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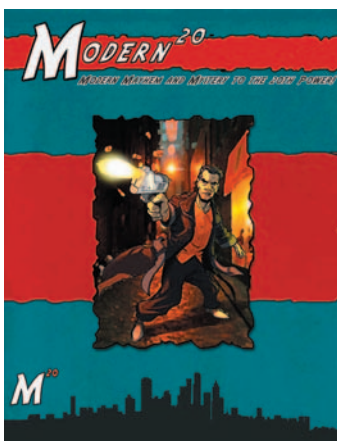
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KNIGHTS OF THE SKY I: ALLIED POWERS PILOTS FOR SOLDIERS AND SPELLFIGHTERS²⁰

BY MIKE LAFFERTY

ART BY JEFFREY KOCH AND MICHAEL JAECKS OF EMPTY ROOM STUDIOS

Knights of the Sky is designed to make a GM's job easier by providing a resource with information (and, in some cases, stats) for various characters from the Allied (aka Entente) Powers in the air battles in the Great War and Dragon War conflicts in *Soldiers and Spellfighters*²⁰ universe. In a pinch, these statblocks could even serve as PCs for a quick game.

We have also included some new magical items, stats and descriptions for new air vehicles.

Although these characters are vehicles are based in fact - this is an alternate history/historical-fantasy setting and shouldn't even be considered as a loose reference to actual World War One history.

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 griffins and planes. They are identified by the distinctive image of a Native American in an eagle feather bonnet on their planes and

griffins' barding. They were known for a reckless flying style and a disregard for authority. On more than one occasion when Charles Nungesser had had his flight privileges revoked for insubordination, he borrowed a plane from the International Squadron to continue his lone wolf patrols. (More information is given about the International Squadron in *Soldiers and Spellfighters*²⁰).



BERT FRANK – 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 served in 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 time spent growing up on a horse farm in the hills of Kentucky served him well as he quickly picked up the art of griffin riding.

He was a loner –he was not popular with his squadron mates who regarded him as a sullen braggart and a show-off. His previous association with Turkey caused suspicions throughout his career 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 griffin that 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 griffin on midnight moonshine runs.

GROUPE DE COMBAT 12 - 'LES CIGOGNES' - (COMBAT GROUP 12 "THE STORKS")

As the French military reconstituted their air force with griffins 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 griffins (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 region.

Prior to the Dragon War, the Storks seldom fought in one group and were deployed in several smaller groups along the Western Front.

CHARLES NUNGESSE

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 griffin. 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. A more complete bio of Nungesser was given in *Soldiers and Spellfighters20*.

Charles Nungesser (Star 9): HD 9d8+16; HP 67; Init +1; Spd 30 ft. (20 ft. in armor); Defense 22, touch 22, flatfooted 16 (+1 Dex, +5 Cha, +6 Class); BAB +4; Atk +5 melee (1d4+3, Service Dagger) +8 ranged (2d6+3, Pistolet Revolveur Modele 1892 (French sidearm of the period. 8mm revolver - use stats for Webley Revolver), ranged (3d10 ice damage, Gauntlet of the North Wind); SQ Friends in High Places; AL France, Combat Group 12 - "The Storks"; SV Fort +10, Ref +11, Will +10, Rec +6; Rep +17; Str 12, Dex 15, Con 14, Int 8, Wis 10, Cha 18.

Background: Military

Occupation: Airborne Legionnaire

Perks: Occupation Specific - Empathetic Link, Firearms – Called Shot

Hobby: Firearms

Skills: Athletics 7 (+8), Firearms 7 (+9), Leadership 8 (+12) Magic 12(+16), Perception 4 (+4), Outdoorsman 11 (+11), Stealth 8 (+10), Vehicles 4 (+6), Weapons 4 (+5)

Feats: Agility Training (+2 Dexterity), Attack Focus (+2 on attack rolls with Pistolet Revolveur Modele 1892), Attractive Dedicated (+3 for save bonuses and skill checks related to allegiance to France), Enemy (Central Powers Air Forces), Evasive Maneuvers, Far Shot, Mounted Combat, Move-by Action (+2 bonus on attacking from mount), Sneak Attack, Specialist (+6 when making Outdoorsman skill checks for riding), Voice of Command

Access/Contacts/Followers: Top Secret Access

Possessions: Pistolet Revolveur Modele 1892, service dagger, Gauntlet of the North Wind, Ring of Featherfall, Amulet of Protection from Bullets

GEORGES MARIE LUDOVIC JULES GUYNEMER - FRENCH ACE

54 victories

“Until one has given all, one has given nothing.”

—Georges Guynemer

Before the War, Goerge 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 was well liked learned the basics of air combat quickly.

