullets, Elemental Ring (Fire)

Canadian Ace, 92 victories

Bishop was a Canadian Cavalry officer whose mounted combat experience made him an ideal candidate for the Gryphon Corps. With 92 victories in the Dragon War and Great War, he was the highest Scoring British Ace of the wars, although since he engaged in many solitary “lone wolf” patrols, there is some debate about his claims.

On June 2 1917, he single-handedly attacked a German aerodrome and destroyed several buildings, planes, and wyverns before the alarm could be raised. For this, he was awarded the Victoria Cross – the first Canadian ever to be honored in this way. He was also promoted to commander of RFC Squadron 85, an all-Canadian squadron posted to France. He was considered by his critics to be a mediocre flier, but a great tactician and fighter. He was known for engaging at close quarters, his gryphon grappling with his opponent’s mount while Bishop dispatched the rider with a point blank shot from his Webley revolver or a dagger between his ribs (in the case of those wearing enchantments against bullets.)

Royal Naval Air Squadron 10

Motto: *Yn y nwyfre yn hedfan* (Welsh: “Hovering in the heavens”)

With the heavy pounding France’s industrial base had taken in 1915, its manufacturing capability was deeply compromised. The newly arrived gryphons were the best hope to reconstitute the air force.

Unfortunately, the supply of gryphons was limited and the available numbers were insufficient to fully rebuild the British air services. Luckily, the manufacturing centers in northern England and Scotland were spared the worst of the German bombardment. After the new Allied gryphon squadrons provided some relief from regular bombardment, England was able to start turning out fighter planes at a rapid rate. So, while France’s air force was predominantly gryphon based, England was about 50 percent airplanes and 50 percent gryphons from 1915 through 1920. The Allies did borrow the German innovation of installing a second seat in fighter planes

and deploying spellbinders into combat squadrons to increase their magical firepower.

Royal Naval Air Squadron 10 is a prime example of a mixed British squadron of the mid-Great War and Dragon War period. It was evenly split between gryphons and Sopwith triplanes (eventually replaced by the more reliable Sopwith Camels). Many of their planes were modified for water landings, as they were initially assigned primary to coastal defense (eventually they were deployed to overland duty to help shore up the Allied air presence.)

This all-Canadian squadron was called the Black Flight because of the distinct black cowling on their wings, landing gear, and gryphons' barding.

Raymond Collishaw (WC)

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d8

Skills: Fighting d8, Notice d6, Repair d8, Riding d10, Shooting d8, Stealth d8, Survival d6

Pace: 6; **Parry:** 6; **Toughness:** 6

Hindrances: Loyal, Overconfident, Vow

Edges: Ace, Steady Hands, Airborne Cavalier, Assessment, Beast Bond, Beast Master, Arial Acrobat, Command, Defensive Roll, Improved Dodge

Gear: Thompson M-1921, .45, Amulet of Wind Walking, Potion of Healing

Canadian Ace, 75 victories (shared credit with Reverend Michael Simms)

As commander of the so-called 'Black Flight', Collishaw was the first UK-based pilot to claim six victories in a single day. He was also the highest scoring ace to fly the Sopwith Triplane. The famous "Fighting Father" of the Black Flight, Reverend Michael Simms, regularly occupied the observer seat in Collishaw's plane and the two developed a close camaraderie. Towards the end of the Dragon War, they flew long-range bombing missions from France into the heart of the Dragon Army's territory in Bavaria. The pair are credited with killing the dark elf ace Undroro Greystorm in the Battle of the Bavarian forest.

Reverend Michael David Simms (WC)

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d6, Vigor d6

Skills: Fighting d6, Healing d8, Notice d8, Persuasion d8, Riding d8, Shooting d8, Spellbinding: d8, Survival d6

Pace: 6; **Parry:** 5; **Toughness:** 6

Hindrances: Code of Honor, Stubborn

Edges: AB: Spellbinding (Holy Might), Holy Warrior, Assessment, Steady Hands, Adept Rank

Spells: Bolt, Boost, Cantrips (Light), Deflection, Levitation, Healing, Greater Healing

Gear: Bible, Crucifix, Tattoo of Protection from Bullets, Light Pistol, Amulet of Wind Walking

Father Dave, aka The Fighting Father, 75 victories (shared credit with Raymond Collishaw)

Because of the shortage of arcane spellbinders available to the Royal Naval Air Service (due to the inter-service rivalry with the Army-affiliated Royal Flying Corps, which had pulled strings to get the lion's share of mages assigned to its ranks), the RNAS took the unusual step of recruiting divine spellbinders to augment its arcane arsenal. Reverend Michael Simms was an Anglican priest from Canada who was assigned to RNAS Squadron 10. He generally rode in the observer seat of Raymond Collishaw's Sopwith Triplane or Sopwith Camel.

Simms developed effective techniques for aerial combat, including casting Barrier in the path of a nearby opponent and using his Holy Warrior ability to repulse evil. This tactic proved very useful in the Dragon War when it would turn mounts, riders, and pilots of the Dragon Army.

Simms survived both wars and became a peace activist and staunch sorcery prohibitionist upon his return to Canada.

Royal Flying Corps Squadron 56

Motto: *Quid si coelum ruat* (Latin) "What if heaven falls?"

Founded in early 1916, this squadron was composed of many of the best gryphon riders and pilots in the British Royal Flying Corps. It was deployed to the skies over the Somme in the summer of 1916 and redeployed to Verdun in early 1917. RFC 56 was often ordered to patrol areas where Manfred von Richthofen and his squadron (Jasta 11) were operating. German high command speculated that this squadron was a specially dedicated "anti-Richthofen squad". There is no direct evidence that this was the intention of the British military, but squadron 56 did account for several pilots and riders under Richthofen's command. During the Dragon War, RFC 56 flew joint missions with French Combat Group 12 and Jasta 11,

with the three groups under a coordinated command.

