

SOLDIERS AND SPELLFIGHTERS²⁰



MIKE LAFFERTY

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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 asking to 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 brought 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 pack of lionesses 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 - usually he 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 griffins -mythical (supposedly) beasts 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 griffins 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 fire balls 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 griffins danced around us like 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.

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 griffins on his own before a Frenchmen 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 griffin 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 merely 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 memoirs "Kaiser Faust".

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 Modern²⁰ rules from RPGObjects.

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 antiquities collections – looking for spells, incantations or any kind of arcane lore. They discovered that among a cache of artifacts from a tomb in Thebes - with the usual funeral incantations inscribed on coffin lids and sarcophagi walls – there was a series of spells associated with the pantheon of 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 old 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 other relics and uncovered a collection of spells devoted to the Norse pantheon. They were able to successfully translate several of these spell sets (or spellbindings). There already was a popular resurgence in Norse mythology, literature and music. This discovery kicked off a revival of the old “pagan” faiths and 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 was commonplace – which served to increase 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, dozens of energy portals appear across the globe. Their opening was usually preceded by strange or intense weather: Egypt experience massive sandstorms, there were flurries in the Arizona desert in mid-summer and it rained trout for 2 hours in the Bavarian Forest. There are hundreds of these gates, usually 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 Karnack, Egypt and one in Manchuria.

Within a week, visitors have ventured out of the portals and set up markets to sell their goods and services. The visitors described their world as 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 homeworld Lyross, our world gives it the name Faerie – and it winds 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, many fey traders 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 or 10 years in our world. In

addition to random time dilation effects, some of those who have returned from traveling to Faerie come back deranged or insane. So, the travel across the portal was largely one way, with the fey visiting our world. The fey constructed bazaars and markets on “our” side of the gates and makeshift towns grow up nearby. Trade flourished and people streamed in to see the wares the fey have for sale. These makeshift settlements grow into small towns and then into small cities as the trade across the gates flourish.

GM Notes: Faerie (or Lyross) is what modern core rules refers to as the Shadow – essentially an analog of a traditional d20 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. With the Tunguska event, the veil that kept modern humans from perceiving the Fey/Shadowfolk accurately has been destroyed. However, travel across the portal into the Faerie/Shadow World is perilous, and “normal” humans will often experience time dilation, loss of mental faculties or other undesirable side-effects. Fey or partially Fey characters could be allowed in this setting at the GM’s discretion.

SECTION I – 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 rituals. 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

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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 Navajo, the Apache, and many of the smaller 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-eye 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 reservation. Goyathlay gathered the medicine men and warriors together and showed us how 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 settlers 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 Navajo 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's not a question that is likely to ever be answered by empirical means – but one prevalent theory posits that 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 in some cases, many of those 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 2nd 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 outside 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 evens the playing field against modern weapons, technology and organization.

- The Second Boxer Rebellion succeeds in China and Boxers declare the formation of a “Taoist People's Republic”. Almost immediately afterwards, China is embroiled in war and anarchy as regional warlords and Taoist wizards fight for control.

- British colonial forces are 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 loses its holdings in North Africa and the Middle East as Moslem spellcasters led a united uprising. After driving out the colonial powers, a unified caliphate rules from Jerusalem for 6 months before the coalition fractured and the region is plunged into decades of factionalism and warfare. A small and highly persecuted pagan underground of spellcasters 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 stage a massive uprising. They quickly routed US forces and founded the Native Confederation, which comprised most of Arizona.

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

- A council of voodoo practitioners 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 clears, 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 begins in 1912. England's forces are stretched thin by magical revolutions in its many distant colonies and are unable to mount a sufficient defense. Ireland obtains full independence in 1914 and is declared a catholic republic with the practice of all other religions banned. Shortly thereafter a pagan insurgency begins in the countryside and internecine fighting and strife divides the country for generations.

- In Japan, authorities were shocked in 1910 by an uprising by 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 the Native Confederation in the US, India, Iceland and Norway) 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 continue 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 are the first to note the return of holy magic. Although they swear that they had no contact or instruction from the “devils” that traveled through the Tunguska gate, rumors persist to the contrary. Soon, all major faiths have developed techniques for wielding divine spells. This ignited debates and accusations of fraud as churches are baffled that “heretics” can 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 that the magic practiced by Christians and Moslems is a “demonically corrupted” bastardization of the Kabbalah and suggested that they are 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 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 quite gave up the Old Norse ways and are particularly adaptable to the changes in the world. In Iceland a large repository of ancient writings (sagas, histories and some arcana) had 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 become expert artificers and a thriving industry in the creation of magical objects sprung up. They soon began exporting their magic items, knowledge and expertise to other nations. Governments and businesses from all over Europe and America are sending agents to Northern Europe to soak up as much magic training as they can. Reykjavik, Oslo and Trondheim become major magic centers of Europe. Bavaria is still the preeminent seat of magic research in Europe, but the Kaiser strictly limits the number of non-Germans who can access the portal in the Bavarian Forest.

Early idealism about magic results in the application of magic to industrial assembly lines. In many ways, industrial applications of magic supplant technology and many industries employ basic cantrips to streamline production and reduce labor costs. (There's a persistent urban legend that Henry Ford employed golems at secret factories in the backwoods of Michigan. This is discounted by those who know him well – 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 is robbed in Rochester, New York by use of sleep spells. By the time the tellers, customers and guards wake up, the safe was cleared out and the criminals were long gone. Once the know-how hits the criminal underworld, a wave of similar crimes is reported across the US. The problem is aggravated by the markets at intermittent faerie portals that provide easy access to magical items. Soon, it seems as though no bank, armored car or business is safe from criminally minded wizards or even hare-brained kids waving a rod of lightning. Public outcry demands that local governments adapt and soon many towns and cities form “Magic Squads” on their police force for this purpose.

The crime wave adds to the distrust that has been growing in America ever since the Revolt of New Orleans. Religious conservatives regard arcane magic as dangerous and heretical. Worried about the potential for sorcery to replace union workers, organized labor joins forces with the religious anti-sorcery groups and the American Anti-Magic League (AAML) movement is born.

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

NOTABLE CHARACTERS AND FACTIONS IN THE EARLY DAYS OF MAGIC

Charles Nelson Hildebrandt - Born to an elite upper crust New York family, Charles is 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). After 1909 he realized that the trinkets and shards of ancient forgotten 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 (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 huge staff of the best magic scholars and spellcasters he could find who analyzed what he brought back from his trips. The Hildebrandt Corporation became the largest private magic 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 and 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 'stealing' historical –and possibly magical – artifacts) and murder (crimes which his security force contended were in self-defense). He earned the permanent enmity of the Native Confederation when he led an illegal and covert expedition to the Grand Canyon in 1912 – investigating wild reports of a mysterious cache of ancient Roman artifacts (presumably deposited by a wayward legion that crossed the Atlantic while fleeing the fall of the empire) in a cave in the north canyon. Since then, the Native Confederation had a party of undercover intelligence agents trailing him and keeping close surveillance on his activities.

Chief Running Elk and The Native Confederation –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 them. Old tribal rivalries and ancient feuds threatened to sunder the nation 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 is 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, a few years after the revolution, they were prosperous. The Confederation produced magic items for sale to the international market (and the domestic black market). They also sold their consulting services to foreign governments and militaries. New schools, hospitals and luxury 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.

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 – and that this could lead to disaster for the entire world. Running Elk felt that he was called to serve as a steward – a guardian. 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 keep informed about the happenings in America and Europe.

Chief Two Ravens – leader of the militant faction with 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's military and saw Running Elk's refusal to wage a war of extermination as a betrayal of his heritage.

Farsi I - Born Faisal bin Al Hussein Bin Ali El-Hashemi, he was the son of emir of Mecca (a member of the Hashemite dynasty - his family claimed descent directly from the prophet Muhammad). Farsi saw opportunity in the awakening of magic after the Tunguska event and moved to Egypt to be closer to the boomtown

that was growing up around the permanent portal at Kaarnak. 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 his armies of light cavalry and spellcasters wielding the Kabbalah and Elemental Fire spellbindings - he assembled a coalition and drove the Turks out of the Middle East.

After the savage Battle for Jerusalem, he declared himself Caliphate 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" is cemented in the imagination of the public when one bandit, Henry Starr, achieves folk legend status for a spectacular bank-robbing spree across the southern United States. Starr is a larger than life figure and newspapers sell millions of copies aggrandizing his escapades. Half-Native American, Starr spent much of his youth on reservations in Arizona. This is possibly how he gained knowledge of the Trickster (also called the Coyote) spellbinding. According to urban legend, Starr is responsible for introducing the Trickster spellbinding into the criminal underground when he teaches it 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 some 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, 1912 by a Federal Marshall's fireball in Harrison, Arkansas.

Jesse Hawkins (aka The Swamp Rat) - A famous moon-shiner, Jesse "Thunderhead" Hawkins lived near a fey 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 that 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 million dollars by the Chamber of Commerce of Orlando 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.

Marie Laveau and 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 Voudonist Council - and 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 choose 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 Voudonists 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 Voudonist 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, predictably, is 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 is lead by a woman claiming to be Marie Laveau. This is itself notable - since Laveau had reportedly died 30 years earlier. Whoever she may be, Laveau is a woman who defies expectation and definition. The most senior voodoo priestess in New Orleans (she is often called 'The Voodoo Queen of New Orleans' - even before her alleged return from the grave) - she's also a devoted Catholic who attends Mass twice a week and is active in her church. Although of "mixed blood" and a leader in the African community in New Orleans, she is comfortable at every level of society and is often invited into the homes of the wealthiest white residents of the city as an honored guest. Some say that this is because Laveau knows how to deal with people on an equal level no matter who they are. Some whisper that this is truly because her role as a fortune teller and mystic means that she has 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 their residents of their city and secondly - by the example they set - indirectly encouraging change in the rest of the South. But there was no doubt- survival was the number one objective and they knew that dangerous forces were aligned against them. To keep informed on the activities and intentions of the many enemies of her city, Laveau created the New Orleans cultivated an informal network of informants and spies throughout the southeastern US.