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 spellcasters 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 was 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. Tthe French Air Force procured several prides of griffins 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 he 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 him being promoted 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 Frenchmen to bring down a German heavy bomber.

Despite the 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 griffins shot out from under him - landing safely through the use of quick thinking and featherfall 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 the fact 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, other's 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 griffin rider. The phantom cavalier would show up suddenly out of nowhere to lend a hand when things looked most dire and then disappear quickly into the clouds after the combat. His griffin barding bore the stork emblem of Guynemer's fighter group.

These reports of Guynemer's ghost have been classified 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 if it's simply a result of greatly increased public interest in all things supernatural in the wake of Tunguska.

Georges Guynemer - (Empath 10): HD 10d8+24; HP 84; Init +5; Spd 40 ft.; Defense 22, touch 22, flatfooted 17 (+1 Dex, +4 Wis, +7 Class); BAB +7; Atk +9 ranged (2d6+3, Pistolet Revolveur Modele 1892 (French sidearm of the period. 8mm revolver - use stats for Webley Revolver)), or ranged (1d6+5 produce flame) or ranged (3d8, Greater Rod of Lightning); SQ Resolute; AL France, Combat Group 12 - "The Storks"; SV Fort +13, Ref +8, Will +11, Rec +11; Rep +6; Str 9, Dex 12, Con 14, Int 14, Wis 18, Cha 10.

Background: Military

Occupation: Spellcaster:

Perks: Magic -Spellbinding; Vehicles (small planes) (Pilot); Occupation Specific - Master of the Arcane. Outdoorsman (Mounted Combat)

Spells Known: Level 0, 1, 2, 3, 4, 5 spells from Albion Illusion (Dancing Lights, Obscuring Mist, Misdirection, Major Image, Hallucinatory Terrain)

Special Abilities: Albion Illusion: (Once a day ability) +3 on Perception checks.

Hobby: Streetwise

Skills: Academics 8 (+11), Athletics 11 (+10), Firearms 12 (+13), Magic 13 (+17), Outdoorsman 13 (+17), Perception 7 (+12), Streetwise 7 (+12), Unarmed 12 (+11), Vehicles 9 (+10), Stealth 12 (+13)

Feats: Attack Focus (Pistolet Revolveur Modele 1892), Career Advancement, Critical Strike, Dedicated (France), Defensive Attack, Improved Initiative, Improved Self-Help, Mind Over Body, Move-By Action, Poise, Sneak Attack, Walking Encyclopedia

Access/Contacts/Followers: Top Secret Access

Possessions: Pistolet Revolveur Modele 1892, Tattoo of Protection from Bullets, Carrier Raven Bullets, Pocket Mirror of Scrying, Ring of Morrigan, Rod of Lighting - Greater, Potion- Healing

Character Disadvantages: Depression/Shellshock DSR3

RENE FONCK — FRENCH ACE

Victories: 75 (Great War), 37 (Dragon War)

"I prefer to fly alone... when alone, I perform those little coups of audacity which amuse me..." - René Fonck

His 75 Victories make him the second deadliest flier in the Great War - next 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 command 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 griffin throughout the Great War (his mount was a chestnut stallion he had



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.

René Fonck (Tank 8): HD 9d12+36; HP 94; Init +1; Spd 35 ft. (25 ft. in armor); Defense 17, touch 17, flatfooted 16 (+1 Dex, +6 Class); BAB +6; Atk +9 melee (1d4+2, Service Dagger), or +7 ranged (2d6+3, Pistole Revolveur Modele 1892 (French sidearm of the period. 8mm revolver - use stats for Webley Revolver) or ranged (2d12 ice damage, Ring of Frost); SQ Resilience; AL France, Combat Group 12 - “the Storks”; SV Fort +9, Ref +5, Will +3, Rec +12; Rep +4; Str 14, Dex 13, Con 18, Int 10, Wis 12, Cha 8.

Background: Military

Occupation: Airborne Legionnaire:

Perks Firearms- Called Shot; Occupation Specific-Empathetic Link

Hobby: Weapons

Skills: Athletics 11 (+13), Firearms 4 (+5), Outdoorsman 4 (+5), Perception 11 (+12), Magic 11 (+10), Stealth 11 (+12), Unarmed 4 (+6), Weapons 4 (+5),

Feats: All-Out Attack, Attack Focus (Service Dagger), Damage Reduction, Defensive Attack, Die Hard, Diesel, Endurance Training, High Pain Threshold, Mounted Combat, Precise Shot, Precise Shot - Greater

Possessions: Ring of Featherfall, Amulet of Waterbreathing, Carrier Raven Bullets, Rune Charm, Ring of Frost, service dagger, Pistole Revolveur Modele 1892

Disadvantages: Shady Reputation (DSR 2)

BILLY BISHOP – CANADIAN ACE 92 victories

“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

Bishop was a Canadian Cavalry officer whose mounted combat experience made him an ideal candidate for the Griffon 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” hunting 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 honored in this way. He was also promoted to commander of RFC Squadron 85 - and 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 griffin 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.)