Indra Lal Roy (WC)

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d4, Notice d8, Shooting d8, Spellbinding d8, Survival d6, Taunt d8

Pace: 6; **Parry:** 5; **Toughness:** 6

Hindrances: Loyal, Code of Honor, Curious

Edges: AB: Spellbinding (House of Albion), Common Bond, Spellbinding Rank: Initiate, Soul Drain, Steady Hands

Spells: Barrier, Confusion, Disguise, Invisibility, Obscure

Gear: Pistol, Elemental Ring (Lightning), Amulet of Wind Walking

Indian Ace, 42 victories (shared credit with Albert Ball)

Roy was the son of a wealthy and influential Indian family who had sent him to England for schooling, and he had the bad fortune to be there when the magic revolutions occurred in India. There was a sizeable Indian community living in England at the time, stranded there to some degree after the revolt in their homeland. It was speculated by historians and biographers that as the son of a prominent Indian family, he considered himself a representative of this community. For this reason, it is believed that he volunteered for the military to prove his loyalty to Great Britain and his courage in battle.

He quickly mastered the combat magic taught at the royal military academy at Sandhurst and upon graduation was posted to a slot in Squadron 56, the RFC's elite squadron. From the very start, he took to magical air combat like a natural. He scored 10 victories in his first 13 days of flight time while flying in the observer seat of Albert Ball's Sopwith Triplane.

Despite their differences in upbringing and religion (Roy was a devout Hindu, Ball an Anglican), he and Ball were an inseparable duo in and out of the skies until they were both downed over the fields of Verdun by Manfred von Richthofen.

Albert Ball (WC)

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d6, Notice d6, Piloting d8, Repair d8, Shooting d10, Stealth d8

Pace: 6; **Parry:** 6; **Toughness:** 5

Hindrances: Arrogant, Overconfident

Edges: Ace, Airborne Legionnaire, Assessment, Rock and Roll!, Steady Hands

Gear: Heavy Pistol, Potion of Healing, Amulet of Wind Walking

English Ace, 42 victories (shared credit with Indra Lal Roy)

Noted by his commanding officers and comrades as quiet and intense, Ball seemed to be the exact opposite of the popular image of the loud and swaggering fighter ace. Despite his low-key nature, Ball, like Boelcke and Guynemer, was used by his government as a propaganda figure by to bolster home front morale. Newspapers regularly followed the stories of the quiet and religious Ball.

He had a confidence that bordered on arrogance. He was a persistent fighter, staying in fights that others would write off as unwinnable. His unshakeable confidence (and the spellbinding prowess of Indra Roy in his observer seat) made him a feared and respected opponent among the Central Powers pilots and riders.

He was last seen entering a dark thundercloud over Verdun in pursuit of Manfred von Richthofen. His body was never recovered and it was months before the British public would accept that he had died. His disappearance was a great blow to the RFC morale and intensified the RFC's obsession with taking out the Red Baron.

Imperial Russian Air Force

While Rasputin had shut off access to the Tunguska portal, stunting Russia's development in the area of sorcery, the Empire's best and brightest were eagerly embracing the new science of heavier-than-air flight. Igor Sikorsky (Игорь Иванович Сикорский), for example, was an early genius of military aircraft design who lent his talents to the Russian cause.

At the beginning of World War I, Russia had an air force second only to France. Although it must be noted that a significant part of the Imperial Russian Air Force used outdated French aircraft, Russia was the first nation to field a squadron of strategic bombers (the Ilya Muromets, designed by Sikorsky). Russian pilots were pioneers in the art of dogfighting and aerial acrobatics. A Russian pilot, Pyotr Nesterov, was the first ever to perform a loop and the first to use an airplane in a suicide ramming attack (albeit unintentionally). When Russia entered the Dragon War, its

fighter squadrons joined the conflict with the outdated French Nieuport 10s, but were quickly upgraded to Sopwith Camels. Additionally, a small contingent of Russian airborne cavalry joined the allied European forces during the final battles of the Dragon War. They rode both gryphons, supplied by the French, and wild hippogriffs captured in Siberia.

Aleksandr Aleksandrovich Kazakov (WC)

(Александр Александрович Казаков)

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d6, Vigor d8

Skills: Fighting d6, Notice d6, Piloting d8, Repair d8, Shooting d8, Spellbinding d10, Taunt d8

Pace: 6; **Parry:** 5; **Toughness:** 6

Hindrance: Loyal, Overconfident

Edges: Ace, AB: Spellbinding (Fire Magic), Assessment, Aerial Acrobat, Defensive Roll, Improved Level Headed, Spellbinding Rank: Master, Steady Hands, Soul Drain

Spells: Cantrips: Fire, Barrier, Blast, Bolt, Environmental Protection, Fire Shield (Armor with fire trappings), Fly, Smite, Summon Fire Elemental

Gear: Light Pistol, Tattoo of Protection from Bullets, Elemental Ring (Lightning)

Russian Ace, Victories: 35 (Great War), 10 (Dragon War, shared credit)

Kazakov was the most successful Russian fighter pilot and aerial combat sorcerer during the Great War and the Dragon War.

Born into a Russian noble family, he entered training for the cavalry in 1908 and transferred to pilot training in 1913, becoming one of the first pilots in the Czar's air force. Kazakov chiefly flew in French built planes, usually the Nieuport 10 or 11. Occasionally though, he would pilot the fearsome strategic bomber, the Sikorsky Ilya Muromets.

After Russia left the Great War, Kazakov was one of the first officers recommended for the Imperial Sorcery College at Tunguska. When Russia entered the Dragon War, he gave up the pilot seat for the observer's seat and was the leading battle sorcerer in Russia's air force.

