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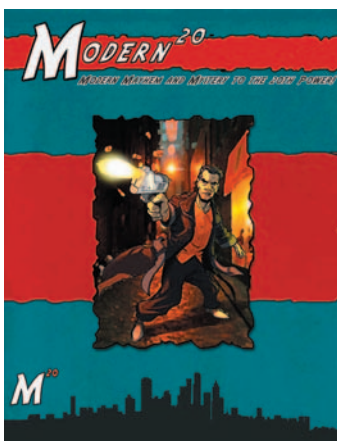
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KNIGHTS OF THE SKY 2: CENTRAL POWERS AND THE DRAGONS ARMY PILOTS FOR SOLDIERS AND SPELLFIGHTERS²⁰

BY MIKE LAFFERTY

ART BY JEFFREY KOCH AND MICHAEL JAECKS OF EMPTY ROOM STUDIOS

Knights of the Sky 2 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 Central Powers and Dragons Army involved 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.

CENTRAL POWERS

OSWALD BOELCKE, GERMAN ACE

40 victories

"I am after all only a combat pilot, but Boelcke, he was a hero." - Manfred von Richthofen

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 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 which are 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 griffins - they were never able to be deployed in the large numbers desired by the Kaiser because of the

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 started 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 on principle 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.*

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 griffin 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 griffin. Boelcke had been too impatient to get in the air –and he had left his Amulet of Featherfall in the barracks. A Royal Flying

Corps griffin dropped a wreath in the early hours of the next morning over the aerodrome of Boelcke’s squadron. It read: “To the memory of Captain Boelcke, a brave and chivalrous foe.”

Oswald Boelcke, German Ace - Intermediate Speedfreak (Speedfreak 8): HD 8d8+8; HP 54; Init +3; Spd 35 ft; Defense 21, touch 21, flatfooted 18 (+3 Dex, +8 Class); BAB +6; Atk +6 melee (1d4+1, Service Dagger) melee or +7 ranged (2d6+4, Luger 9mm), +6 ranged (2d6+8, German Mauser); SQ Need for Speed; AL German Empire, German Imperial Air Service, Jasta 2;SV Fort +6, Ref +9, Will +3, Rec +4; Rep +8; Str 13, Dex 16, Con 14, Int 10, Wis 12, Cha 8.

Background: Military

Occupation: Wheelman

Perks Vehicles-Pilot (Small planes); Vehicles (Navigate), Leadership (Group Cohesion), Leadership (Inspire Courage)

Hobby: Magic

Skills: Athletics 7 (+10), Leadership 11 (+18), Firearms 7 (+10), Perception 8 (+9), Stealth 7 (+12), Magic 11 (+10), Vehicles 11 (+16), Weapons 4 (+5)

Feats: Attack Focus (Luger 9mm), Awareness, Career Advancement 2x, Defensive Roll, Evasive Maneuvers, Expert in Your Field (Leadership), Far Shot, Move-by Action, Talented (Stealth and

Vehicles), Teamwork (Jasta 2)

Access/Contacts/Followers: Top Secret Access

Possessions: Service dagger, Luger 9mm, German Army Mauser (use stats for Winchester 1892), Amulet of Featherfall, Amulet of the Whispering Wind, Amulet of Protection from Bullets, Enchanted Hip Flask. Boelcke's favored plane was the Albatross D.II.

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 (generally their pilots 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 were done up in similar color schemes) to allow for easy visual identification during combat - which helped them perform complicated, coordinated group aerial tactics. This led to their nickname "Richthofen's Flying Circus".

During the Dragon War, Jasta 11 joined with their erstwhile enemies in the French aces 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 *Soldiers and Spellfighters20*. Stats for Richthofen are given below

MANFRED VON RICHTHOFEN

Manfred von Richthofen was the most feared and respected German dogfighter of the Great War. A complete bio is provided for him in *Soldiers and Spellfighters20*.