Billy Bishop (Speedfreak 6): HD 6d8+8; HP 49; Init +3; Spd 35 ft; Defense 19, touch 19, flatfooted 16 (+3 Dex, +6 Class); BAB +4; Atk +8 melee (1d4+1, Service Dagger) melee or +8 ranged (2d6+3, Webley Revolver (.45 revolver)) or ranged (3d6 flame damage, Rod of Fireballs); SQ Need for Speed; AL United Kingdom; SV Fort +5, Ref +8, Will +4, Rec +4; Rep +7; Str 13, Dex 16, Con 14, Int 10, Wis 12, Cha 8.

Background: Military

Occupation: Airborne Legionnaire

Perks: Firearms – Called Shot, Occupation Specific- Empathetic Link, Weapons – Aggressive Stance

Hobby: Magic

Skills: Athletics 7 (+10), Firearms 7 (+10), Perception 4 (+5), Magic 8 (+7), Outdoorsman 6 (+7), Stealth 5 (+7), Unarmed 7(+8), Vehicles 4 (+7), Weapons 4 (+5)

Feats: Attack Focus (Service Pistol), Attack Focus (Service Dagger), Career Advancement, Evasive Maneuvers, Improved Grab, Mounted Combat, Move-by Action, Point Blank Shot, Sneak Attack

Access/Contacts/Followers: Confidential Access

Possessions: Service dagger, Webley revolver, Rod of Fireballs, Ring of Featherfall, Amulet of Protection from 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 griffins were their best hope to reconstitute their air force.

Unfortunately – the supply of griffins was limited and the available numbers are 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 griffin 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 griffin based, England was about 50 percent airplanes and 50 percent griffins from 1915 through 1920. The Allies did borrow the German innovation of installing a second seat in fighter planes and deploying combat mages 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 time period. It was evenly split between griffins 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 griffins’ barding.

RAYMOND COLLISHAW – CANADIAN ACE

75 victories (shared credit with Revered Michael Simms)

As commander of the so-called ‘Black Flight’ Collishaw was the first UK 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 to 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.

Raymond Collishaw (Powerhouse 8): HD 8d10+8; HP 72; Init +5; Spd 30 ft. (20 ft. in armor); Defense 17, touch 17, flatfooted 17 (+1 Dex, +6 Class); BAB +8; Atk +10 melee (1d4+3, Service Dagger), or +14 ranged (2d6+4, Colt Revolver); SQ Melee Master; AL United Kingdom, RNAS 10; SV Fort +9, Ref +3, Will +1, Rec +4; Rep +4; Str 16, Dex 13, Con 14, Int 10, Wis 8, Cha 12.

Background: Military

Occupation: Military Officer

Perks Leadership- Inspire Courage; Occupation Specific -Military Rank; Vehicles (small planes)- Pilot, Vehicles (small planes) - Navigate

Hobby: Magic

Skills: Athletics 11 (+14), Firearms 9 (+10), Influence 4 (+5), Leadership 4 (+5), Magic 6 (+7), Unarmed 11 (+14), Vehicles 8 (+9), Weapons 7 (+10)

Feats: Accurate Attack, Attack Focus (Colt)



Revolver), Attack Focus - Greater (Colt Revolver), Attack Specialization (Colt Revolver), Attack Specialization - Greater (Colt Revolver), Career Advancement, Enemy (Central Powers Air Forces), Exploit Weakness, Evasive Maneuvers, Improved Initiative, Move-by Attack

Access/Contacts/Followers: Top Secret Access

Possessions: Potion- Healing, Potion - Surge (+4 Dexterity), Enchanted Hip Flask, Ring of Featherfall, Colt Revolver, Service Dagger, Carrier Raven Bullets. Collisworth's usual plane was the Sopwith Triplane or the Sopwith Camel

REVEREND MICHAEL DAVID SIMMS AKA 'FATHER DAVE' AKA 'THE FIGHTING FATHER'

75 victories (shared credit with Raymond Collishaw)

Because the shortage of arcane spellcasters available to the Royal Naval Air Service (due to the inter-service rivalry with the Army affiliated Royal Flying Corps that had pulled strings to get the lion's share of mages assigned to its ranks), the RNAS took the unusual step of recruiting divine spellcasters to augment its spellfighting capability. Reverend Michael Simms was an Anglican priest from Canada 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 *blade barrier* in the path of a nearby opponent and using his Channel Energy ability to turn the wyverns flown by the German air force. (Channel Energy can be focused to 'turn' extraplanar creatures - such as animals from Faerie.) This latter tactic required close coordination with squadron-mates to ensure that no griffins were within range (30 ft). 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.