Although records differ (keeping track of "kills" was not a priority in the early days of the Russian Imperial Air Force), most experts agree that he had 40 to 45 victories in combat against German, Austro-Hungarian, and Dragon Army forces.

MANFRED VON RICHTHOFEN, THE RED BARON

Manfred von Richthofen was the most feared and respected German dogfighter of the Great War.

Attributes: Agility d12+2, Smarts d8, Spirit d8, Strength d8, Vigor d10

Skills: Fighting d8, Notice d8, Riding d12+2, Shooting d12, Stealth d10, Survival d8

Pace: 6; **Parry:** 6; **Toughness:** 7

Hindrance: Overconfident, Vengeful

Edges: Mounted Ace, Aerial Acrobat, Airborne Cavalier, Beast Bond, Beast Master, Combat Reflexes, Defensive Roll, Improved Level Headed, Improved Nerves of Steel, Quick, Rock and Roll!, Steady Hands

Gear: BAR M1918, Amulet of Protection from Bullets, Amulet of Wind Walking, Elemental Ring of Fire

KLEINEROTE (WC)

Kleinerote (Little Red) is the wyvern steed of the Red Baron. It's name is a jest, as Kleinerote is a burly wyvern, with incredible agility in the air, and savagery in close combat.

Attributes: Agility d10, Smarts d6(A), Spirit d10, Strength d12+2, Vigor d12

Skills: Fighting d10, Intimidation d8, Notice d8, Stealth d10

Pace: 6; **Parry:** 7; **Toughness:** 12 (2)

Special Abilities

- **Armor +2:** Thick scales.
- **Bite/Claw/Sting:** Str+d6.
- **Agile Assault:** When airborne, Kleinerote may attack and move away too quickly for the usual free attack on a withdrawing opponent.
- **Armed and Dangerous:** Kleinerote's harness is mounted with linked machine guns.
- **Flight:** Wyverns fly at a pace of 10/30 and have a +2 climb.
- **Improved Frenzy:** May make a bite and sting attack in the same round at no penalty.
- **Poison:** Anyone Shaken or wounded by a sting attack must make a Vigor roll at -2 or be paralyzed for 1d6 rounds.
- **Quick:** Kleinerote moves with exceptional speed. He redraws action cards of 5 or lower.
- **Serpentine Flight:** Kleinerote adds +2 to his Agility rolls and the Red Baron's Riding checks, to perform feats of aerial acrobatics, including tricks and maneuvers.
- **Size +2:** Kleinerote weighs about 1000 pounds.

Central Powers Pilots

Oswald Boelcke (WC)

"I am after all only a combat pilot, but Boelcke, he was a hero." – Manfred von Richthofen

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d6, Vigor d10

Skills: Fighting d8, Notice d6, Repair d8, Persuasion d6, Piloting d10, Shooting d10, Stealth d8, Survival d6

Pace: 6; **Parry:** 6; **Toughness:** 7

Hindrances: Overconfident, Stubborn

Edges: Ace, Aerial Acrobat, Airborne Legionnaire, Assessment, Command, Defensive Roll, Improved Dodge, Steady Hands

Gear: Light Pistol, Amulet of Wind Walking, Potion of Healing

German Ace, 40 victories

Hauptmann (Captain) Oswald Boelcke, the son of a schoolteacher, was one of the first two German fighter pilots (along with Max Immelmann) and was arguably the first true squadron leader in the history of military flight. Boelcke was a born fighter pilot and his squadron, Jagdstaffel 2 (Jasta 2), was the first specialized fighter squadron in the German military. His leadership provided the model of organization and temperament that was to mold the German Air Service. He created a set of guidelines for aerial engagement, known as the "Dicta Boelcke", that are still studied by fighter pilots a hundred years after they were written. The pilots and riders he trained in dogfighting (including Manfred von Richthofen) became the backbone of the German Air Service.

Even after the German military began deploying squadrons of wyvern riders, Boelcke wouldn't give up on airplanes despite urging from his superiors. His dedication proved to be wise. Wyverns made difficult mounts at best, often killing their riders. Although they were highly maneuverable and helped stop the advance of the Allied air forces with their gryphons, they were never able to be deployed in the large numbers desired by the Kaiser because of the difficulty in the training process.

Boelcke was important because of his formative influence on the German Air Service and his contributions to the art of dogfighting. But he was also notable because, when the German High Command built him

into a hero and used him as a propaganda figure to bolster sagging morale on the home front, Boelcke did his best to set an example not just as a model soldier but also as a decent human being. In a war that is remembered for its cruelty and savagery, he developed a reputation for humanity by spending many of his off-duty hours visiting the hospital rooms of Allied pilots and gryphon riders he had brought down, and insisting that they be treated decently.

His position as a national hero prompted his superiors to pressure him to take a desk job, fearing the damage to morale that would occur were he to be lost in combat. Boelcke refused. If the soldiers in the trenches didn't get the option to sit out a battle, he reasoned, it was wrong for him to be given that choice.

No enemy pilot would bring down Boelcke. He (and the sorcerer in his plane's observer seat) died tragically in October of 1916 when a fellow German pilot crashed into his plane while they were both diving after the same French gryphon. Boelcke had been too impatient to get in the air, and had left his Amulet of Wind Walking in the barracks. A Royal Flying Corps gryphon dropped a wreath in the early hours of the next morning over the aerodrome of Boelcke's squadron. It read: "To the mem-



ory of Captain Boelcke, a brave and chivalrous foe.”