Manfred von Richthofen - aka The Red Baron (Intermediate Powerhouse 8): HD 8d10+24; HP 65; Init +1; Spd 35 ft; Defense 20, flatfooted 16 (+4 Dex, +6 Class); BAB +10; Atk +9 melee (1d4+1, Service Dagger), or +16 ranged (2d6+4, Luger 9mm autoloader) or ranged (2d6 electrical damage, Rod of Lightning) or ranged (2d6 flame damage, Rod of Fireballs) ; SQ Melee Master; AL The Kaiser, Germany, Jasta 11; SV Fort +9, Ref +7, Will +3, Rec +7; Rep +9; Str 8, Dex 18, Con 15, Int 12, Wis 10, Cha 14.

Background: Military

Occupation: Airborne Legionnaire

Perks: Leadership: (Group Cohesion); Occupation Specific: (Empathetic Link)

Hobby: Magic

Skills: Athletics 7 (+6), Firearms 7 (+11), Leadership 10 (+12) Magic 10(+12), Perception 4 (+4), Outdoorsman 11 (+11), Stealth 8 (+12), Vehicles 4 (+8), Weapons 4 (+3)

Feats: Agility Training (+2 Dexterity), Attack Focus (+2 on attack rolls with Luger 9mm), Dedicated (+3 for save bonuses and skill checks related to allegiance to Germany), Enemy (Allied 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), Teamwork (Jasta 11)

Access/Contacts/Followers: Top Secret Access

Possessions: Service dagger, service pistol, Rod of Fireballs and Rod of Lightning, Amulet of Featherfall, Ring of Charm Monster, Amulet of Protection from Bullets, Amulet of the Whispering Wind, Potion-Healing

DIETRICH GERHARD – DIVINE SPELLCASTER IN GERMAN AIR FORCE

20 victories (shared credit)

The Germans became interested in employing divine spellcasters in their airforce 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 griffins. This practice was denounced by the heads of the Lutheran Church and the Catholic Church - but that 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. He was pressured into giving up the pulpit and joining the military by his father when the call went out.

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 featherfall amulet. 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.

Intermediate Brainiac (Brainiac 4): HD 4d8+4; HP 26; Init +2; Spd 30 ft.; Defense 18, touch 18, flatfooted 13 (+2 Dex, +3 Int, +3 Class); BAB +3;

Atk +5 melee (1d4+3, Service Dagger), or +5 ranged (2d6+4, Luger 9mm autoloader); SQ Thinker; AL Nation of Origin; SV Fort +2, Ref +4, Will +4, Rec +2; Rep +2; Str 12, Dex 14, Con 13, Int 16, Wis 10, Cha 8.

Background: Religion

Occupation: Soldier

Perks: Weapons- Aggressive Stance; Magic-Spellbinding

Spells Known: Level 0 and level 1 and level 2 spells from the Warrior Kabbalah (*Protection from Arrows/Bullets*, *Bestow Curse*)

Special Abilities: Channel Energy

Hobby: Magic

Skills: Academics (Theology) 4 (+7), Art 7 (+6), Athletics 7 (+9) Chemistry 7 (+10), Engineering 7 (+10), Firearms 7 (+9), Influence 7 (+6), Magic 7 (+6), Outdoorsman 7 (+7), Perception 7 (+13), Stealth 7 (+9), Streetwise 7 (+7), Unarmed 4 (+5), Vehicles 4 (+6), Weapons 4 (+5)

Feats: Awareness, Exploit Weakness, Smart Defense, Sneak Attack x2, Trick, Weapon Finesse (Knife)

Access/Contacts/Followers: Top Secret Access
Wealth: 17

Possessions: Luger 9mm, Lutheran prayer book, Bible, Potion- Healing,

RUDOLF BERTHOLD -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 Zaubereikorps (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 spellcasters. In late 1915 he was severely wounded while his plane was



destroyed in combat with a French griffin rider. He suffered a fractured skull, separated shoulder and his left leg was crippled beyond the ability of the military mages or medics to heal.