Towards this end - Laveau forged alliances. One of those most important of these is with the nationwide Italian mafia through the

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Matranga and Provenzano crime families that run 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 don't cross Marie and her Sorcerer's Council. Additionally, Marie and her council covertly provide 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 New Orleans informed about happenings that might be of interest. The local mob's muscle is available if the city leaders call. (More than one redneck rabble-rouser has 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 – although this might have been a natural result of how she was widely tapped into the gossip network in New Orleans – between owning a beauty salon and having hundreds of clients from dishwashers and launderers to the Grand Dames 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 is 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.

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.

Note: the residents of Faerie refer to their world as Lyross – and are amused, at best, at the name we have for it.

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

In 1909, the current 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 was explicitly outlawed, for instance.

The Kingdom of Dunedhin profited enormously from the trade across the portals. The mages of House of Albion made a fortune selling magical items as well as training in their spellbindings to the French and English.

During the Great War, King Baodan saw 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 assisted the Allied Powers however he can.

Empire of Tyrask - On the fey side of most portals in Central and Eastern Europe was the Empire of Tyrask – which was ruled by a cabal of red dragons who referred to themselves as the Council of Crimson Wyrms. A variety of races comprised its population: orcs, goblins, humans and dark elves made up the largest segments.

It was a brutal empire that was continually at war with its neighbors. For the last few years, they'd authorized a series of border raids against Kingdom of Dunedhin on their east. 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 who was 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 theater 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 the German student in their various disciplines. Tyrask specialized 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 opened to a charred wasteland that was once the Kingdom of Thuleskog. Like the Scarlet Badlands of Kyrdain, this was a lawless, wild land. Its population was 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 (time appears to flow differently in our world and in

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Faerie – so it’s difficult to be precise) Thuleskog was destroyed in a war waged between its eastern and western neighbors – the Empire of Lyrask and the Kingdom of Kyrdain.

Where once Thuleskog was a powerful nation with lush farms, rich mines, wealthy cities and a huge population, it became a wasteland. Its resources were exhausted or destroyed by Lyrask and Kyrdain in their long-running war. Its mines were stripped bared to make their armies’ weapons and 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 remained eked out a dire, nomadic existence. (The opening of portals into our world was a boon to those who live in Thuleskog – opening up a huge new eager market for their wares and trading goods.)

Svaldon - On the other side of the permanent Tunguska portal in Siberia was 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 Lyrask.

According to stories, Thuleskog was initially allied with Kyrdain in its war with Lyrask. Haathen, the elven sorceress-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 a variety of different worlds.

The House of Arndís was the matriarchal noble family that ruled Svaldon. In 1909, Queen Arnóra was the current monarch of Svaldon. In early 1910, she traveled through the Tunguska portal to meet with Rasputin and the Czar. She was charmed by the Russians – particularly Rasputin - and made her best advisors and mages available to them.

Kingdom of Kyrdain –The fey portals in the east and west coasts of North America opened into the Kyrdain – which was ruled by the sorceress-queen, Haathen. Technically, Kyrdain was a large nation and portals throughout North America opened 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 below section 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.

Haathen was born to a noble dark elf family (the House of Hralkin) in Thuleskog – the nation that borders Kyrdain on the west. She conquered Kyrdain many centuries ago – which was ruled by another dark elf who was allied with Council of Crimson Wyrms who rule the Empire of Tyrask. This was the origin of the long-standing enmity between Kyrdain and Lyrask.

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

Haathen viewed our plane the same way she’s viewed these other worlds: a new theatre for her fight with Lyrask. She planned 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 America – on pain of death.

The US, Canadian and Mexican governments actively tried to establish diplomatic relations with Kyrdain on several occasions – unsuccessfully.

Scarlet Badlands in the Kingdom of Kyrdain - The portals in the Midwestern and Western US and Canada opened into the Scarlet Badlands in Haathen’s kingdom of Kyrdain. The Scarlet Badlands were a high desert carved by arroyos and canyons. Nominally ruled by Haathen – they were lawless and violent and presided over by constantly feuding factions of warlords, monsters and bandits gangs with only the occasionally independent city-state or oasis of civilization. The markets that grew up around fey portals in the Midwest and West of North America typically corresponded 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

- The PCs are mercenary archeologists/adventurers who make their livelihood seeking out magical artifacts in the forgotten ruins of ancient civilizations. They are contacted by an interested European government with a job for them. 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 store rooms 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

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Middle East. The characters will have to sneak their way into the city through Moslem and Turkish forces, past the mosque guards and into the catacombs. The mission is complicated by 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.

- The PCs are a combined group of New Orleans spellcasters and mafia hitmen sent to infiltrate the Native Confederation and rescue the daughter of a New Orleans mob boss. Josephine Matranga, grand-daughter of Giuseppe Matranga (one of the mob bosses who controls 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 grand-daughter - 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 - and hiding out in the basement of the Red Star Hotel in the ghost-town that was Phoenix. (The boyfriend claims he left to get help.) Matranga asks the Sorcerer's and Voudounists' Council of New Orleans to accompany some of his boys on a road-trip to the Native Confederation to get his grand-daughter back. The complication is 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 agree in order to cement their alliance with the mafia. 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 hit squad to kidnap the grand-daughter when the PCs return to New Mexico and hold her hostage to force the Matranga family to turn over their operation to them.

SECTION II – THE GREAT WAR

1914-1918

Whoever calls the Kabbalah holy magic has not witnessed one of those Jewish golems in action.

One stormed into our position at Verdun, lumbering in like a brown bear, howling like a dying horse with the Hebrew script on its forehead glowing bright green like a demon's balefire.

It brushed off our bullets and our spells like they were butterflies. My lieutenant in the Sorcery Corps, Mathias Herzog, was a brave man. He stood his ground as we ran for our lives. He sent 2 fire-balls into that monstrosity and they didn't do anything but knock

off a small quantity of mud. The beast grabbed him – one muddy paw grabbing his arms, the other his legs. Herzog died like a true Prussian – he did not scream or cry out as the monster pulled him in two. Or maybe he'd already passed out. If I didn't know better – I'd swear that the golem was smiling as it killed him.

I assure you – once you've seen that – any thoughts associating the Kabbalah with the merciful God you heard about on Easter in Sunday School will exit your head very quickly. If it's truly the Christian (or Jewish or what have you) God that empowers that thing – then I say plainly that there's only a fine difference at best between the Christian god and the so-called "bloody" pagan gods.

- Oberfeldwebel Heinrich von Leuwunberg, German Imperial Army Sorcery Corps (Reichsheer Zaubereikorps)

GATHERING CLOUDS

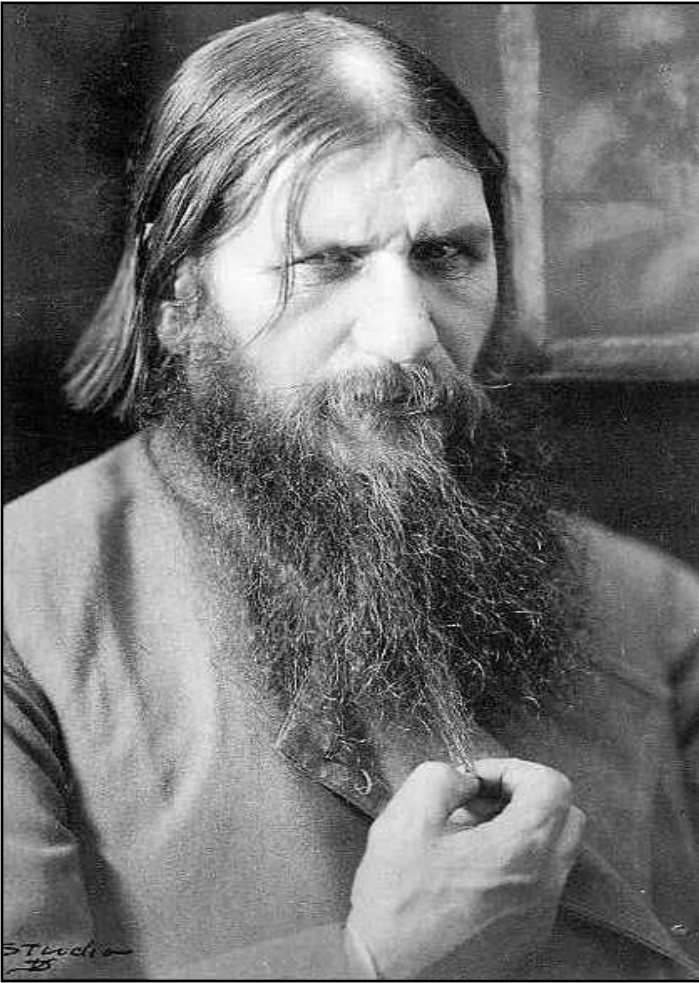
German and Russian magical development is rumored to be far ahead of the other Great Powers. This is attributed to the fact that they have permanent portals on their own soil. Between the two, the German Sorcery Corps is said to outstrip Russian because the Bavarian portal is relatively open to the public – given 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 far advanced the others are, a period of intense subterfuge, underground sorcery and espionage ensues. The great English Navy seems a paltry thing compared with the unknown might wielded by the German Zaubereikorps (Sorcery Corps). The English (along with the French and the other Great Powers) spent 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 Gail 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 the Necromancy spellbinding. This was not successful.)

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

June 1914 - Multiple fireballs in Vienna vaporized Austrian Archduke Ferdinand and his entire entourage. Suspicion falls upon a group of Serbian anarchists captured fleeing the city with a trunk full of faerie scrolls. Accusations flew and the Great War erupted. For the first time, the European continent witnesses the military applications of magic.

With German superiority in battle-field magic, the early months



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 and became a favorite of the Czarina. He soon insinuated himself into a position of influence with the ruling family.

When the faerie portal opened in Siberia following the Tunguska Event, the Czar sealed 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 an outrage and Rasputin was blamed and widely considered to be a corrupting element 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 amongst each other. The resulting bloodbath makes it easy for the Czar's forces to mop up the remains.

of the war went 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 went 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 invaded East Prussia (a key German province) and Galicia, an Austro-Hungarian province. The Central Powers had gambled that Russia could not mobilize an army quickly and had built their war plan around rapidly conquering England and France early in the war and then redeploying forces to their Russian borders immediately afterwards. The quickness with which Russia was able to move their forces was stunning – thanks to the Russian rail system.