Jasta 11

The squadron of Manfred von Richthofen (aka the Red Baron), this group was renowned for their tactical discipline and acrobatic flying. They were a combined force of wyverns and biplanes (their pilots generally flew the Fokker Dr I triplane) and also the highest scoring squadron in the German Air Service. This fact is even more impressive when it's considered that they flew in unusually small patrols. In June of 1917, they were joined into Jagdgeschwader 1, a combined air combat force made up of several jastas (squadrons). Their wyverns were barded in bright, eye-catching colors (and their planes painted to match) to allow for easy visual identification during combat. This helped them perform the complicated coordinated group aerial tactics that led to their nickname “Richthofen's Flying Circus”.

During the Dragon War, Jasta 11 joined with their erstwhile enemies in the French ace combat group ‘les Cigognes’ (The Storks) and the crack British squadron RFC 56 and were based out of ‘les Cigognes’ forward aerodrome near Verdun while the groups flew combined missions against the air forces of the Dragon Army. A full bio for the Red Baron (Manfred von Richthofen) is given in Chapter III. Stats for Richthofen are given below.

Dietrich Gerhard (WC)

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d8

Skills: Fighting d6, Healing d8, Knowledge: Arcana d8, Notice d8, Persuasion d6, Riding d6, Shooting d6, Spellbinding: d8, Stealth d6

Pace: 6; **Parry:** 5; **Toughness:** 6

Hindrance: Stubborn, Vengeful

Edges: AB: Spellbinding (use Kabbalah), Steady Hands, Spellbinding Rank: Initiate

Spells:

Gear: Light Pistol, Lutheran prayer book, Bible, Potion of Healing

Divine Spellbinder in German Air Force, 20 victories (shared credit)

The Germans became interested in employing divine spellbinders in their air force when it was discovered that they could use their ability to channel holy energy as a weapon against creatures from Faerie, such

as the French and British gryphons. This practice was denounced by the heads of the Lutheran Church and the Catholic Church, but the military was able to find a reasonably large number of patriotic clergy to serve in the armed forces in defiance of their elders. Dietrich Gerhard was one such Lutheran pastor, who came from a Prussian family with a long, proud military tradition. When the call went out, he was pressured into giving up the pulpit and joining the military by his father.

He served as a military spell-caster in Jasta 11 and became expert at using his abilities against the French airborne cavalry. After the invasion of fey forces through the Bavarian portal, he was given special permission (after a strenuous argument with his chain of command) to serve as a military liaison to the German Resistance in areas occupied by the Dragon Army forces. He was inserted deep into occupied territory (near his home town) by one of his squadron-mates – bailing out from a low flying plane while wearing a Amulet of Wind Walking. He helped unite and organize the local Resistance cells, and was one of the leaders of the task force that assassinated Sodak Sarotkar, a squadron leader in the Dragon Army's wyvern rider forces who was despised for her cruel treatment of German civilians.

Rudolf Berthold (WC)

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d8

Skills: Fighting d6, Notice d8, Piloting d8, Shooting d6, Spellbinding: d8, Stealth d6, Survival d8

Pace: 6; **Parry:** 5; **Toughness:** 6

Hindrance: Overconfident, Stubborn

Edges: AB: Spellbinding (Odin's Gift), Steady Hands, Spellbinding Rank (Initiate)

Spells: Cantrips: Air, Boost, Deflection, Healing, Lightning (Bolt)

Gear: Light Pistol, Amulet of Wind Walking, Amulet of Protection from Bullets

German Sorcerer, 44 victories (shared credit)

Berthold was one of the first to enroll in the Germany Imperial Army Sorcery Institute near the fey portal in Bavaria in 1911. He was a front line combat wizard in the Zaubereikorp (Sorcery Corps) before being transferred to the Luftstreitkräfte (German Air Service) in early 1915, when they added a second seat to their warplanes to accommodate spellbinders. In late 1915, he was severely wounded while his plane was destroyed in combat with a

French gryphon rider. He suffered a fractured skull, separated shoulder and his left leg was damaged beyond the ability of the military mages or medics to heal.

Despite this injury, Berthold refused the reconstructive surgeries doctors recommended (fearing they would render him a convalescent) and also refused a bureaucratic job that would take him out of harm's way. In a note to his commanding officer refusing a transfer, he protested: "I cannot kill the enemies of my nation from behind a desk." His comrades were impressed with his dedication and gave him the nickname 'the Iron Knight' (der Eisen-Ritter). His superiors rewarded his determination with the command of his own squadron, Jasta 15. Berthold was the only sorcerer in the German Air Force promoted to squadron leader (Hauptmann).

All the wyverns and planes in Berthold's squadron were decorated with the image of a winged scimitar and a blue fuselage or barding. Berthold survived through the Great War but was killed in the early battles of the Dragon Invasion in Bavaria.

Austro-Hungarian Imperial and Royal Aviation Troops

(Kaiserliche und Königliche Luftfahrtruppen)

Austro-Hungary used planes exclusively during the Great War and Dragon War, never establishing an airborne cavalry. Charles I (the ruler of Austro-Hungary after the assassination of his uncle, the Archduke Franz Ferdinand) forbade his military from using wyverns after three Hungarians were killed during wyvern training in Bavaria. However, Charles I was intrigued by the persistent rumors of wild hippogriff herds in the Italian Alps, and sent several expeditions to verify these stories.

For several months during the Dragon War, Austro-Hungarian squadrons were based out of Italy and France, as their local bases had been overrun by the fey invaders.

Godwin Brumowski (WC)

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Notice d6, Repair d6, Piloting d8, Shooting d8, Stealth d8, Survival d6

Pace: 6; **Parry:** 5; **Toughness:** 6

Hindrances: Loyal, Overconfident

Edges: Ace, Airborne Legionnaire, Defensive Roll, Steady Hands

Gear: Thompson M-1921, Light Pistol, Amulet of

Wind Walking, Amulet of Protection from Bullets

Austrian Ace, 45 victories

Brumowski was the most successful fighter ace of the Austro-Hungarian Air Force during World War I. He was friends with the Red Baron, Manfred von Richthofen, and was mentored by the Prussian ace in dogfighting and squadron leadership. Having been schooled by the master, Brumowski quickly rose to command of all his country's first dedicated fighter group, squadron 41J (Flik 41J).