Despite this injury - Berthold refused the reconstructive surgeries doctors recommended (fearing they could 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

Rudolph Berthold aka The Iron Knight (Star 6):

HD 6d8+12; HP 39; Init +1; Spd 10 ft; Defense 15, flatfooted 14 (+1 Dex, +4 Class); BAB +3; Atk +5 melee (1d4+1, Service Dagger), or +5 ranged (2d6+4, Luger 9mm) or ranged (4d6, fireball, 20ft radius) or ranged (2d6, Rod of Lightning); SQ Friends in High Places; AL Germany, Kaiser, Jasta 15; SV Fort +7, Ref +7, Will +7, Rec +4; Rep +10; 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: Spells level 0, 1, 2, 3 from Crimson Wyrms spellbinding (*Burning Hands*, *Mage Armor*, *Fly*), Summoning spellbinding (*Summon Vivitor I*, *Phantom Chopper*, *Summon Vivitor II*) and Elemental Fire spellbinding (*Burning Hands*, *Flaming Projectiles*, *Fireball*)

Special Abilities: Crimson Wyrms: Once a day, manifest dragon scales – giving 5DR armor bonus for 5 rounds; Summoning: Once a day, +3 on Magic rolls; Elemental Fire: Once a day, ½ damage from fire attacks, lasts 6 rounds

Hobby: Unarmed

Skills: Athletics 4 (+6), Chemistry 9 (+9), Firearms 9 (+10), Influence 9 (+12), Leadership 9 (+14), Magic

9 (+14), Perception 9 (+15), Unarmed 4 (+6), Vehicles 4 (+5), Weapons 4 (+6)

Feats: Attack Focus (Luger 9mm), Dedicated (Jasta 11), Feint, Lucky, Public Speaking, Move-by Action, Talented (Leadership and Magic) Voice of Command, Walking Encyclopedia

Access/Contacts/Followers: Top Secret Access

Possessions: Service dagger, Luger 9mm, Amulet of Featherfall, Amulet of the Whispering Wind, Amulet of Protection from Bullets, Enchanted Hip Flask, Rod of Lightning

Character Disadvantages: Pronounced

Disability: -20 ft to movement and -2 penalty to skill checks related to Dexterity (DSR 2)

Sample 1st Level Vivilor

1st-level Vivilor(Tank 1): (Small Outsider), HD 1d12+2; HP 14; Init +1; Spd 30 ft, 60ft (flying); Defense 13, touch 13, flatfooted 12 (+1 Dex, +0 Class, +1 size, +1 Tougher Skin); BAB +0; Atk +1 melee (1d6+1, slam); SQ Resilience, Wings, Tougher Skin; AL Rudolf Berthold; SV Fort +4, Ref +2, Will +1, Rec +7; Str 10, Dex 13, Con 15, Int 10, Wis 12, Cha 8.

Skills: Athletics 4 (+4), Perception 4 (+5), Weapons 4 (+4)

Feats: Night Vision, Size Decrease (Small)

Sample 2nd Level Vivilor

2nd Level Vivilor(Tank 2): (Medium Outsider), HD 2d12+2; HP 21; Init +1; Spd 30 ft, 60ft flying; Defense 12, touch 12, flatfooted 11 (+1 Dex, +1 Class); BAB +1; Atk +4 melee (1d6+4, slam); SQ Resilience, Wings, Improved Ability Scores, Energy Resistance (DR 5 fire); AL Rudolf Berthold; SV Fort +6, Ref +3, Will +1, Rec +9; Str 19, Dex 13, Con 17, Int 10, Wis 12, Cha 8.

Skills: Athletics 6 (+10), Perception 6 (+7), Weapons 5 (+8)

Feats: Night Vision, Move-by Action



AUSTRO-HUNGARIAN IMPERIAL AND ROYAL AVIATION TROOPS (KAISERLICHE UND KÖNIGLICHE LUFTFAHRTRUPPEN)

Austro-Hungary exclusively used planes 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 3 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 usual bases had been overrun by the fey invaders.