The invasion of Prussia was a blow to German morale – and substantial forces were redirected from the French front to Prussia.

The Battle of Tannenburg was 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 spellcasters, 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 Tannenburg 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

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Army and its formidable Zaubereikorp (Sorcery Corps) – pushed deep into France. The British military's use of the House of Albion's Illusion and Invisibility spellbindings often provided some useful diversions or tactical advantage, but the German advantage in destructive war magic is a deciding factor in engagement after engagement.

The Allies made a stand at the Battle of the Marne in September near the River Marne - about 50 miles northeast of Paris. French and British forces suffered 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) halted the advance of the Central Powers a scant few miles outside of Paris. The frontlines stagnated 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 adopted the tactics of the French at Marne and managed to stop the German advance by employing necromancy. The German Ninth Army commanded by August von Mackensen was not as familiar with the territory as the Russians and had also failed to bring sufficient reinforcements. The Russian's numeric superiority combined with the sudden influx of thousands of undead combatants caught him off guard. Despite this setback, von Mackensen was determined to take Warsaw and continue to drive the Russian forces east. The decision by the Czar to use the Necromancy spellbinding at Warsaw was hugely unpopular on the home front – it was strongly condemned by the Russian Orthodox Church and it was largely believed to be the responsibility of Rasputin – who was seen as a corrupting influence on the Czar and the royal family.

November 1914 – The Battle of Łódź was the second attempt by the German Ninth Army to dislodge Russian forces from Poland. It was fought at the city of Łódź, approximately 85 miles northeast of Poland in near blizzard conditions. Once again, superior numbers and the liberal use of necromantic magic saved the Russians from defeat at the hands of the German Zaubereikorp but the cost to morale (both with the troops and at home) was 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 incensed public opinion and sparked a rage of anti-monarchist sentiment that was largely focused on Rasputin.

January 1915 – Rasputin survived an assassination attempt – a savage knife attack by a seminary student that left him partially disemboweled. Only the healing magic learned from the Tunguska portal saved his life. After a thorough interrogation of his would-be murderer, Rasputin gained, 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 convinced the Czar to withdraw from the war and Nicholas II signed a hasty armistice with Germany and focused his attention on domestic issues. Rasputin attempted to give the appearance of publicly distancing himself from the Czar and Czarina in order to avoid doing further damage to their relations with their citizens.

In truth, Rasputin was as close an advisor to the Czar as ever. He used his position to get the funds and manpower for two large scale projects. First, he directed 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 opened in January of 1916.) Secondly, Rasputin founded his own covert intelligence service with an untraceable budget that came directly from the Romanov's private funds. Hundreds of hand-picked operatives (some with magical ability, some without, some human, some fey) served as his agents and reported directly to Rasputin. It was unofficially called the Midnight Agency by its agents. Officially – it had no name. With this department at his disposal, Rasputin was able to keep track of the various conspiracies against the throne and neutralize them before they became a real threat. Within a year, he'd expanded his operation beyond the domestic front and had agents around the globe and in Faerie keeping tabs on any potential threat to Russia or its monarchs.

February 1915 – The Battle of Cuba was the first major naval engagement of the Great War. It occurred off the coast of Florida near the island of Cuba. German Admiral Maximilian von Spee commanded a squadron of modern cruisers staffed with magic combat units on loan from the Imperial Army when he encountered a British squadron of four lightly armored, aging cruisers under the command of Sir Christopher Cradock.

It was likely Spee's forces would have prevailed in any case (they greatly outclassed the British squadron) – but the German magical advantage sealed their victory. Ship-board mages (with the Elemental Fire and Crimson Wurm spellbindings) greatly increased the battle effectiveness (and firepower) of the German Imperial Navy (Kaiserliche Marine). On the other hand, the Royal Navy had adamantly opposed attempts to integrate their crews with combat wizards. As a result, all British military sorcerers were devoted to the Army and most were engaged in the land war in France.

The sole British mage in the Battle of Cuba was Ensign Mark Crenshaw, whose family had a home near a portal in Leeds and so he had acquired some proficiency with illusion and invisibility magic. It was the first British naval defeat since the War of 1812. The British lost three of the four armored cruisers in the squadron and nearly 2000 sailors while the Germans only suffered three casualties. Cradock's flagship, the HMS Good Hope, escaped destruction only because of Crenshaw's use of illusion spells to trick the Germans into thinking that reinforcements were arriving. Crenshaw's spellcasting was in direct disobedience of Cradock's standing orders that magic had no place on his vessel. He spent the voyage back to England in the brig for "neglect of duty and abandoning his post during combat." Upon arrival in port, all charges were dropped and Crenshaw was awarded the Victoria Cross.

The Battle of Cuba was a turning point for the British Navy – against the strenuous objections of hidebound traditionalists, the Admiralty hastily recruited, trained and posted battle mages onto warships starting in March of 1915.

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March 1915 - After it became clear that they wouldn't quickly defeat England and France, the Germans adopted the strategy of trying to starve the Allied (Entente) Powers into submission. England had adopted a similar strategy and was quite effectively blockading Germany's North Sea ports. The German Navy – lacking the number of ships that would be necessary to fully blockade Great Britain - enacted a policy of unrestricted submarine warfare in the North Atlantic. Any vessel suspected of transporting war supplies to Great Britain or France was a legitimate target. And with ship-based seers scrying into the cargo holds, the German Navy insisted that they were only vessels that were involved in the war effort. (In truth, the German Navy didn't have nearly enough spellcasters with scrying ability to be able to post one on every submarine – but this wasn't widely known until after the war.) The sinking of several civilian vessels draw protests.

The British responded 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 saved torpedoes

for larger, more valuable targets.) When the sub would surface to attack, the Q-ship would drop its disguise and open fire. Several U-Boats were sunk or captured using these tactics – but the Germans were 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 broke the deadlock. The first was the development of a “synchronization gear” that allowed a machine gun to fire through the turning propeller of an aircraft. This made the aircraft of the German air force vastly superior to their opponents. Secondly, the Imperial German Army had trained enough combat mages at this point for the generals to allow several squads to be reassigned to aviation duty. A second seat was retrofitted onto the German fighter planes to allow the addition of a combat mage as a sort of supernatural bomber and tail-gunner.

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

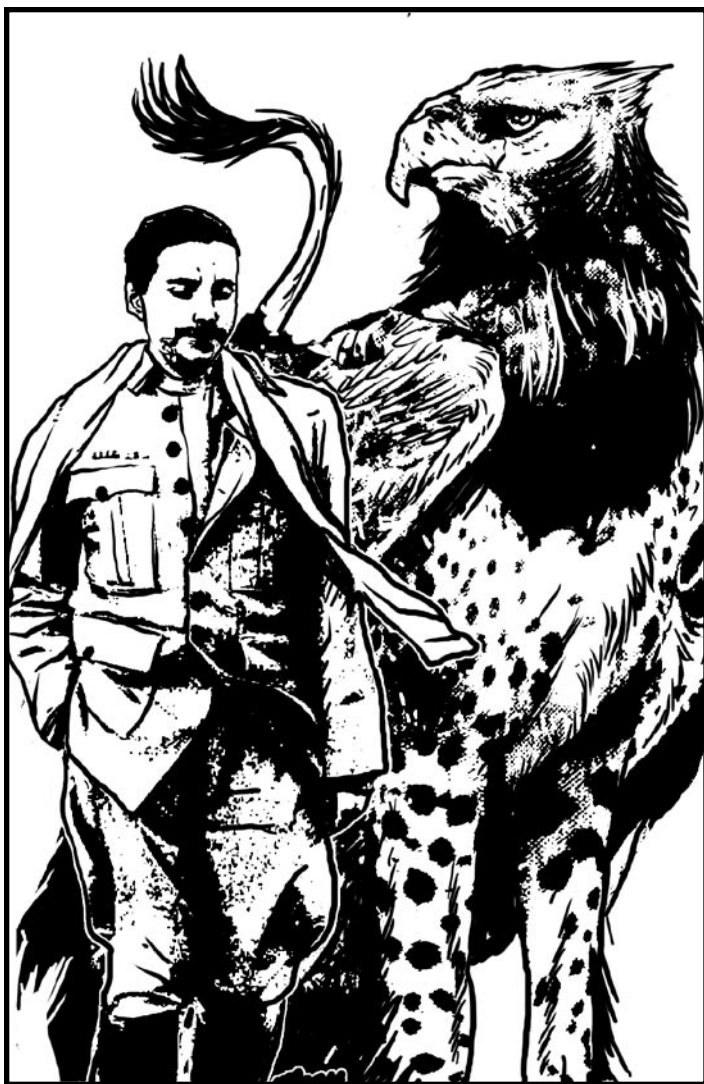
On May 7, 1915, the German U-Boat U-20 (operating under the policy of unrestricted submarine warfare) sank the passenger liner RMS Lusitania off the coast of Ireland – killing over 1200 passengers, including 130 wealthy American passengers. This kicked off an anti-German backlash in the US that would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

July 1915 – The situation could not have gotten much worse for France. It was 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) took a chance. They procured several prides of griffins from a Faerie trader at a portal near Marseilles.

While the French Army's wizards had 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 on amulets) and this provided 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) provided training in the art of griffin 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 could be used with ease while engaged in airborne combat.

Soon French soldiers and spellcasters were trained as griffin riders and the new Calvary of the Sky (le Calvaire du Ciel) took to the skies, the last hope of their desperate nation. Although not as fast as the Central Powers planes at top speed, their combination



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of defensive spells, magical firepower and impressive maneuverability made them a force to be reckoned with.

They had a dramatic impact from the moment they entered service. On their first memorable day, July 28, 1915, the air cavalry downed 8 German zeppelins and 30 fighter escorts in a four hour time span. They also were effective at negating the air support provided by German combat mages. Over four weeks of extensive combat in the summer of 1915, the griffin riders of the Calvary of the Sky single-handedly turned the tide of the war, halting the previously unstoppable Central Powers advance. They saved France from almost an almost certain defeat.