In emulation of Richthofen, he painted his plane red. To make it more distinctive, he emblazoned pale yellow skulls on either side of his fuselage. This decoration was soon copied by the pilots under his command.

Dragon Army Pilots

The red dragons that led the invasion into Europe from Faerie were the main source of air support for their army, along with 12 squadrons of wyvern-riding airborne cavalry. The effectiveness of the air forces of the European armies they were fighting persuaded them of the need to increase their air power.

The Dragon Army wyvern riders were generally used for reconnaissance, espionage, and covert sabotage missions. As the fey became more adapted to our world, they would borrow human tactics such as using air cavalry in mass formations in bombing raids or to support infantry movements.

The fey took an interest in human technology. With knowledge wrung from human captives, several squadrons of dark elves learned to fly modern aircraft and took to the skies in German biplanes and heavy bombers during the last years of the Dragon War. Several factories, staffed with slave labor, were reopened around major German cities to provide planes for the Dragon Army's new squadrons. (In the later days of the war, one of the key victories of the German Resistance was the destruction of several plane factories during the Battle of Berlin.)

Sodak Sarotkar (WC)

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Intimidate d6, Notice d4, Riding d8, Shooting d8, Stealth d8, Survival d6

Charisma: -2; **Pace:** 6; **Parry:** 6; **Toughness:** 6

Hindrance: Bloodthirsty, Loyal

Edges: Ace, Airborne Cavalry, Beast Bond, Beast Master, Combat Reflexes, Rock and Roll, Steady Hands

Gear: Thompson M-1921, Light pistol, rifle, Amulet of Wind Walking, 2 potions of healing, Goggles of Nightvision, Elemental Ring (Lightning)

Dragon Army Ace, 34 victories

Wyvern riding was traditionally the station of orcs and half-orcs in Tyrask. No dark elves in the Dragon's Army would even deign to touch a wyvern. Sodak Sarotkar was the top orc ace in the Dragon Army's wyvern rider squadrons. She adapted quickly to human tactics. Working in conjunction with orc infantry units who had modified German tanks for their own use, they would deliver punishing coordinated attacks against combined European forces. Sarotkar was not a spellbinder, but she carried an impressive arsenal of magic devices into combat. She augmented this with a Luger 9mm and German Mauser pistols.

Sarotkar was known for her cruelty towards human civilians. When she was stationed in Bremen, she would conduct morning patrols with her squadron where they let their wyverns "warm up" by hunting civilians working in the fields. Shortly before the popular uprising that historians have termed The Battle of Berlin, she was assassinated by a task force of clerics from the Pagan Cult of Loki working hand in hand with Lutheran pastors from the German Resistance. The cooperation of these two groups of clerics, typically deeply antithetical to each other, was a testament to the level of terror she inspired in the German natives. She had racked up victory over 34 human pilots and gryphon riders when she died.

Zgred Summelgrak (WC)

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d8

Skills: Fighting d6, Notice d8, Riding d6, Shooting d6, Spellbinding: d8, Stealth d6, Survival d8

Charisma: -2; Pace: 6; Parry: 5; Toughness: 6

Hindrance: Cautious, Code of Honor

Edges: AB: Spellbinding (Ice Magic), Beast Bond, Beast Master, Command, Spellbinding Rank: Adept, Steady Hands

Spells: Cantrips: Ice, Lower Trait, Stun, Armor, Ice Bolts, Barrier, Entangle

Gear: Heavy Pistol, Elemental Ring of Fire, Amulet of Wind Walking

Dragon Army Ace, 39 victories

Summelgrak was another prominent orc squadron leader of wyvern riders in the Dragon Army. He was the polar opposite of Hrak in many ways, disciplined,

methodical and compassionate towards non-combatants. Where Sodak led her wyverns in frenzied frontal charges in combat, Zgred was an expert at assessing a foe and at employing small-group tactics to best draw out an opponent and exploit their weaknesses.

Rumor had it the Zgred hated serving the Dragon Army but had no choice. Refusing to cooperate would have spelled the destruction of his village and tribe in Tyrask. In 1919, after he received word that his family had been killed in an uprising against their dragon overlords, Zgred and several of his comrades defected to the united European alliance. They provided valuable intelligence to the human forces and even fought alongside them during the final offensive against the fey forces. After the war, he and his comrades lived incognito in rural Denmark, trying to forget the past and find the peace that had eluded them in Faerie

Undroro Greystorm (WC)

Attributes: Agility d6, Smarts d10, Spirit d10, Strength d6, Vigor d8

Skills: Fighting d6, Intimidate d10, Knowledge: Arcana d10, Notice d8, Persuasion d10, Pilotingd8, Spellbinding d10

Charisma: +2; Pace: 6; Parry: 5; Toughness: 6

Hindrance: Arrogant, Greedy

Edges: AB: Spellbinding (Svaldon Madness), Ace, Aerial Acrobat, Assessment, Defensive Roll, Familiar (Imp), Imp. Dodge, Masters of Trickery, Spellbinding Rank: Master, Steady Hands

Spells: Cantrips: Sound, Conceal Arcana, Deflection, Dispel, Lower Trait, Madness (Stun), Phantom Maze (Barrier), Phantom Screams (Burst with sonic trappings), Puppet

Gear: Light pistol, Amulet of Wind Walking, Goggles of Nightvision, Elemental Ring (Cold)

Dragon Army Ace, 60 victories

The top dark elf ace in the Dragon Army was Undroro Greystorm, who claimed the lives of 60 human pilots and airborne cavaliers before he was killed in the Battle of the Bavarian Forest by Raymond Collishaw of Royal Naval Air Squadron 10.