GODWIN BRUMOWSKI – 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 same decoration was soon copied by the pilots under his command.

Brumowski (Speedfreak 4): HD 4d8+8; HP 33; Init +3; Spd 35 ft; Defense 17, touch 17, flatfooted 14 (+3 Dex, +4 Class); BAB +3; Atk +6 melee (1d4+1, Service Dagger) melee or +7 ranged (2d6+4, Luger 9mm); SQ Need for Speed; AL Austro-Hungarian Empire, Squadron 41J; SV Fort +4, Ref +7, Will +2, Rec +3; Rep +6; Str 12, Dex 16, Con 14, Int 10, Wis 13, Cha 8.

Background: Military

Occupation: Wheelman

Perks Vehicles- Pilot (Small planes); Vehicles-Navigate

Hobby: Streetwise

Skills: Athletics 7 (+10), Engineering 7 (+7), Firearms 7 (+10), Perception 4 (+5), Stealth 7 (+12), Streetwise 4 (+5), Vehicles 4 (+9), Weapons 4 (+5)

Feats: Attack Focus (Service Pistol), Defensive Driving, Defensive Roll, Evasive Maneuvers, Far Shot, Move-by Action, Talented (Stealth and Vehicles)

Access/Contacts/Followers: Confidential Access

Possessions: Service dagger, Luger 9mm, Amulet of Featherfall, Amulet of the Whispering Wind, Amulet of Protection from Bullets, Enchanted Hip Flask. Godwin's favored plane was the Albatross D.II.

DRAGON ARMY

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 air forces of the European armies they were fighting persuaded them of the need to increase and expand their air power.

There Dragon's 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 Dragons Army 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 – 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. Sodak was not a spellcaster – but she carried an impressive arsenal of magic devices into combat. She augmented this with a Luger 9mm and a German Mauser.

Sodak was known for her cruelty towards German 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 an unusual task force of clerics from the pagan Cult of Loki working hand in hand with Lutheran pastors in the German Resistance. She had racked up victory over 34 human pilots and griffin riders when she died.

Sodak Sarotkar –Speedfreak (Speedfreak 6): HD 6d8+8; HP 40; Init +3; Spd 35 ft; Defense 19, touch 19, flatfooted 14 (+3 Dex, +6 Class); BAB +3; Atk +7 melee (1d4+1, Service Dagger), +8 melee (1d8+1, Orc Double Axe) melee or +8 ranged (2d6+4, Luger 9mm), +7 ranged (2d6+8, German Mauser) or ranged (1 point of poison damage for 9 rounds, Staff of Poison) or ranged (2d6 flame damage, Rod of Fireballs); SQ Need for Speed; AL Empire of Tyrask, Dragons' Army; SV Fort +5, Ref +8, Will +3, Rec +4; Rep +7; Str 17, Dex 16, Con 14, Int 8, Wis 10, Cha 8.

Background: Fay Heritage

Race: Orc

Occupation: Airborne Legionnaire

Perks: Occupation Specific (Empathetic Link)

Special Abilities: +1 racial bonus on attacking with orc double axe

Hobby: Magic

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

Feats: Attack Focus (Luger 9mm), Awareness, Cleave, Evasive Maneuvers, Far Shot, High Pain Threshold, Mounted Combat, Move-by Action, Night Vision

Access/Contacts/Followers: Top Secret Access

Possessions – Luger 9mm, German Mauser, maps, compass, uniform, Amulet of Featherfall, service dagger, Poison Staff, Ring of Fire Bat Summoning, 2 healing potions, orc double axe, Ring of Charm Monster

ZGRED SUMMELGRAK – 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 - he was 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 of employing small group tactics to best draw out an opponent and exploit their weaknesses.