Soon thereafter, Allied infantry supported by squadrons of griffin riders broke out of the trenches and drove the German forces back. Several more prides of griffins were purchased and some were exported across the English Channel along with a small contingent of trainers to assist the English.

August 1915 - Kaiser Wilhelm II responded to the French adoption of griffins 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 did not have access to griffins. The best they could offer in terms of airborne mounts were wyverns – barbarous, draconic creatures. Fierce and savage beasts, wyverns had an unfortunate tendency to kill would-be riders. Because of this issue, they could never be deployed in as great numbers as the allied griffins and do not help regain the initiative as Central Powers hoped they would. They do counter the advantage that the griffins gave 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 gained 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 attending services at his synagogue.

February 1916 –The Central Powers attempted 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 Power 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 was used extensively. It claimed more than 200,000 deaths and a million casualties.

The British introduced the first prototype tanks to the battlefield at the Battle of the Verdun. Immune to most rifles and machine guns, the tanks allowed Allied Forces to break out of the trenches and punch through enemy lines. (France introduced 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 could run roughshod over most infantry units, they were still highly vulnerable to magic attacks. (The Germans responded by introducing armor piercing bullets. Armor piercing rounds can ignore the first 6 points of hardness.) At first, the Allied tanks are of limited use due to their propensity for breaking down frequently.

April 1916 - Seymour Rosenthal himself led 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 ritual for Golem creation is presented in the Incantations section - Appendix VII.) The golem squads inflict massive casualties on the German spellcasting units – largely eliminating the Central Powers advantage in magical power. One German officer in his memoirs described Verdun as “the muddy grave of the Kaiser’s Sorcery Corps.”

While the golems could 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

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once, a golem goes berserk – attacking everyone around them no matter what side they're on – when its creator was killed. Rosenthal believed he had a solution to this problem when he saw some of the early tanks in action at Verdun. He proposed a combined force of armor and golems to the high command.

May 31 - June 1, 1916 - The Battle of Jutland was the largest naval battle ever (over 250 ships were involved) - and the only real clash of battleships in the Great War. The German fleet attempted to lure several ships from the British Naval blockade of German ports 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 arrived sooner than the Germans anticipated and their ambush deteriorated into a full on exchange of fire with a numerically superior British force. The Germans came out the better -sinking 14 British ships (and killing over 6000 sailors) while only losing 11 of their own (and 2500 sailors).

The battle was considered by many to be indecisive. Although the German numerically did better - they failed to break the British blockade and the German Navy never again made a significant challenge to the British fleet.

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

June 1916 - The German Imperial Army obtained an incantation from an orc trader at the Bavarian Forest portal that was purported to restore dead creatures to life. The ritual is troublesome and difficult to decipher as it was written in a previously unknown fey language. After much research, the Sorcery Corps announced that it was ready to begin preliminary testing. The Central Powers had high hopes that this would turn the tide at Verdun and put them back on an offensive footing.

Battlefield testing had 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: they are resistant to bullets, grenades and poison gas. (They are moderately resistance to all forms of damage – but they do have a little known vulnerability to silver.) Predictably, their presence on the battlefield is a huge moral issue for other soldiers – these concerns were 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 prolonged 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 debated the reason for failure to achieve true resurrection results and several theories are advanced: perhaps the ritual was flawed from the start, 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 simply did not have any sorcerer of sufficient talent or intellect to conduct it successfully. Whatever the reason – repeated trials with various tweaks and modifications produced the same results. (The Restore to Life incantation is found in the Incantation section.) Note: In game terms – revenants are the same characters they were before death – except they have gained the Undead Physiology feat. (See Appendix III for full details on this feat.) In a nutshell, their Constitution is reduced to 0 but they suffer no penalty to hit points from this. They do not heal naturally except through the use of spells or special abilities. They gain 2 Damage Reduction per level but this damage reduction has a weakness to a certain substance – in this case -silver.

July 1916 - In an attempt to drain Central Power resources from Verdun, the Allies mounted 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 ground on until December of 1917.

February 1917 – Rasputin survived a second assassination attempt – this time by a Bolshevik supporter of Lenin who shot him three times on the streets of St. Petersburg. Rasputin turned his attentions to squashing the nascent Bolshevik Revolution. With enchantments learned from the Tunguska portal, he's able to split the Socialists against each other – setting off a violent round of in-fighting that guts the core leadership of the movement. The remaining Socialists were easily mopped up by the Czar's secret police.

April to September 1917 - Everything changed in the Atlantic with the arrival of the marhlbender. The marhlbender were an amphibious, aquatic fey race that migrated to our world via a previously unknown undersea portal in the Atlantic Ocea. They were named by the Icelandic fishermen who first encountered them. ‘Marhlbender’ is the Icelandic word for merman - although some linguists have argued that “sea elf” is closer to keeping to the word's true meaning from Icelandic folklore. The mermen settled in our world after fleeing a catastrophe in their world that had devastated their undersea kingdom. Many of them quickly learned the Icelandic language and were eager to make allies in the new world. They established a colony off the southern coast of Iceland - with satellite settlements further out in the open ocean.

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They established cordial relations with the Icelandic government and set up a regular trading post in Reykjavik. They became close friends with the Icelandic fishing fleet and used weather control magic to help out during the fishing season.

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

The queen sent 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 was now under her protection. Continued submarine patrols in the Atlantic would be considered an act of war.

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

The marhlbender submarine fighting tactics were lightning-fast and deadly effective. One group would attack the U-Boat to occupy the German mages inside. Another marhlbender mage would summon a thunderstorm that would force the sub to dive. Upon diving, the U-boat was greeted by a war party with a sea serpent. (The marhlbender had domesticated sea dragons, giant crabs and other varieties of sea monster and brought them with them from Faerie.) The sub's control fins would be destroyed by the mermen warriors while their sea creature would immobilize and drag the vessel to the ocean floor where the massive pressure would breach its hull.

By the end of September 1917, the marhlbender had broken the German dominance in the Atlantic – and the flow of dearly needed war supplies resumed. When the Dragon War started, combat largely ceased in the Atlantic as all of the European powers agreed to a general truce. The marhlbender had a history of animosity with the Council of Crimson Wyrms and they contributed whatever assistance they could to the European armies in the Dragon War.

June 1917 – The Germans have been using the port of Zeebrugge along the English Channel in Belgium as a submarine base and it had become a significant threat to Allied shipping in the channel.. British authorities hatched a secret plan to shut down the harbor by scuttling three ancient armored cruisers (the Thetis, Iphigenia and Intrepid) packed with concrete in the harbor, rendering it useless as a submarine base. It was the largest British covert operation of the war, involving over 70 ships and nearly 2,000 troops. The rough plan was: a diversionary infantry landing and artillery assault on the harbor's infrastructure and defenses would occupy the German forces while the three cruisers (under the cover of illusion spells) were maneuvered into position and sunk. British

mages with water-breathing enchantments would be submerged near the cruisers, accompanied by marhlbender troops and two British submarines to counter any underwater threats.

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

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

The British military claimed the Zeebrugge raid as a major victory by the Allied propaganda machine. A dozen Victoria Crosses were rewarded 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 proved to be a highly effective battlefield combination. From the safety of armored tanks, golem squads are protected and the incidence of berserk golems rampaging across the battlefield and considerably reduced.

Compounding the problems of the Central Powers, in what is perhaps his only overt defiance of his generals in the war, after a lengthy consultation with the head of the Lutheran Church, Kaiser Wilhelm orders that the Restore to Life ritual be abandoned and the revenants destroyed. 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 had achieved victory for Allied forces at both Verdun and Somme. French and British armies have surged on, crossed the Rhine and pushed deep into Germany.

ADVENTURE HOOKS FOR THE GREAT WAR

- The PCs are soldiers on an English Magic Combat Unit or in a griffin 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 spellbook 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 spellcasters in armored cars.

- It's November of 1917 and the Central Powers are being driven from France by the combined threats of griffins, armor and golems. Fielding their own wyverns and developing armor piercing rounds have helped to counter the Allied tanks and griffins. 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 spellbooks 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 spellcasters riding in the safety of the tanks.

- The German air force has developed a super weapon: a massive zeppelin (dubbed die Eisen Walküre – the Iron Valkyrie) that carries a fortified hangar housing an entire squadron of wyvern riders. The airship is designed to counter the threat of Allied griffin riders and allow the zeppelins to resume their nightly bombings of French and English cities. The Allied Command has learned that The Iron Valkyrie will be flying on a shakedown cruise from the zeppelin works at Friedrichshafen to Bonn tonight. The PCs are Allied sorcerers and griffin riders given the secret mission to covertly fly into Germany and down the Valkyrie before she can see action. The Germans will expect something like this, and the Red Baron, Manfred von Richthoven and his Flying Circus will personally be guarding die Eisen Walküre on its maiden voyage.

- The PCs are an Allied golem squad pushing the Central Powers back at the Battle of the Somme. The Scyng 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.

- The PCs are Allied soldiers assigned to the 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 ports defenses in a diversionary tactic. Alternately, they could be the British mages on underwater duty (with water breathing amulets and marhlbender

Running a Campaign in Wartime

- Focus on the PCs. Since this is an RPG and not a wargame, 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 griffin 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, griffin/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 Spellcasting 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 suspect 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.

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.

- 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 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.

SECTION III – THE DRAGON WAR

1918-1920

The griffins 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 griffin (a fiery female with black and orange plumage I called Bridgette) 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 featherfall; 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 German by his arm, pulling him onto my griffin and 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 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 heady smell of smoke to us.

We circled our aerodrome without touching down. It'd been burned to cinders. We could hear the griffins 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 -every-one was dead.

My griffin 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 a 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 completely devoid of anything that could be called humanity.

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"

December 1917 - In a last-ditch attempt to stave off defeat, the Kaiser's army embarked on a desperate gambit. Through a complicated negotiation process at the Bavarian portal, they arranged a deal for direct military assistance with the rulers of the Faerie



Empire of Lyrask - 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 them making a aerial assaults on several French and British cities. The German’s philosophy is that this strike will be so demoralizing to the Allied forces they will have no choice but to ask for peace.

January 1918 - On January 17, 1918, the negotiations with the Council of Crimson Wyrms were apparently successfully concluded. Five red dragons exited the Bavarian Portal and launched their attacks against Paris, London, Cologne and Strasbourg.