Reverend Michael David Simms - (Empath 10): HD 10d8+24; HP 70; Init +5; Spd 40 ft.; Defense 22, touch 22, flatfooted 17 (+1 Dex, +4 Wis, +7 Class); BAB +7; Atk +9 ranged (2d6+3, Webley Revolver (.45 revolver)), ranged (5d8, searing light spell); SQ Resolute; AL United Kingdom, Anglican Church; RNAS 10; SV Fort +13, Ref +8, Will +11, Rec +11; Rep +6; Str 8, Dex 12, Con 14, Int 14, Wis 19, Cha 10.

Background: Mystic

Occupation: Spellcaster

Perks: Medicine-Long Term Care; Magic-Spellbinding (taken 3 times)

Spells Known: Level 0, 1, 2, 3, 4 and 5 spells from Defensive Kabbalah (Sanctuary, Bless, Magic Circle, Dispel Magic, Blade Barrier), (Warrior Kabbalah (Protection from Arrows/Bullets, Bestow Curse, Enhance Ability, Searing Light, Insect Plague), Insight and Healing Kabbalah (Comprehend Languages, Cure Moderate Wounds, Zone of Truth, Divination, Mass Cure Light Wounds)

Special Abilities: Channel Energy

Hobby: Firearms

Skills: Academics (Religion) 5 (+7), Athletics 8(+7), Firearms 12 (+13), Influence 11 (+10), Legal 9 (+11), Magic 13 (+25), Medicine 13 (+17), Outdoorsman 10 (+14), Read/Write Language (Latin) 4 (+4), Speak Language (Latin) 4 (+4), Streetwise 7 (+10), Vehicles 9 (+10)

Feats: Attack Focus (Webley Revolver), Career Advancement, Combat Martial Arts, Cross Training (Athletics), Dedicated, Defensive Attack, Guru (Magic), Healer, Improved Initiative, Improved Self-Help, Mind Over Body, Move-By Action, Poise, Walking Encyclopedia

Access/Contacts/Followers: Favors (7 RP)

Possessions: Webley Revolver, King James Bible, Enchanted Hip Flask, Ring of Featherfall

(Note: For *Dispel Magic* - if a caster level isn't listed for a magic item that's being dispelled - use the caster level of the character who possesses it.)

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 griffin riders and pilots in the British Royal Flying Corps. It was deployed to the skies over 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 especially 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 was joined under a coordinated command and flew joint missions with French Combat Group 12 and Jasta 11.

INDRA LAL "LADDIE" ROY – INDIAN ACE

42 victories (shared credit with Albert Ball)

Roy was the son of wealthy and influential Indian family who had sent him to England for schooling and he had the bad fortune of being there when the magic revolutions occurred in India. It was speculated by historians and biographers that as the son of a prominent Indian family, he considered himself a representative of the sizeable Indian community that was living in England at the time – stranded there to

some degree after the revolt in their homeland. For this reason, it's believed that he volunteered for the military to prove his loyalty to Great Britain and his courage in battle.

He quickly mastered the Ghurka spellbinding 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 Camel.

Ball and he were an inseparable duo in and out of the skies – despite their differences in upbringing and religion (Roy was a devout Hindu, Ball an Anglican) until they were both downed over the fields of Verdun by Manfred von Richthofen.

Indra Lal Roy (Star 4): HD 4d8+8; HP 29; Init +1; Spd 30 ft. (20 ft. in armor); Defense 18, touch 18, flatfooted 13 (+1 Dex, +4 Cha, +3 Class); BAB +2; Atk +3 melee (1d4+2, service dagger), or +4 ranged (2d6+8, Lee-Enfield (British rifle of the era – use stats for Winchester M-1892 (.25-20 Carbine)) or ranged (4d6, Wand of Lightning); SQ Friends in High Places; AL British Commonwealth, RFC Squadron 56, Indian immigrant community; SV Fort +6, Ref +6, Will +6, Rec +3; Rep +12; Str 12, Dex 13, Con 14, Int 10, Wis 8, Cha 16.