The Dragon Army had at least five squadrons of Fokkers and two squadrons of Zeppelin-Staaken R.VI heavy bombers operational at the height of the Dragon War.

The squadrons were organized into the Iceblade fighter group. Their insignia was painted onto the fuselage of all their planes, an ice-blue scimitar gripped

by a dark grey fist.



SECTION V

CREATURES

Many creatures common to the *Kaiser's Gate* setting can be used right out of the **SAVAGE WORLDS DELUXE EDITION**. A few are detailed here to provide some ready examples.

Unless otherwise noted, assume that the damage dealt by supernatural creatures is capable of penetrating the heavy armor of vehicles, tanks and some planes.

New Monstrous Abilities

Kaiser's Gate offers a tougher caliber of monster, and a new template for creatures from the spirit world and other planes.

Heroic Companion

Creatures with the Heroic Companion special ability are the steeds of Wild Cards, and have three wounds, instead of one. However, they do not have a Wild Die.

Spirits

Darkvision

Spirits can see all living things and navigate in complete darkness without penalty.

Incorporeal

Spirits are immune to non-magical damage. This also prevents the spirit from inflicting physical damage, though their spells and powers function normally. Some spirits have the ability to manifest physical form.

Material Manifestation

As a regular action, with a Spirit check, this being may switch between corporeal and incorporeal forms. When corporeal, this creature can damage and be damaged by physical attacks. With a raise on the Spirit check, the being may take another action without suffering any multi-action penalty.

Otherworldly

Spirit manifestations are difficult to detect and require a strong heart. While a spirit is incorporeal, sen-

tient beings must make a Spirit check to detect spirits, as a free action on each character's turn. This check is made on a per type and per encounter basis.

New Creatures

Most of the creatures in the **SAVAGE WORLDS** rules will make fine opponents for your *Kaiser's Gate* campaign. Presented here are some options, to help GMs get started customizing their own campaign antagonists.

Clay Golem

This golem has a humanoid body made from clay. A magical Kabaalistic inscription on its forehead imbues the creature with a facsimile of life. A clay golem cannot speak or make any vocal noise. It walks and moves with a slow, clumsy gait. It weighs around 600 pounds. Clay Golems were heavily used in the Great War and Dragon War by Allied forces.

Clay golems are particularly effective against enemy adepts because of their high resistance to arcane powers.

Attributes: Agility d6, Smarts d4, Spirit d8, Strength d12+2, Vigor d12

Skills: Fighting d10, Intimidation d8, Notice d8, Throwing d8

Pace: 6 ; **Parry:** 7; **Toughness:** 13 (4)

Special Abilities

- **Arcane Construct:** Golems gain +2 to recover from being Shaken; take no additional damage from called shots; and are immune to poison, disease, Fear and Intimidation.
- **Armor +4:** Most clay golems are equipped with metal armor plating.
- **Armored Fists:** Str+d6, AP 2, HW
- **Darkvision:** Ignores all vision penalties based on light.
- **Improved Arcane Resistance**
- **Size +1:** Armored clay golems stand over 10' high and weigh 800 pounds.

Gryphon o' War

Gryphons are powerful, majestic creatures with the characteristics of both lions and eagles. From nose to tail, an adult gryphon can measure as much as 8 feet.



Neither males nor females are endowed with a mane. A pair of broad, golden wings emerge from the creature's back and span 25 feet or more.

A gryphon cannot speak, but can learn to understand spoken language. Gryphons prefer to pounce on their prey, either diving to the attack or leaping from above. Gryphons were the standard mount of the mounted airborne cavalries of the Allied Forces.

Attributes: Agility d10, Smarts d6(A), Spirit d8, Strength d12, Vigor d10

Skills: Fighting d8, Intimidation d8, Notice d12, Stealth d10

Pace: 6; **Parry:** 6; **Toughness:** 10 (1)

Special Abilities:

- **Armor +1:** Tough hide.
- **Bite/Claws:** Str+d6
- **Flight:** Gryphons have a flying pace of 11/33 with a +2 climb
- **Grapple:** When a gryphon scores a raise on a grapple attack, the gryphon scores its claw damage. Gryphons get +2 on bite attacks against a grappled foe.
- **Heroic Companion:** 3 wounds, just like a Wild Card.
- **Improved Frenzy:** Gryphons may make two attacks each turn at no penalty.
- **Raking Swoop:** Gryphons may swoop past a foe, raking with its claws. The gryphon makes a single claw attack with +4 to its attack and damage, but its Parry is -2 until its next action. Only foes with a held action may make an attack on the gryphon as it disengages.
- **Size +2:** Gryphons are as big as horses and weigh in between 500-600 pounds.

L'EMPEROR

L'Emperor was the last mount flown by the great French ace Georges Guynemer. This mighty beast was the first gryphon born and bred for the French air defense forces to reach maturity. L'Emperor was born to fight and he knows it. He will accept no rider besides Guynemer.

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

Skills: Fighting d10, Intimidation d10, Notice d12, Stealth d8

Pace: 6; **Parry:** 7; **Toughness:** 11 (1)

Special Abilities:

- **Armor +1:** Tough hide.
- **Bite/Claws:** Str+d6
- **Brawny:** L'Emperor is big and tough, even for a gryphon.
- **Crippling Chomp:** Winged enemies hit by L'Emperor's bite attack must make a Vigor check or lose their ability to fly for 1d6 rounds.
- **Flight:** L'Emperor has a flying pace of 11/33 with a +2 climb.
- **Grapple:** When L'Emperor scores a raise on a grapple attack, the gryphon scores its claw damage. Gryphons get +2 on bite attacks against a grappled foe.
- **Heroic Companion:** 3 wounds, just like a Wild Card.
- **Improved Frenzy:** Gryphons may make two attacks each turn at no penalty.
- **Raking Swoop:** L'Emperor may swoop past a foe, raking with claws for a single attack with +4 to Fighting and damage, but his Parry is -2 until his next action. Only foes with a held action may make an attack as he disengages.
- **Size +2:** L'Emperor weighs 700 lb.