Upon return, the dragons and the Kaiser’s generals had an argument about the exact terms of their payment. The red dragons believed that their payment was to be about twice what the German military believed they had agreed to. Enraged, the dragons stormed into the Bavarian portal, cursing the Kaiser and his general as they meant. The next day, they returned in force with several legions of orcs, goblins and hill giants behind them. They seized control of the Bavarian Forest portal – establishing a headquarters and beachhead for their invasion force. They burned the nearest city - Munich -to the ground and launched a full-scale invasion of Europe.

February 1918 - Bavaria soon fell to the Dragons’ Army and the Central Powers were obliged to ask for a truce. The Allies were 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 was clear and both sides accepted the ceasefire.

April 1918 - The Catholic Church successfully used its influence to keep Italy out of the Great War, citing concerns about the possible “demonic” nature of the spellcasting being used. However, in response to the Dragon Invasion, Pope Benedict XV founded the Order of St Michael – an army devoted to driving the Dragons Army (and fey in general) from Europe. The Order’s numbers quickly swelled into the thousands and chapters were 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 Dragons’ 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 Dragons Army into Northern Italy. It was a series of battles around the mountain hamlet of Monte Bondone in the Tyrolean Alps. Early in the battle, several Italian units were 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 pulled back to the nearby city of Trento where they were besieged by the orc infantry until late June when the Order of St. Michael began a counter-offensive that succeeded in pushing the invaders back into

The German Resistance

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

The Cult of Loki – a black sheep sub-sect of the Army of Thor’s Rage that specialized in illusion and deception magic – lent a great deal of support to the resistance. They assisted with carrying messages to and from the European armies, helping to plan and lead raids and helping to smuggle supplies into occupied cities.

The Battle of Berlin was the finest hour for the resistance. Several cells (working closely with the Cult of Loki) launched coordinated strikes that destroyed multiple factories in and around the city that produced weapons, munitions and tanks for the Dragons Army. The occupation forces meted out heavy reprisals to the city’s civilian population -but the attacks had crippled the fey invader’s manufacturing operation irreparably.

southern Germany within 3 weeks. The united European forces used 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 Thors 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 of them they were credited for the destruction of three of the red dragons leading the invasion.

Unfortunately, a fierce animosity developed between the Order of St Michael and Thor’s Rage. On more than one occasion, secular forces had to intervene to stop the clerics from opening fire on each other. This is because the Catholic Church viewed 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 problems fighting alongside soldiers in secular armies practicing arcane magic.)

August 1918 – The Amiens offensive near the Somme River on 8th August 1918 marked the end of the Dragons Army’s

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advance into Western Europe. In the decisive maneuver of the battle, General Sir Henry Rawlinson and the British Fourth Army deployed 500 Mark V tanks, 100 Whippet tanks and 60 golem squads in a spearhead formation that was followed closely by 20,000 infantry troops and supported by over 1,000 aircraft and aerial cavalry. They broke through the enemy ranks and pushed the invaders back into Germany. The Dragons' Army was routed at Amiens and would spend the rest of the war on a defensive footing.

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

Once they'd learned how to use Earth technology, the Dragons' Army pressed the civilian population of Germany into slave labor and forced them to produce modern weapons, tanks and planes for invaders.

December 1918 to February 1919 - At the Battle of Copenhagen, the remnants of the German Army and Navy ally with the Danish military, marhlbender squads and units from pagan clerical army Thor's Rage to stop the Dragons Army northern advancement. Initial disagreements, mistrust and miscommunication between the Danish Army, Thor's Rage and the German forces hampered cooperation and sabotaged joint operations. It took 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 Dragons Army forces were divided on three fronts across Europe (north, south and west) with their spellfighting might and draconic air power spread thin. They attempted to compensate by adapting to the technology of our world - and this was the first battle that saw widespread use of tanks, airplanes and firearms by the fey forces. The Cult of Loki - a group of Norse clerics specializing in magic of illusion, sabotage and deception played 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) destroyed several munitions and weapons factories around Berlin. The Dragons Army had other factories in Bavaria - but this was a blow to their manufacturing capability that they would not recover from.

May 1919 - The Siege of Würzburg - Würzburg was a small town on the River Main in Bavaria that contained a medieval castle - the Fortress Marienberg (Festung Marienberg). It was 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 - staged 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. They forces at Würzburg managed 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 hamstrung operations on the ground and delayed meaningful progress.

The Order of St. Michael and Thor's Rage almost came to blows during this siege - the intervention of Danish and French infantry resolved the conflict between the two clerical armies before blood was spilled. In the last week of May 1919, a commando unit of combined British and German soldiers and mages were covertly inserted into the fortress (via griffin squadron). Once inside, the task force inscribed a large teleportation portal inside the fortress - allowing several platoons to instantly gain access. Victory was practically assured - although it did take 12 hours of fighting to rid the castle of orc forces. (The Create Portal incantation is described in the Incantations section - Appendix VII.)

June 1919 - May 1920 - The Battle of the Bavarian Forest. The Dragons' Army is pushed back to the Bavaria Alps in mid 1919. Czar Nicholas sent four brigades from the Imperial College of Sorcery to reinforce the weary armies with fresh troops and newly trained spellcasters. Seymour Rosenthal, the father of the British golem squads meets his end at this battle during a direct on his unit by a red dragon. Rosenthal's legacy survived 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 persisted 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 developed 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. (The Seal Portal incantation is detailed in the Incantations section - Appendix VII)

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

The army of Thor's Rage guarded the portals in Scandinavia and Iceland. King George V of Great Britain declared that he will not

abide by the Vatican's order and garrisoned troops around British portals. Czar Nicholas II politely ignored the pope's decree and also posted troops around his nation's portals. France, Germany, Austro-Hungary and most other continental nations largely acceded to the Pope's order. France, however, did fortify and secure the portal near Marseilles so they can maintain the Calvary of the Sky's supply of griffins.

Throughout the 1920s, the Order of St. Michael staged raids on Scandinavian, British and Russian portals. Sometimes they were successful – 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 scaled back the attacks.

At the end of the war, much of Central Europe was a wasteland and old grudges still remained. A few pockets of fey resistance endured in rural areas and it was years before these were all eliminated. The issues that led to the Great War hadn't been settled to anyone's satisfaction. The peace felt more like a temporary pause than anything else. Even as they were rebuilding, the old enemies eyed each other warily.

After their defeat in the Dragon War –the Empire of Tyrask - returns back to its world bloodied but wiser for the encounter. They learned from their time in our world – and they return 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.

GM 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 (Russia's traditional ally) was regrettable and unplanned but had the added benefit of removing 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 a manifestation of the Trickster archetype, 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 pull a prank

on the newly founded church.

Despite this criticism, Knieland found plenty of support. He taught the spellbinding 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 the service in the Dragon War – particularly at the Battle of Berlin. The spellbinding of Loki was focussed on deception and trickery - this made its followers perfect agents to assist with the resistance against the Dragons 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 griffin rider ace with 43 victories to his credit. He had volunteered for the air service in 1914, before the introduction of griffins but he was denied and entered the ground cavalry – specifically, the 2nd Hussars. He acquitted himself very well, bravely charging a German staff car – killing five officers and capturing the vehicle. He was able to parlay this victory into an appointment in the French Air Force at about the time the first griffin pride was purchased from the Faerie portal at Marseilles. During his initial week of training, he took his griffin 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.



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Nungesser has been credited with creating the stereotype of airborne legionnaires as flamboyant, hard-living, reckless, womanizing 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 time or more 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 griffin done 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 he 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 – he had broken both legs and had a cracked skull. This was nothing unusual for him, and he was back on duty after three months in the infirmary. (It has been said by his detractors that Nungesser spent as much time in the hospital as he did in the air or Parisian brothels combined.)

The 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-escapes. He disappeared in the early 1920s while trying to cross the Atlantic on the same griffin he'd ridden throughout both wars. He was never a great navigator and some questioned why he'd 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 spellcaster and one of the head 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 have 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 sends out to raid and permanently seal fey portals across Europe.

The International Squadron – A squadron of the French Air Force, composed of foreigners (chiefly wealthy expatriates) who volunteered to fight for France in the Great War. Raoul Lufbery – the squadron's leader – was the child of a French mother and an American father who was raised in France and held dual citizenship. Eugene Bullard – the squadron's first ace – was an African-American boxer and Paris night club 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 bi-planes and a handful of griffins. 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 raised it for several years in their barracks.

Lars Lofgren – a well known Norwegian painter, philosopher and a 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 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 spellcasters. 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 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 his 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 laid 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). 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 Entente 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 excel-

lent 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 across the portals to 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 battle fields 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 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.

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 in protected game forests at an early age. 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 the Emperor a letter 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 who were training at an air base near the Bavarian Forest. Manfred's experience riding horseback made him a natural. After a

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few false steps (including one that landed Richthofen in the hospital for a week), he bonded quickly to his wyvern and mastered the finer points of aerial combat.

He saw action first 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 his 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 griffin 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 into his unit and decorated their wyverns in blood red barding. The long list of victory 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 griffins by March of 1917 – with Richthofen upping his personal kill record to 36. He treated his defeated opponents with an unusual sort of 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 griffin riders and eight warplanes. One of the largest and most dramatic dogfights of the war ensued, with over 40 wyverns, griffins and planes engaged in a frantic, twisting, aerial combat for most of an hour.

A soft-spoken Canadian griffin rider, Captain Roy Brown, saw Richthofen attacking one of his wingmen. To protect his comrade, Brown maneuvered his griffin directly behind the Red Baron and unleashed a bolt of lighting 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 and buried him with full military honors.

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 many as well.

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 into 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 strip tease to an art form and was influential on the nascent modern dance movement that was 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, German armed forces and the German crown prince) frequently took her across international borders. The Netherlands were officially neutral in the Great War. With her Dutch citizenship, she was free to travel abroad - usually traveling 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 French intelligence service to raise enough money so she could quit her courtesan work once and for all (at the behest of her fiancé) The French government refused to confirm or deny her story and the British released her.