Background: Military

Occupation: Spellcaster

Perks: Occupations Specific – Master of the Arcane; Magic- Spellbinding (taken three times)

Spells Known: Level 0, 1 and 2 spells from Ghurka Shamanic (*entangle*, *produce flame*), Albion Invisibility (*disguise self*, *invisibility*) and Albion Illusion (*dancing lights*, *obscuring mist*)

Special Abilities: Ghurka Shamanic (Once a day ability) - +3 on attack rolls, Albion Invisibility (Once a day ability) +3 on Perception checks, Albion Illusion (Once a day ability) +3 on Stealth checks

Hobby: Streetwise

Skills: Athletics 7 (+8), Chemistry 7 (+7), Firearms 7 (+8), Magic 7 (+12), Perception 7 (+6), Streetwise 7 (+6), Vehicles 4(+5), Weapons 4 (+5)

Feats: Attack Focus (Lee-Enfield), Banter, Expert in Your Field (Magic), Lucky, Night Vision, Talented (Influence and Magic), Walking Encyclopedia

Access/Contacts/Followers: Top Secret Access

Possessions: British Enfield service rifle (use stats for Winchester M-1892), Wand of Lightning, Rune Charm, Rune Slugs (+2 against fey creatures or against magic shielding), ring of morrigan, Ring of Featherfall

ALBERT BALL – ENGLISH ACE 42 victories (shared credit with Indra Lal Roy)

Noted by his commanding officers and comrades as quiet and intense, Ball seems to be the exact opposite of the popular image of the loud and swaggering fighter ace. Despite his low key nature, like Boelcke and Guynemer - Ball was used as a propaganda figure by his government to bolster home front morale. Newspapers followed the stories of the quiet and religious Ball regularly.

He had a confidence that bordered on arrogance. He was a persistent fighter - staying in fights that others would write-off as un-winnable. His unshakeable confidence (and the spellfighting 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.

Intermediate Powerhouse (Powerhouse 6): HD 6d10+8; HP 60; Init +1; Spd 30 ft.; Defense 15, touch 15, flatfooted 14 (+1 Dex, +4 Class); BAB +6; Atk +10 melee (1d4+3, service dagger), or +9 ranged (2d6+6, (2d6+3, Webley Revolver (.45 revolver)); SQ Melee Master; AL Unit Kingdom, RFC Squadron 56; SV Fort +7, Ref +3, Will +1, Rec +5; Rep +3; Str 16, Dex 13, Con 14, Int 10, Wis 8, Cha 12.

Background: Military

Occupation: Military Officer

Perks: Leadership - Inspire Courage; Occupation Specific - Military Rank; Vehicles - Navigate, Vehicles (small planes) - Pilot

Hobby: Stealth

Skills: Athletics 7 (+10), Firearms 7 (+8), Influence 4 (+5), Leadership 4 (+5), Stealth 4 (+7), Unarmed 7 (+10), Vehicles 8 (+11), Weapons 7 (+10)

Feats: Attack Focus (service dagger), Attack Focus (pistol), Attack Specialization (Webley Revolver), Career Advancement, Defensive Attack, Defensive Driving, Enemy (Central Powers Air Forces), Exploit Weakness, Talented (Stealth and Vehicles)

Access/Contacts/Followers: Confidential Access

Possessions – Webley Revolver, dagger, Ring of Featherfall, Enchanted Hip Flask, potion- Healing, potion - Surge (+4 Dexterity)

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 a 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 to ever perform a loop and also the first to use an airplane in a suicide ramming attack (albeit unintentional.) When Russia enters the Dragon War, its fighter squadrons join the conflict with the outdated French Neuport 10s –and quickly are 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 griffins (supplied by the French) and wild hippogriffs captured in Siberia.

ALEKSANDR ALEKSANDROVICH KAZAKOV (OR KOZAKOV)
САЛЕКСАНДР АЛЕКСАНДРОВИЧ КАЗАКОВ – 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 in 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 – he was one of the first officers recommended for the Imperial Sorcery College at Tunguska. When Russia entered the Dragon War, Kazakov 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 combat against German, Austro-Hungarian and Dragon Army forces.

Aleksandr Aleksandrovich Kazakov (Empath 12)
 HD 12d8+36; HP 108; Init +1; Spd 30 ft; Defense 26, flatfooted 19 (+1 Dex, +6 Wis, +9 Class); BAB +9; Atk +8 melee (1d4+5, Service Dagger), or +9 ranged (2d6+3, Nagant M1895 (Russian sidearm of the period. 7.5mm revolver - use stats for Webley Revolver) or ranged (7d6 *flame strike*) or ranged (3d8, Greater Rod of Lightning) SQ Resolute; AL Russia, Czar Nicholas II; SV Fort +16, Ref +11, Will +16, Rec +12; Rep +6; Str 8, Dex 12, Con 16, Int 10, Wis 20, Cha 14.