Rumor had it the Zgred hated serving the Dragons Army - but had no choice. His village and tribe in Tyrask would have been destroyed if he had resisted. 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 they never could in Faerie

UNDRORO GREYSTORM – DRAGON ARMY ACE

60 victories

Intrigued by human technology, a group of dark elves requisitioned a squadron of captured German Fokker Dr.Is. With some training from captured German pilots, they quickly mastered the rudiments of the art of flying and became a capable air threat. They were so effective – indeed necessary – to the Dragon Army's infantry operations – the fey invaders soon established an ad-hoc airplane product facility- using German civilians and POWs as slave labor to produce more of the Fokker triplanes. The Dragon's 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 collectively 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.

The top dark elf ace in the Dragon Army was Undroro Greystorm - who claimed 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.

Undroro Greystorm – Advanced Star (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, knife) +6 ranged (2d6+4, Luger 9mm), ranged (3d12 ice damage, Greater Ring of Frost), ranged (1d4 poison damage for 11 rounds, Greater Poison Staff); SQ Friends in High Places; AL Empire of Tyrask, Dragons' Army, Iceblade Fighter Group; SV Fort +10, Ref +11, Will +9, Rec +6; Rep +17; Str 12, Dex 13, Con 14, Int 10, Wis 8, Cha 18.

Background: Fay Heritage

Race: Dark Elf

Occupation: Spellcaster:

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

Spells Known: Spells level 0, 1, 2, 3, 4 from Crimson Wurm spellbinding (Burning Hands, Mage Armor, Fly, Fireball) and Summoning spellbinding (Summon Vivilor I, Phantom Chopper, Summon Vivilor II, Secure Shelter)

Special Abilities: Crimson Wyrms: Once a day, manifest dragon scales – giving 5DR armor bonus for 5 rounds; Summoning: Once a day, +3 on Magic rolls

Hobby: Firearms

Skills: Academics 11 (+11), Athletics 11 (+12),

Firearms 10 (+11), Leadership 11 (+15) Magic 11 (+15), Perception 11(+10), Vehicles 5 (+6), Weapons 4 (+5)

Feats: Attack Focus (Luger 9mm), Espirt de Corps, Evasive Maneuvers, Expert in your field (Magic), Feint, Lucky, Lightning Reflexes, Move-by Action, Public Speaking, Teamwork (Iceblade Fighter Group), Uncanny Dodge, Voice of Command

Access/Contacts/Followers: Top Secret Access

Possessions: Luger 9mm, knife, Greater Staff of Poison, Ring of Firebat Summoning, Greater Ring of Frost, Amulet of Featherfall. The Fokker Dr I triplane is Undroro's choice of plane.

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 the army into our world and was reportedly the lead commander of their forces. He was killed by a squad of Thor's Rage and British Infantry in the last days of the Battle of the Bavarian Forest.

Red Dragon, Colossal (Tank 20): HD 22d12+180; HP 330; Init -3; Spd 45 ft (80 ft flying); Defense 14, flatfooted 14 (-1 Dex, +15 Class, -8 Size); BAB +9; Atk +19 melee (2d8+8, talons), or (2d6+6, bite) or ranged (7d6+6, Breath Weapon,); SQ Resilience, 14 DR vs. Ballistic, 10 DR vs. Blunt, Slashing and Piercing, Draconic Immunities, Spell like abilities; AL Council of Crimson Wyrms; SV Fort +29, Ref +5, Will +8, Rec +29; Rep NA; Str 66, Dex 12, Con 46, Int 12, Wis 12, Cha 12

Skills: Athletics 26 (+54), Magic 19 (+20), Unarmed 19 (+47)

Feats: Diesel, Diesel 2, Draconic Immunities, Endurance Training, Endurance Training 2, Natural Armor x5 (Scales, 10 DR vs. Blunt, Slashing and

Piercing), Natural Weapons (Piercing), Size Increase x8 (Colossal Size), Spell like abilities, Tremor. Wingsx4

Spell like abilities: Unlike casting a spell, no Willpower save is required when using these powers. The Red Dragon can – as an attack action – use the following spell like abilities: *Charm Person*, *Greater Scrying*, *Hold Person*, *Obscuring Mist*

Red Dragon Breath Weapon: As an attack action, the red dragon can breathe a burst of flame. Range increment is 20 ft. Rate of fire is single (once per round), damage is 7d6+6. A successful Reflex save (DC 15) reduces damage by 50 percent. The burst of flame is 5 feet wide and 60 feet long. Any creature in the line of the fire takes. Creatures with cover get a bonus on their Reflex save.