Hysteria about German spies was at a fever pitch in Paris in 1916 and 1917 (and had been for much of the war). With German troops camped within just 100 miles of the city, suspicions ran high. Mata Hari was arrested in January 1917 by the French military on suspicion of espionage and 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 spellcasters). 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 and deliberately fed the French information (a radio transmission in a code they knew was broken) 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 – The leader 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 the Lyrask Empire. Eager to make allies in this new world, she formed a solid pact with Iceland and later with the United Kingdom. Upon learning that the Central Powers are receiving assistance from the Empire of Lyrask, 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 spellcasting training. In 1920, after the conclusion of the Dragon War, King George V of England invited Queen Tratehorn to Buckingham Palace. He expressed his nation's gratitude to her 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 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. Rumors that he might have used charms or enchantments in this effort are dismissed by the Vatican.

After the start of the Dragon War, Benedict founded the Order of St Michael with the assistance of the Italian Army. The Order is a fighting force that combines modernconventional warfighting with divine spellcasting. The Order is 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 are reconstituted.

He took advantage of his position of power after the war to advance the Catholic Church's agenda. Benedict saw the rebirth of paganism in Europe as almost as great a threat as the Dragons Army, albeit a spiritual rather than a physical threat. In his opinion, closing the portals across Europe would both provide security against another fey invasion and weaken the neo-pagan movement – which he believes was demonic in nature. In June of 1920, Benedict ordered the closing of all European portals and launchec 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 small to moderate sized pagan movement had been. In the 1930s, Benedict began scaling back these assault and called for negotiations for the peaceful management and securing of the remaining European portals.

Seymour Rosenthal - 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. Seymour 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-wizard weapons.

Downing Street had 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 rough going for Rosenthal at first. 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 battle test golems against enemy forces in France. They successfully neutralized three German Zauberei-korps (Sorcery Corps) platoons in the first week of the battle and kept up that pace for the next month. Over 400,000 French and

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British troops died during Verdun, mainly killed by poison gas. Rosenthal was forever changed by that battle – he was a harder and grimmer man than the earnest rabbi who had enlisted just a few short months earlier.

He had 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 fire and mortar fire and a tank unit had 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 battle-field 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 November of 1917, the first combined armor and 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 the 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

- A squad of hill giants from the Dragons Army have swam across the English Channel from France. They're rampaging across southern England, leaving devastation in their wake as they make a beeline for 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 air support the giants have from a squadron of German fighters that are piloted by dark elves (or possibly a red dragon – depending on the level of your PCs).

- 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 him 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 use one of their portals 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 griffin 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.

- The Dragons 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. During the Battle of Berlin, the PCs are soldiers and spell casters for the combined European powers who are 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.

- After the Dragon War, the PCs are a British golem squad –

defending one of their nations portal's against an assault by the Order of St. Michael. To complicate matter, 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".

- 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 alone. 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.

SECTION IV – 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 insurgency 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 employed magical persuasion to convince

Mexican President Francisco I. Madero to cooperate with them.

August 1915 - German advisors arrived secretly in Mexico. They began organizing and training magical warfare troops with the spells used by the Kaiser's Zaubereikorp. In addition, the Germans brought along the blueprints and engineering notes for the latest in German fighter planes – the Fokker E.I. Under the technical direction of German advisors, the Mexicans began building their first warplanes and creating the first squadrons of the Mexican Air Force.

Initially, it was a successful partnership. The spellbindings and training obtained from the German Zaubereikorp (Sorcery Corps) did make it possible for Madero to put down the Mayan revolt. The influx of cash from Germany made it possible for Madero to sustain his expensive land redistribution program that was very popular with low income farmers and peasants.

July 1916 - The training and war preparations in Mexico went largely unnoticed in the United States. After arson led to the destruction of a munitions factory on Black Tom Island, New Jersey that was involved in selling war supplies to the Allies, American attention was focused intently on hunting for German agents on the East Coast. Although the US Army Signal Corps had an early reconnaissance squadron flying patrols along the Mexican border – they never ventured far south enough 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) exploded in a massive display that was 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 spellbooks and magical items – they turned the case over to federal authorities.

April 1917 – In response to the Kingsland attack, Woodrow Wilson asked Congress to declare war on Germany. Congress passed a declaration of war on April 6, 1917. Mexico launched a surprise invasion of the US on April 20. The Native Confederation and New Orleans both declared neutrality and signed non-aggression pacts with Mexico.

The Mexican strategy called for a two-pronged attack. One force would 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 had the bulk of its troops stationed east of the Mississippi.

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 community. (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 occupation. Much needed troops and supplies had to be diverted from the front lines to deal with the insurgency.

Using guerrilla tactics and employing the Taoist spellbindings 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.

While reconnaissance patrols along the Mexican border provided a few hours of early warning – the Americans are still routed badly. The US military presence in the American Southwest was small, poorly managed and logistically unprepared to defend the homeland from an organized enemy force coming from the south – especially one with a proficient spellcasting arm and an air force.



The US Army didn't have a spell-fighting division – a few wizards with the Illusion spellbinding (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 the degree to which magic plays a part in battle plans differ 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 the first few months.

May 1917 - The western prong of the Mexican invasion forces met no significant resistance until they reached San Francisco. General Pershing – who had been hastily declared the Supreme leader of US Forces by President Wilson shortly after the invasion - had the presence of mind to scuttle the Southern Pacific Railroad's fleet of ferries – slowing down the Mexican forces as they had to take the several hundred mile long trek to circumnavigate San Francisco Bay.

This gave Pershing the time he needed to regroup the surviving units and get well on his way to Utah - where he had heard the Mormons had their own spellcasting army that was fortifying the border town of St. George.

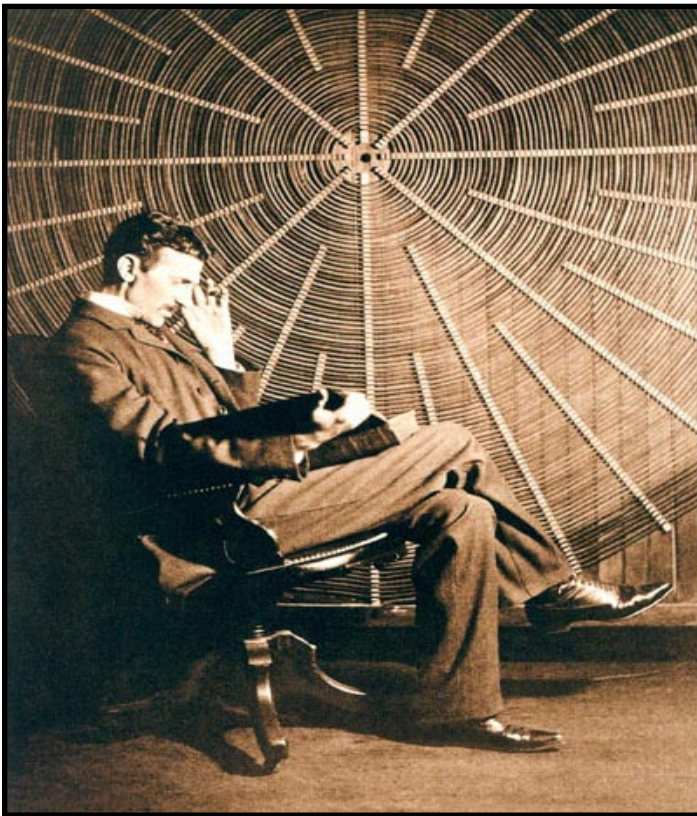
When he received word that the Colorado National Guard had strange technologically advanced weapons built by Nikolai Tesla and were preparing to engage the Mexican forces in near Santa Fe in northern New Mexico - he sent a group of officers (including Captain George S. Patton) to provide leadership and advice on tactics and strategy.

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June 1917 – Battle of the Sangre de Cristos. A detachment of several hundred soldiers from the Colorado National Guard equipped with electrical weapons fought a holding action for 30 days along the Sangre de Cristos chain of the Rocky Mountains between Santa Fe, New Mexico and the Colorado border. They set up ambushes along major roadways, tore up railroad lines, conducted raids of enemy encampment and generally harassed the eastern prong of Mexican forces. Their purpose was to buy enough time for Tesla's factory to fabricate more armaments and for the completion of the construction 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 massively 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 sent a few officers to Colorado to provide advice and leadership support for the Electrical Brigade. One of these soldiers is



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 (16d8, Reflex Save DC 25 for half damage) 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.

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 had 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 Spellcasting Battalion united 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) was an integrated army of conventional infantry, cavalry and spellcasters wielding the Practical Kabbalah.

The Mormons had fortified St. George with a ring of six forts around the town. They dug 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 dispatched a squadron of Tesla Sled 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 made a separate peace with a radical sect of malcontents within the Mormon Divine Spellcasting Battalion. This sect calls themselves

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the Deseretans (after Deseret – the name Utah went by during its time as an independent nation.) They are resentful at the compromises – such as giving up polygamy - they have had to make in order to join the US (not so long ago in their minds – 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. According to the, the Mexican Army 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. The tablets are secure in the headquarters of occupations 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 prompted 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. Officially blame is placed on a troupe of fey mercenaries that Mexican forces hired that apparently went rogue while moving to through Arizona to the front lines in Colorado. The diplomatic breach is irreparable – the Native Confederation begins covertly providing intelligence to US forces in late 1918. This gave the US an edge it sorely needed.

January 1918 – The US Army began 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 Weather Witch and Fear and Darkness spell-

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, underarmored and outgunned.

The German Navy had many more mages trained in spellbindings that were more directly applicable to warfare (the Crimson Wyrn and Elemental Fire spellbindings). With their superior numbers (and the Illusion spellbinding – 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 acquired the Invisibility spellbinding in 1918 (in a deal for war supplies with the British government) and the Weather Witch and Fear and Darkness spellbindings (from covert training with voodooists at the newly reopened naval station in New Orleans) 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.

bindings). The British government gives the US the Invisibility spellbinding in exchange for shipments of war supplies and mystics from the Icelandic government provided the Elemental Ice

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spellbinding. All of these were 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) infiltrated occupation headquarters and stole the golden tablets. A cursory inspection revealed 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 - It is mid 1918 when the US military, reinforced with fresh recruits from back east and with the newly created US Army Wizardry Corps (with training from New Orleans and Icelandic mystics), 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 had been bled dry by the costly invasion and occupation - and with Germany neck deep in the Dragon War - there were no more outside funds coming in. 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 had become hugely unpopular in Mexico. Seeing an opportunity, General Pancho Villa - leader of the western Mexican forces - renounced the plan as "deeply flawed" and claimed 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 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 and so the US fortified the border with Mexico and stationed 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 was famous for her charismatic speaking style - her sermons often drew thousands - including the elite of Hollywood. 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 a supporting role.