Background: Military

Occupation: Spellcaster:

Perks : Magic -Spellbinding (taken two times); Occupation Specific - Master of the Arcane. Vehicles (small planes) -Pilot

Spells Known: Level 0, 1, 2, 3, 4, 5 spells from Svaldon Madness (Lesser Confusion, Touch of Madness, Rage, Confusion, Crushing Despair) and Svaldon Warrior-Mage (Magic Weapon, Cat's Grace, Gaseous Form, Rage, Flame Strike)

Special Abilities: Svaldon Madness: (Once a day ability) +3 on Willpower rolls. Svaldon Warrior-Mage: (Once a day ability) +3 on one attack roll per day

Hobby: Streetwise

Skills: Academics 15 (+15), Athletics 4 (+3), Firearms 4 (+5), Magic 15 (+27), Outdoorsman 4 (+9), Perception 15 (+20), Streetwise 15 (+20), Unarmed 4 (+3), Vehicles 15

(+16), Stealth 15 (+16)

Feats: Career Advancement, Contemplative Master, Critical Strike, Expert in Your Field (Magic), Guru (Magic) Lucky, Mind Over Body, Move-by Action, Night Vision, Poise, Self-Help 1, Self Help 2, Sneak Attack, Walking Encyclopedia, Well Informed,

Access/Contacts/Followers: Confidential Access

Possessions: Nagant M1895 (Russian sidearm of the period), Tattoo of Protection from Bullets, Pocket Mirror of Scrying, Rod of Lighting - Greater

NEW AIR VEHICLES

CAPRONI CA.3

A three-engined wooden biplane that saw heavy use during the Dragon War and was the bomber/fighter of choice for the Italian Army and Order of St. Michael.

Armament: 2 heavy machine guns – swivel mounted. 1,760 lbs of bombs.

BRÉGUET BR.14

The Bréguet Br.14 was a versatile biplane used by



the French, Italian and Belgian air services that was deployed as a scout, a seaplane, a bomber and a medical airlift plane. After the emergence of air cavalry, Breguet doubled production at his factory when it became clear that the supply of available griffins was not large enough for the needs of the French air service and bombers would still be very much in demand. When Italy entered the Dragon War – they adopted the Bréguet Br.14 to augment their fleet.

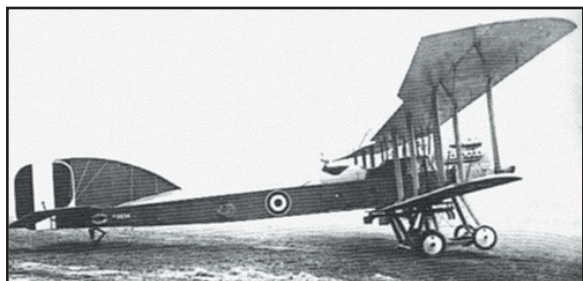
Armament: 2 heavy machine guns – 1 fixed and forward facing, 1 on a swivel for the tail-gunner. 661 lbs of bombs.

SHORT Bomber

This early British bomber was developed by Horace Short of Short Brothers Aviation in response to a request by the British Navy for a torpedo bomber seaplane in 1915 to combat German U-boats. Its design proved so versatile it was reworked as a scout plane and a bomber. Over 1000 were produced by various British manufacturers during the Great War and Dragon War.

The sea plane version was deployed to sea plane tenders and early air craft carriers

Armament: 1 heavy machine gun, 1 torpedo or 920 lbs of bombs



THE IL'YA MUROMETS

(Russian: Илья Муромец) was a Russian heavy bomber created in 1912 by the genius aircraft designer Igor Sikorsky. It was named after Ilya Muromets, a hero from Russian mythology. It was the first heavy strategic bomber and the first plane to be deployed in a squadron dedicated exclusively to strategic bombing.

Early in the Great War, German pilots were reluctant to take on the heavily armed Il'ya Muromets. The Russian air force didn't lose a single one of these bombers until the German Imperial Air Service began deploying combat spell-casters in its fighters.

When Russia entered the Dragon War - they deployed these bombers to the skies over the Battle of the Bavarian Forest - with wizards manning defensive positions on the bomber alongside heavy machineguns.

Armament: This bomber was configured in several vastly different ways over the course of the Great War and the Dragon War (sometimes employing up to 5 heavy machineguns mounted at different locations throughout the plane). The bomb load differed widely depending on the crew and other armaments carried. With three crew and two defensive machine-guns, a Ilya Muromets could carry 500 kg (1,100 lb) of bombs.

SOPWITH TRIPLANE

Faster than previous fighters and highly maneuverable, the Sopwith Triplane was so highly regarded by the Central Powers that German



engineers came up with no fewer than 50 triplane prototypes in an attempt to develop a plane that could match the speed and agility (the eventual result was the Fokker Dr I.)