Hill Giant

Hill giants prefer to fight from high, rocky outcroppings, where they can pelt opponents with rocks and boulders while limiting the risk to themselves. Hill giants love to make overrun attacks against smaller creatures when they first join battle. Thereafter, they stand fast and swing away with their massive clubs.

Hill giants are encountered in Europe during the Dragon War and as fey mercenaries in the employ of the Mexican Army during the Mexican Invasion.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12+4, Vigor d12

Skills: Fighting d8, Intimidation d10, Notice d6, Throwing d8

Pace: 8; **Parry:** 6; **Toughness:** 13 (1)

Gear: Hide armor (+1), tree trunk, thrown rock (Range: 6/12/24, Damage: 3d6)

Special Abilities

- **Outsiders:** Hill giants are strangers to the mortal realm and have a -2 penalty on Common Knowledge checks.
- **Improved Sweep:** Hill giants can attack all adjacent foes at no penalty.
- **Large:** Attackers gain +2 to attack rolls against hill giants due to their size.
- **Size +4:** Hill giants are over 15' tall.

Sea Dragon

Sea Dragons are aquatic dragons with animal intelligence (rather than the more human-like sentience of true dragons). They are much more aggressive in direct combat than their distant cousins, however.

Some independent water drakes have been reported, but generally these beasts are encountered with marhlbender in the North Atlantic. The mermen have domesticated the sea creatures and use them for a variety of purposes, including warfare.

Attributes: Agility d10, Smarts d6 (A), Spirit d10, Strength d12+4, Vigor d12

Skills: Fighting d10, Intimidation d12, Notice d8, Swimming d12

Pace: 4, 12 Swimming; **Parry:** 7; **Toughness:** 17 (4)

Special Abilities

- **Armor +4:** Scaly hide
- **Claws/Bite:** Str+d8
- **Aquatic:** The sea dragon can breathe underwater. It cannot survive more than 30 minutes without breathing in sea water.
- **Darkvision:** The sea dragon's incredible senses allow it to ignore penalties for all lighting conditions, even complete darkness.
- **Fear:** Sea dragons are fearsome creatures to encounter. Gazing upon one of these beasts calls for an immediate Spirit roll to avoid the Fright Table.
- **Poison Breath:** Sea dragons breathe a poisonous cloud, in or out of the water, using the Cone Template. Every target within this cone may make an Agility roll at -2 to avoid the attack. Those who fail suffer 2d10 damage and must check to see if they become poisoned (see below). Sea dragons may not attack with claws or bite in the round they breathe poison.
- **Poison:** All living beings subject to the sea dragon's poisonous breath must make a Vigor check or gain a point of fatigue. Each exposure to the poison incurs a new roll and the affects are cumulative.
- **Large:** Attackers add +2 to their attack rolls when attacking a sea dragon due to its large size.
- **Size +5:** Sea dragons are over 20' long from snout to tail, and weigh in at over 3000 pounds.

- **Tail Lash:** A sea dragon can sweep all opponents in its rear facing in a 2" square. This is a standard Fighting attack, and damage is equal to the creature's Strength+d4.

Spirit Bear

This spirit animal is a large, powerful combatant.

Attributes: Agility d8, Smarts d6 (A), Spirit d10, Strength d12+4, Vigor d12

Skills: Fighting d10, Notice d10, Swim d8

Pace: 8; **Parry:** 7; **Toughness:** 10

Special Abilities

- **Claws:** Str+d6.
- **Savage Maul:** Spirit bears can make two claw attacks without penalty. If both attacks hit, the second attack does an extra d6 damage.
- **Size +2:** These creatures can stand up to 9' tall and weigh over 1200 pounds.
- **Spirit:** As a spirit creatures, these beings have Darkvision, Incorporeal, Material Manifestation, and Otherworldly, as described above.
- **Temper, Temper:** Spirit bears have a +2 to recover from being Shaken, and have the Berserk hindrance.

Spirit Owl

These spirit animals often serve as scouts, though they have potent combat abilities as well.

Attributes: Agility d10, Smarts d10(A), Spirit d12, Strength d4, Vigor d8

Skills: Fighting d6, Notice d12+4, Stealth d8

Pace: 4; **Parry:** 5; **Toughness:** 5

Special Abilities

- **Claws:** Str+d6.
- **Flight:** Spirit owls fly at 12/36 with a +2 climb.
- **Mystic Messenger:** Owls are often bearers of wisdom and knowledge. The screech of a spirit owl may convey a message of 100 words. The ritual costs \$100 in materials and takes ten minutes. The message can be delivered to anyone within 100 miles. Learning this ritual should be the object of an extended quest.
- **Mystic Powers:** These otherworldly spirits are able air spellbinders. They may cast Cantrips:

Air, Deflection, Environmental Protection and Fog (Obscure). Spirit Owls use their Spirit die for all casting rolls.

- **Natural Flyer:** Spirit owls get +2 on all aerial acrobatic maneuvers and tricks. In addition they have the Aerial Combat and Steady Hands Edges, allowing them to make flying rolls (Agility) and cast a spell in the same round with no multi-action penalty.
- **Sense Weakness:** Spirit owls can spot any weakness in their targets. When they get a raise on an attack roll, the attack ignores the target's armor.
- **Size -1:** Birds of prey measure up to 4' in height.
- **Small:** Attackers suffer a -2 penalty to attack rolls, due to the spirit owl's size.
- **Spirit:** As a spirit creatures, these beings have Darkvision, Incorporeal, Material Manifestation, and Otherworldly, as described above.