Sister Aimee and the Rebels - a 1925 silent movie starring Joan Crawford and Montgomery Cliff - cemented this perception in the public consciousness. In the movie, James Garcia's name was changed to Kevin Rowly and his insurgent group was renamed Rowly's Rowdies. (RKO Studios believed that a story about a Mexican-American fighting against the Mexican occupation would be too complex for the American movie-going audiences to grasp.) The movie highlighted the violence of the fey mercenaries against civilians, portrayed Mexican and German spellcasters 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 *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 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

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US forces had withdrawn past the Utah border, Pershing detached Patton and several other officers to organize and advise Tesla'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 claims 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 Lyrask.. (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 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 his 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.

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 routes. He eventually fell back to the southern Utah border where clerics of the Church of Latter Day Saints 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 spells learned from Norse mystics (Elemental Ice spellbinding) with magic learned from covert training by New Orleans Voudonist (Darkness and Night and Weather Witch spellbindings) 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 spellcasters 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 griffins 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 are unsuccessful. There are neither griffins nor wyverns available at any portal they have access to.

However, an enterprising quartermaster officer in the Nevada occupation command has an idea. He contracts 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 resources that the Mexican military could not afford and fey 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 are contracted by the Mexican Army at a portal outside of Reno, Nevada. The Mexican civilian government is very resistant to the idea - but they relent 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 summarily executing 2 entire blocks of civilians in Chinatown in retribution for partisan attacks on their barracks.

The Red Sky units who were assigned to reinforce the Eastern Army Mexican forces at the Colorado/New Mexico border went rogue during their travel across the Native Confederation. (The non-aggression pact between the Confederation and Mexico included the right of free passage for troops.) They began raiding towns in settlements in the Native Confederation in a series of skirmishes that became known as the Battle of Sedona. This led to an irreparable diplomatic breach and led to the Native Confederation secretly cooperating with the US and providing them with key intelligence during their counteroffensive in 1918.

Despite Gheral's close friendship with Pancho Villa, after the Battle of Sedona, the Mexican military decided it is time to cut their losses and they shackled all the Red Sky Company mercenaries in their employ and banished them from this plane with the assistance of army chaplains using the Cast into Shadow incantation.

James Garcia - A California horse rancher and 4th generation immigrant, Garcia opposed the Mexican incursion and was leader of a band of insurgents (Garcia's Guerrillas) in the Sierras. The Guerrillas are initially lacking in spell-casters 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 - 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 are particularly brutal, but the Texas resistance enjoys 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 the Weather Witch and Morrigan spellbindings 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 are 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 experimenting with the Practical Kabbalah spellbindings in 1911. With their scrying and insight, he was able to thwart several assassination and coup attempts and return some semblance of stability to 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 highly popular - program that purchased large tracts of quality farmland from the upper classes and redistribute 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 drug on - it became increasingly costly and unpopular, Madero was unable to receive funds from Germans 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.

Nikolai Tesla - Born at midnight during an electrical storm in July, 1856 in the Austrian Empire, Nikolai 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 - openly feuding with Edison. He allied himself with the Westinghouse Company and he invented radio, alternating current, radar and modern robotics. Tesla was declared by many as a genius and while his detractors (such as Edison) labeled him a mad scientist.

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

Always a prolific creator, Tesla hit an invention spurt shortly

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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 wouldn't have worked without the increased magical energy that had been released by the Tunguska event.

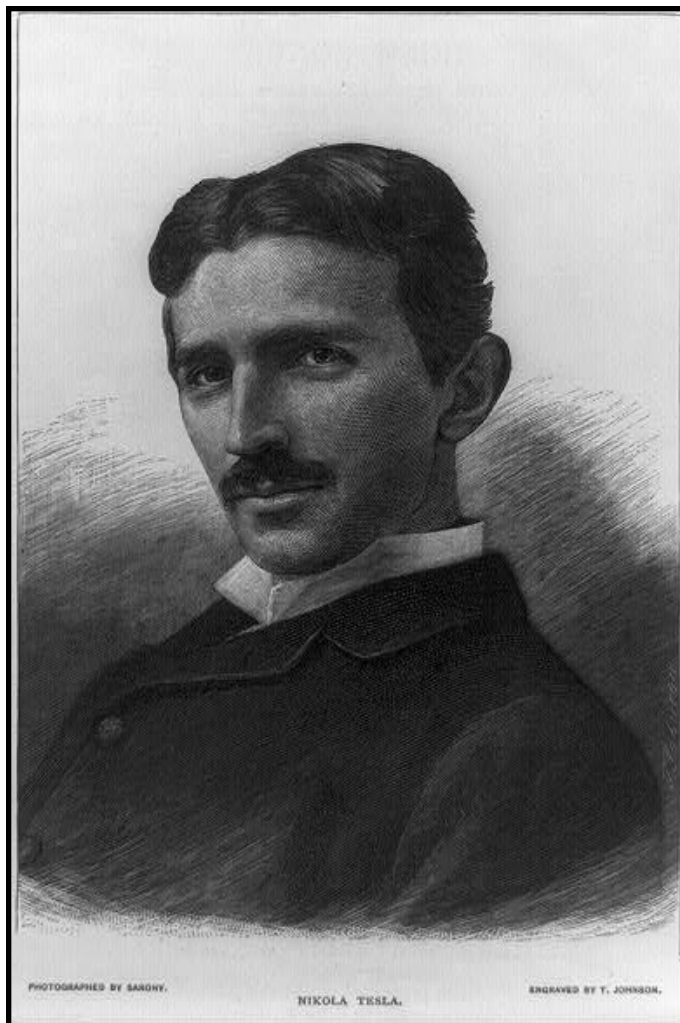
There were even some who advanced the theory that he may have been responsible for it. Inscrutable and intensely private, Tesla publicly disregarded as balderdash all suggestions that he was otherworldly or that his inventions were fueled by sorcerous energies. His eccentric personality (he always insisted on walking around buildings 3 times before entering, demanded 3 specifically folded cloth napkins with every meal and reportedly would hold long, animated conversations with pigeons) did little to detract from the rumors and the whispers followed him throughout his life.

In this 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 (these were small backpacks - provided DR7/magical attacks) 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 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 released 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 devices and one massive teleforce cannon (which was constructed on a tower near Trinidad along the Colorado/New Mexico border.) (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 and 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 Spellcasting Battalion holding 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 that was invaluable to US forces.

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 province of Chihuahua. He was an ally of Madero during his revolt. He becomes the face of the revolutionary movement when a Mexico City newspaper photo of Villa with bandoliers of ammunition crossing his chest, leading a calvary charge against the forces of the dictator Díaz become the single most iconic image of the revolution. Villa and his calvary 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 spellcasters 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 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 nation's 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's 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 warning tongs and spends as much of her time soothing ruffled egos and keeping the coalition together as she does under-

mining the Mexican Occupation. Her father fought in the Second Boxer Rebellion and her family later fled the ensuing chaos. Her father passed the Darkness and Stealth spellbindings to her – and she passes them on to the resistance fighters under her command.

ADVENTURE HOOKS FOR THE MEXICAN INVASION

- 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. If they could intercept and kidnap those advisors – they knowledge gained from their spellbooks would be quite a coup. They are given several 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 spellcasters) and several 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.

- The PCs are Mexican soldiers and spellcasters given the mission of attacking the Teleforce Cannon at Trinidad, Colorado that has stopped their army dead in its tracks. The tower contain-

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ing 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.

- The PCs are employed by either the US or Mexican Army. They received intelligence that the opposing side is buying a flock of thunderbirds from a renegade trader in the Native Confederation. (Use the stats from the Spirit Thunderbird from the New Spells section. Eliminate the Spirit Physiology feat.) 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.

- 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. (Mexican spellcasters with the Summoning spell-binding and their hordes of summoned minions are very effective tunnel fighters.) 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.

- 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.

- 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 they'll have to assassinate a rival of his in the Mexican Army (ensuring his promotion to a recent opening) first in order to get his help.

SECTION V - 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 help with reconstruction).

Europe had the heavier burden of having pockets of the hold-outs 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 the sudden release of thousands of potentially troubled men with combat experience (and - in some cases – magical training) helped kick off massive crime waves that

erupted in both Europe and the US through the mid 1930s.

During the Great War and Mexican Invasion, supplies of morphine ran low (because most of the nations that grow poppies were Asian colonies that revolted with the awakening of magic. Anti-western sentiment was strong in those nations - 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, distilled spirits from Faerie - faerie spirits. This has similar medicinal effects as 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, this 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 dual prohibition of both in 1919.

In game terms, treat fey spirit addiction as you would the Character Disadvantage Addition. 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.)

APPENDIX I - CREATURES AND SAMPLE NPCs CREATURES

Clay Golem - Advanced Tank (Tank 8): HD 9d12+36; HP 94; Init +1; Spd 35 ft.; Defense 17, touch 16, flatfooted 15 (+1 Dex, +6 Class, -1 Size); BAB +6; Atk +7 melee (2d6+4, Unarmed), SQ Resilience; AL creator; SV Fort +9, Ref +5, Will +3, Rec +12; Rep +4; Str 14, Dex 13, Con -, Int -, Wis 12, Cha -.

Skills: Athletics 11 (+13), Perception 11 (+12), Stealth 4 (+5), Unarmed 4 (+6)

Feats: Attack Focus (Unarmed), Damage Reduction x3, Defensive

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 in a manner similar to the Cast into Shadow ritual.)

Note: The amount of faerie spirits required to banish a fey creature back to their 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 from our plane in the same way that a Cast into Shadow ritual would.