It was an evolutionary step after the early planes of the Allied Air Forces were out-powered and out-maneuvered by German aircraft. Although the Triplane was hailed as an achievement - its design defects (it was regarded as under-armed with only one heavy machine gun and its wings were prone to



ALTERNATE RULES: BOMBING

It's suggested the GM not expose his PCs to a bombing raid except as a way to set the tone of setting. However – if it is deemed necessary – here are some quick optional rules for bombs.

The first 10 lbs of explosives do 15 points of damage within a radius of 80 feet. A successful DC 15 Reflex save halves that damage. This damage is double if you're close to ground zero (within 40 feet). Every 10 pounds of explosives after that do an additional 10 points of damage.

A 30 pound bomb will do 35 points of damage and 70 points if you're close to ground zero.

A 60 pound bomb will do 65 points of damage and 130 close to ground zero.

A hardened location (such as an underground bomb shelter) can fully negate the damage at the GMs discretion.

breakage during acrobatic flying) led to its relatively short tour of duty as it was soon replaced by the superior Sopwith Camel.

Armament: One heavy, forward-firing machinegun. (Some experimental models were produced with two - but this was rare.)

NIEUPORT 10

The Nieuport 10 was developed before the Great War began and was quickly converted to use as both a reconnaissance scout and a fighter plane. It was a workhorse of the French and Russian air forces in

the first year of the Great War (the UK had a sizeable contingent as well.). Sadly – it was no match for the planes the German Air Service debuted in 1915 – specifically the Fokker E.I with its synchronization gear – which allowed for much more accurate targeting. The new Fokker was more powerful, more maneuverable and more accurate in combat than the Nieuports. The bulk of the French and British fleets of Nieuport's were decimated in early summer of 1915.

Armament – One heavy machinegun mounted on the top wing (-2 to hit).

OBSERVATION BALLOONS

If there was not a mage with scrying ability close at hand (and with the grinding attrition of trench warfare - this was a serious problem), observation balloons were the best way to get information on enemy positions and movements.

Observation balloons were used by both sides in the war when necessary. They were generally filled with hydrogen (which was highly flammable) and tethered to the ground via a metal cable attached to a mechanical winch. They could be quickly raised several thousand feet above the ground. The soldier in the observation platform attached to the balloon would survey the surrounding area and would radio or telephone down what he saw.

They were heavily defended by ground based anti-aircraft cannon, anti-aircraft machine guns and airplanes. The tether wire to the balloon gave the anti-aircraft gunnery crew a meaningful way to gauge the altitude of their fire - so they were much more accurate than any AA crews. (AA crews around balloons do not suffer the -5 to hit penalty of other AA crews in this setting.) The balloon could be reeled in very quickly – usually they could be grounded within a minute. (7 to 10 combat rounds)

(Having spellcasters with ranged attacks serving as anti-aircraft defense was preferable. But if the



shortage of mages was so dire that commanders were using balloons for intel (as it frequently was) - there generally weren't mages to spare for balloon guarding duties.)

HIPPOGRIFFS

Hippogriffs are magical beasts – a blending of the wings and head of an eagle with the body and legs of a horse. They are native to Faerie but from 1913 onwards there are rumors of wild herds of hippogriffs in the Italian Alps and the Siberian Steppes. The rumor is that they migrated over from Faerie via a moonlight portal.

During the Great War, both sides were interested in obtaining hippogriffs to test out their potential as mounts for airborne cavalry. The Central Powers are especially interested in finding and capturing hippogriffs as a replacement for wyverns – which are less than ideal mounts. (In the early months of Germany's airborne cavalry – there were as many deaths among riders from being stung by their own wyvern as there were from combat engagements.) However, the only documented use of hippogriffs

used for military purposes was during the Battle of the Bavarian Forest when a small contingent of the Russian Imperial Air Force was deployed as airborne cavalry riding hippogriffs that had been captured in Siberia.

Hippogriffs - (Speedfreak 4): HD 4d8+12; HP 35; Init +0; Spd 75 ft (land); 110 ft (flying); Defense 12, flatfooted 12 (+0 Dex, +3 Class, -1 Size); BAB +2; Atk +3 melee (1d6+2, Hooves), +3 melee (1d8, Beak); SQ Need for Speed, 2 DR vs. Blunt, Piercing and Slashing; AL none; SV Fort +6, Ref +3, Will +3, Rec +5; Rep NA; Str 23, Dex 11, Con 18, Int 2, Wis 14, Cha 6

Skills (perks): Athletics 8 (+14); Perks: Endurance Athletics x2 (Athletics)

Feats: Natural Weapons (Blunt), Natural Weapons (Slashing), Runner x2, Size Increase x2 (Large size), Wings X7

Character Disadvantages: Mild Disability (Cannot climb), Severe Disability (Cannot manipulate objects)

NEW MAGICAL ITEMS

GREATER AMULET OF THE WHISPERING WIND

(50 charges) (Cost 300) - Works the same as Amulet of the Whispering except it has 50 charges and a range of 4 miles.