NOTE: Any creature or flammable object that takes damage from a breath weapon catches on fire, taking 1d6 points of fire damage each subsequent round until the flames are extinguished. A fire engulfing a single creature or object can be doused or smothered as a full-round action. Discharging a fire extinguisher is a move action and instantly smothers flames in a 10-foot-by-10-foot area.

NEW AIR VEHICLES

ZEPPELIN-STAAKEN R.VI

This giant 4 engined heavy bomber was the most massive wooden aircraft ever constructed - arger 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: 4,000 lbs of bombs, up to 5 heavy machine guns deployed in various locations.

THE ALBATROSS D.II

The Albatross D.II was a German biplane that debuted in 1916 and 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 griffin as he was.

Despite it's 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 griffins - such as the Fokker Dr I triplane.

Armament: Two heavy, forward-firing machineguns.

NEW MAGICAL ITEMS

AMULET OF THE WHISPERING WIND

(20 charges) (cost 150) - works similar to the 2nd level bard spell *whispering wind*.with some modifications. The amulet allows you to send a message of 25 words or less to anyone else with an Amulet of Sending as long as they are within 2 miles. You must either be able to see the intended recipient or be familiar enough with them to hold an image of them in your mind while you speak your message. Amulets are relatively expensive - and so are only issued to officers - usually no one below the rank of Captain (Hauptmann) would have one. Exceptions were made for pilots and very occasionally a non-commissioned officer who has earned the favor of his superiors. These were used by Central Powers during the Great War.

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.

TABLE 1: NEW AIR VEHICLES

Name	Nation	Crew	Pass	Cargo	Init	Man	Top Speed	Def	Hard	HP	Size	Cost	Res
Bombers													
Zeppelin-Staaken R.VI	Germany, Dragon Army	7	0	4,409	-6	-6	80 mph	6	16	55	G	20	Mil +3
Fighters													
Albatros D.II	Germany, Austro-Hungary	1	1	250	-4	-3	110 mph	8	5	30	H	18	Mil +3

RING OF FIREBAT SUMMONING

(20 charges) (Cost 100 – not widely available)

– Summons 1d6 firebats that stat for 1 round for every rank the caster has in the Magic skill. They will obey the mental commands of the summoner – but are unable to communicate – they can only obey orders. This was used by the Central Powers and later by the Dragon Army.

Bat, Fire (Speedfreak 2): HD 2d8+2; HP 11; Init +4; Spd 30 ft (Flight); Defense 10, flatfooted 10 (+4 Dex, +2

Class, +2 Size); BAB +1; Atk +0 melee (3d6+0 Fire Aura); SQ Need for Speed, Immune to Fire, Vulnerable to Cold;

AL none; SV Fort +3, Ref +7, Will +2, Rec +1; Rep NA; Str 5, Dex 19, Con 12, Int 2, Wis 14, Cha 6

Skills (perks): Athletics 1 (-2), Magic 4 (+6); Endurance Athletics (Athletics); Black Magic (Magic)

Feats: Elemental Aura (fire only), Fire Adaptation, Size Decrease (Tiny), Wings x2

Character Disadvantages: Pronounced Disability (Cannot swim, all other non-flight movement rates decreased to 5 ft. per round), Severe Disability (Cannot manipulate objects)

Description: These annoying creatures live in volcanic caves in the Empire of Lyrask in Faerie. They have developed the ability to burst into flame both as a light source and a defense mechanism.

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