Spirit Ravens (Swarm)

These terrifying black spirits attack in flocks and maul their opponents. A murder of spirit raven's is a terrifying site, especially to a squadron of flying soldiers.

Attributes: Agility d10, Smarts d4 (A), Spirit d12, Strength d8, Vigor d10

Skills: Notice d6

Pace: 1; **Parry:** 4; **Toughness:** 7

Special Abilities

- **Claw and Peck:** A murder of spirit ravens inflicts 2d4 damage each round to every character, beast or vehicle within the swarm area. Damage is applied to the least armored location.
- **Fear:** The first time in any scene that a living being sees a swarm of spirit ravens, he must make a Spirit check, or roll on the Fright Table.
- **Flight:** Spirit raven swarms have a flying pace of 10/30 and a +2 climb.
- **Obscure:** All within the swarm area are -2 on any checks involving vision, including Shooting and Piloting.
- **Swarm & Split:** See the SAVAGE WORLDS swarm rules.
- **Spirit:** As a spirit creatures, these beings have Darkvision, Incorporeal, Material Manifestation, and Otherworldly, as described above.

Spirit Wolf

This spirit animal is a stealthy tracker and hunter.

Attributes: Agility d12, Smarts d6 (A), Spirit d6, Strength d12, Vigor d8

Skills: Fighting d10, Intimidation d8, Notice d10

Pace: 10; **Parry:** 7; **Toughness:** 6

Special Abilities

- **Bite:** Str+d6
- **Fleet-Flying:** Spirit wolves use d10s instead of d6s when running, even while flying.
- **Sense Weakness:** Spirit wolves can “smell” weakness in their targets. When they get a raise on an attack roll, the attack ignores the target’s armor.
- **Moon Runner:** When the moon is visible, spirit wolves may run on moonbeams, giving them an effective flight speed of 8/24 with a +1 climb.
- **Spirit:** As a spirit creatures, these beings have Darkvision, Incorporeal, Material Manifestation, and Otherworldly, as described above.

Thunderbird (WC)

This legendary spirit animal is a terrifying opponent.

Attributes: Agility d8, Smarts d10(A), Spirit d10, Strength d6, Vigor d10

Skills: Fighting d8, Intimidation d10, Notice d10, Spellbinding d12

Pace: 6; **Parry:** 6; **Toughness:** 7

Special Abilities

- **Flight:** Thunderbirds have a flying pace of 13/40 and a +3 climb.
- **Powers:** A thunder bird has these powers: Blast, Bolt, Burst, Deflection and Light, all with lightning and thunder trappings. Thunderbirds do not suffer Arcane Burnout, nor are they shaken on a Spellbinding roll of one.
- **Wind Spirit:** Thunderbirds get +2 on all aerial acrobatic maneuvers and tricks. In addition they have the Aerial Combat and Steady Hands Edges, allowing them to make flying rolls (Agility) and cast a spell in the same round with no multi-action penalty.
- **Size +2:** While Corporeal, Thunderbirds have a mass of 1,200 pounds.
- **Spirit:** As a spirit creatures, these beings have



Darkvision, Incorporeal, Material Manifestation, and Otherworldly, as described above.

Wyvern o' War

A distant cousin to the true dragons, the wyvern is a huge flying lizard with a poisonous stinger in its tail.

A wyvern's body is 15 feet long and dark brown to gray; nearly half that length is tail. Its wingspan is about 20 feet. A wyvern weighs about one ton.

Wyverns can learn to understand spoken commands. They are capable of speech, but rarely attempt anything more elaborate than a loud hiss or a deep-throated growl much like that of a bull alligator.

Wyverns are none too bright, but always aggressive, they attack nearly anything that isn't obviously more powerful than them. A wyvern dives from the air, clamping its jaws on to its prey and stinging it to death. Wyverns were the standard mount of the aerial cavalry of the Central Powers.

Attributes: Agility d8, Smarts d6(A), Spirit d8, Strength d12+2, Vigor d10

Skills: Fighting d8, Intimidation d12, Notice d8, Stealth d8

Pace: 6; **Parry:** 6; **Toughness:** 11 (2)

Special Abilities

- **Armor +2:** Thick scales.
- **Bite/Claw/Sting:** Str+d6.
- **Flight:** Wyverns fly at a pace of 10/30 and have a +2 climb.
- **Heroic Companion:** 3 wounds, just like a Wild Card.
- **Improved Frenzy:** Wyverns may make a bite and sting attack in the same round at no penalty.
- **Poison:** Anyone Shaken or wounded by a sting attack must make a Vigor roll or be paralyzed for 1d6 rounds. This is often disastrous for winged opponents.
- **Quick:** Wyverns move with exceptional speed. They redraw action cards of 5 or lower.
- **Serpentine Flight:** Wyvern's add +2 their Agility rolls, or their rider's Riding checks, to perform feats of aerial acrobatics, including tricks and maneuvers.
- **Size +2:** Wyverns weigh around 1000 pounds.



KAISER'S GATE

This alternate history, genre-blending setting for the Savage Worlds game system presents a fantastic take on World War One - combining the gritty battlefields of the Great War with the elements of magical fantasy and horror.

Sorcerers of the German Imperial Army - fueled by the magic of red dragons - bulldoze Allied defenses and push deep into France.

Heroic griffin riders of the French Air Service fight to free their nation from the daily terror of zeppelin bombing raids.

British golem squads fight alongside tanks to turn the tide of battle against the Central Powers.

In the darkest days of the war, the Kaiser makes a Faustian bargain that unleash an invasion of legions of creatures from Faerie onto the European continent.



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