CARRIER RAVEN BULLETS

(1 charge per bullet) (Cost 34) - These were commissioned out of desperation by the British Army whose artificers who were unable to duplicate the Imperial German Army's Amulet of the Whispering Wind. These .45 caliber bullets were enchanted by Scandinavian mystics. The look exactly like other .45 caliber ammunition except that there is a small raven's head inscribed on every one.

The user would speak a message of 25 words or less to the bullet and then load it into his service revolver (usually a Webley revolver) and fire it into the air. The bullet would transform into a spectral raven that would convey the message to the intended

TABLE 1: NEW AIR VEHICLES

Name	Nation	Crew	Pass	Cargo	Init	Man	Top Speed	Def	Hard	HP	Size	Cost	Res
Bombers													
Caproni Ca.3	Italy	4	0	1,760	-4	-4	86 mph	6	14	50	G	19	Mil +3
Br��guet Br.14	France, Belgium	2	0	661	-3	-4	110 mph	6	14	47	G	19	Mil +3
Short Bomber													
Ilya Muromets Type S-23	Russia	4 to 8	0	1,110	-6	-7	70 mph	6	19	65	G	22	Mil +3
Lighter than air vehicles													
Observation Balloon	All	1	0	0	-6	-5	NA	5	1	24	C	18	Mil +3
Fighters													
Nieuport 10	France, Russia, UK, Italy	1	0	250	-4	-4	88 mph	8	4	25	H	18	Mil +3
Sopwith Triplane	UK, France	1	1	430	-3	-1	115 mph	7	6	30	H	23	
Airborne Creatures													
Hippogriffs*	Russia	1	0	65	+0	-1	110 mph	12	NA	45	H	NA	NA

*Hippogriffs are included for comparison

ANTI-AIRCRAFT WEAPONS

They were more effective when guarding observation balloons - the mooring wire give them a guide for adjusting their arc to hit the incoming planes. Otherwise, they were highly inaccurate due to the poor sights of the day (-5 to hit)

Weapon	DMG	Crit	Type	Range Inc	ROF	Magazine	Size
7.5cm AA cannon	3d8	20	Ballistic	1000 ft	1	1 int.	H
3.7cm AA semi-automatic AA cannon	3d6	19-20	Ballistic	500 ft	S, A	Linked	H

recipient. The raven was shadowy, translucent and insubstantial – rendering it effectively immune to all attacks except *dispel magic*. It flew at a rate of 20 miles per hour to the intended recipient where it would croak out the message in the same manner that trained ravens can mimic human speak. Although the Carrier Raven Bullets were something of a disappointment when they were introduced into service - their relatively low cost and ease of use (using one requires minimal magical knowledge or skill - just one rank in the Magic skill) meant that they could be widely distributed among the rank and file of the Allied militaries. This gave the Allies a pronounced advantage in terms of communication and coordination over the Central Powers.

GAUNTLET OF THE NORTH WIND

(50 charges) (cost 200) – This steel gauntlet is engraved with intricate series of Norse Runes. It is manufactured by Scandinavian artificers, is always cool to the touch and glows with a faint blue light. It emits a blast of elemental cold that deals 3d10 damage. A Fortitude save is allowed for half damage. The target must make a Reflex saving throw (DC

caster's ranks in the Magic skill) or be knocked prone. If this effect is dealt to a plane or airborne legionnaire – the target falls for one round and can make a piloting or ride check the next round (same DC) to right themselves. Most air combat is conducted at altitudes where it would take 5 to 15 rounds (GMs discretion) for a combatant to fall to the ground.

RING OF THE MORRIGAN

(20 charges) (cost 100) – This ring casts the spell Summon Flock of Ravens (page 79 Soldiers and Spellfighter20). The Irish Pagan Revolutionary Army sold these on the black market to the British government who were eager to get their hands on any magic items with combat potential. The IPRA used this trade in black market artifacts to finance their guerrilla war against the Catholic theocracy in Ireland. The British Commonwealth issued these to combat sorcerers and pilots. Due to the complications with the supply chain (the Irish government was actively training to disrupt illegal trade that helped finance the revolution) these rings were never as common as other artifacts in the British arsenal.

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