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Attack, Die Hard, Diesel, Endurance Training, High Pain Threshold, Human Shield, Size Increase x2 (Large size):

Bonus Feats: Berserk, Cursed Wound, Immunity to Magic

Berserk: When a clay golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and the golem goes berserk. The uncontrolled golem goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. Once a clay golem goes berserk, no known method can reestablish control. If a golem's creator or controller is killed during combat – the golem will go berserk.

Cursed Wound: The damage a clay golem deals doesn't heal naturally and resists healing spells. A character attempting to cast a conjuration (healing) spell on a creature damaged by a clay golem must succeed on a DC 26 caster level check, or the spell has no effect on the injured character.

Immunity to Magic: A clay golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A *move earth* spell drives the golem back 120 feet and deals 3d12 points of damage to it.

A *disintegrate* spell slows the golem (as the slow spell) for 1d6 rounds and deals 1d12 points of damage.

An *earthquake* spell cast directly at a clay golem stops it from moving on its next turn and deals 5d10 points of damage. The golem gets no saving throw against any of these effects.

Any magical attack against a clay golem that deals acid damage heals 1 point of damage for every 3 points of damage it would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points.

Description

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.

Griffon (Powerhouse 5): HD 5d10+16; HP 57; Init +0; Spd 30 ft (land), 90ft (flying); Defense 12, flatfooted 12 (+0 Dex, +3 Class, -1 Size); BAB +5; Atk +11 melee (1d4+2, claws), +10 melee (2d6+4, bite), +9 melee (1d6+2, pounce/rake); SQ Melee Master, 2 DR/Ballistic; AL Rider; SV Fort +8, Ref +1, Will +3, Rec +6; Rep NA; Str 23, Dex 11, Con 18, Int 2, Wis 14, Cha 6

Skills (perks): Athletics 1 (+7), Perception 10 (+12), Unarmed 6 (+12); Endurance Athletics (Athletics)

Feats: Attack Focus (claws), Attack Specialization (claws), Improved Grab, Flight, Move-by Attack, Natural Weapons (Pierc-



ing), Night Vision, Pounce, Size Increase x2 (Large size), Wingsx6, Improved Grab, Pounce

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

Description

Griffons are powerful, majestic creatures with the characteristics of both lions and eagles. From nose to tail, an adult griffon 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 griffon weighs about 500 pounds.

A griffon cannot speak, but can learn to understand spoken language. Griffons prefer to pounce on their prey, either diving to the attack or leaping from above. Griffons were the standard mount of the mounted airborne cavalries of the Allied Forces.

Hill Giant - Advanced Tank (Tank 8): HD 9d12+36; HP 94; Init +1; Spd 35 ft.; Defense 17, touch 16, flatfooted 15 (+1 Dex, +6 Class, -1 Size); BAB +6; Atk +7 melee (2d8+4, greatclub) Atk +6 melee (2d6+4, Unarmed), +5 ranged (2d6+2, thrown rocks) SQ Resilience; AL none; SV Fort +9, Ref +5, Will +3, Rec +12; Rep +4; Str 14, Dex 13, Con 19, Int 6, Wis 12, Cha 7.

Skills: Athletics 11 (+13), Perception 11 (+12), Stealth 4 (+5), Un-

armed 4 (+6)

Feats: Attack Focus (Great club), Damage Reduction x3, Defensive Attack, Die Hard, Diesel, Endurance Training, Low-Light Vision, Night Vision, Size Increase x2 (Large size):

Description

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.

Rock Throwing: The range increment is 120 feet for a hill giant's thrown rocks. Damage is 2d6+Str bonus.

Possessions: Hide Armor (DR 1), Greatclub,

Red Dragon, Colossal (Tank 16): HD 18d12+180; HP 297; Init -3; Spd 45 ft (80 ft flying); Defense 11, flatfooted 11 (-1 Dex, +12 Class, -8 Size); BAB +6; Atk +16 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 +28, Ref +4, Will +6, Rec +28; Rep NA; Str 66, Dex 12, Con 46, Int 12, Wis 12, Cha 12

Skills (perks): 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.

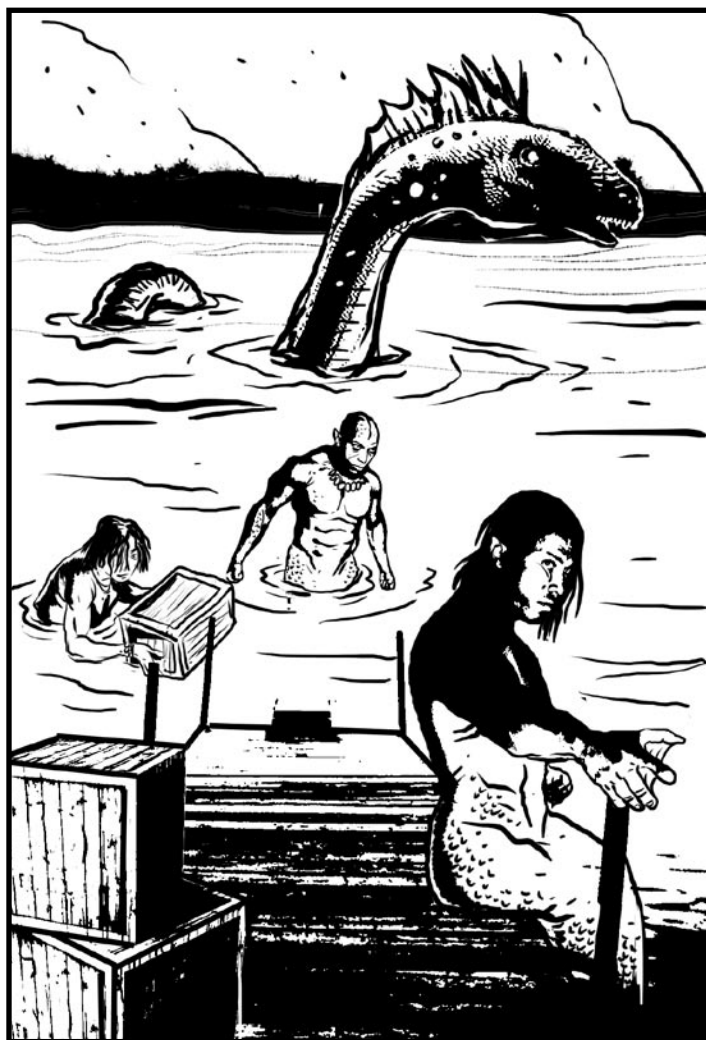
Description: The red dragons are encountered in Europe during

the Dragon War. Estimates vary – but historians claim that somewhere between 5 and 10 red dragon were active in Central and Western Europe during the height of the fey invasion. The native land is the Empire of Tyrask in Faerie (Lyross) – which is ruled by a cabal of red dragons who call themselves the Council of Crimson Wyrms.

Sea Dragon (aka Water Drake) (Powerhouse 8) Huge Magical Beast: HD 8d10+24; HP 88; Init +1; Spd swim 60 ft, land 20 ft, fly 30 ft.; Defense 17, touch 17, flatfooted 16 (+1 Dex, +6 Class); BAB +8; Atk +14 melee (2d6+8, tail slap); +14 melee (2d6+8, bite), +9 range (3d6+6 breath weapon); SQ Melee Master, Amphibious, Breath Weapon, Flight, Swallow Whole, Underwater Stealth Bonus; AL none; SV Fort +9, Ref +3, Will +1, Rec +7; Rep +4; Str 23, Dex 11, Con 18, Int 12, Wis 14, Cha 6

Skills: Athletics 1 (+7), Crime 4 (+5), Stealth +0 (+10 underwater), Unarmed 6 (+12);

Feats: Amphibious, Breath Weapon, Draconic Immunities Flight, Improved Grab, Night Vision, Move-by Attack, Size



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Increase x3 (Huge), Swallow Whole, Underwater Stealth Bonus, Wings x2

Sea Dragon Breath Weapon: The sea dragon can breathe a 5 foot wide burst of flame as an attack action. Range increment is 20 ft. Rate of fire is single (once per round). Any creature in the line of fire takes 3d6+6 points of damage, or half damage if a Reflex save (DC 25) succeeds

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.

Description: 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 use them for a variety of purposes – including warfare.

Skeleton Soldier (Speedfreak 4): HD 4d8; HP 18; Init +7; Spd 30 ft; Defense 20, flatfooted 14 (+3 Dex, +4 Class, +3 Dodge Focus); BAB +3; Atk +4 melee (1d6+2, trenching tool), or +7 ranged (2d6+3, Thompson .45 Submachine gun); SQ Need for Speed, 10 DR vs. Ballistic, Piercing and Slashing; AL none; SV Fort +3, Ref +7, Will +2, Rec +1; Rep NA; Str 12, Dex 16, Con 0, Int 6, Wis 12, Cha 6

Skills (perks): Firearms 7 (+10), Unarmed 7 (+8), Weapons 4 (+5); Aggressive Stance (Weapons), Precision Strike (Weapons)

Feats: Attack Focus (Thompson .45 Submachine gun), Dodge Focus x3, Improved Initiative, Natural Armor (not vs. Blunt), Undead Physiology

Possessions: Trenching tool, Thompson .45 Submachine gun

Character Disadvantages: None

Description - These stats represent a skeleton warrior that might be created and controlled with necromancy. The French military used hundreds of necromancers controlling thousands of undead (skeletons and zombies) to preempt a German assault on Paris in the early days of the Great War. Russia later employed similar tactics in Poland.

Wyvern (Powerhouse 4): HD 4d10+16; HP 49; Init +0; Spd 30 ft (land), 80ft (flying); Defense 12, flatfooted 12 (+0 Dex, +3 Class, -1 Size); BAB +4; Atk +10 melee (1d6+4 plus poison, Stinger) +9 Melee (1d6+2, talons), +9 melee (2d6+4, bite), +9 melee (1d6+1, wings); SQ Melee Master, 2 DR/Ballistic; AL Rider; SV Fort +8, Ref +1, Will +3, Rec +6; Rep NA; Str 23, Dex 11, Con 18, Int 2, Wis 14, Cha 6

Skills (perks): Athletics 1 (+7), Perception 10 (+12), Unarmed 6 (+12); Flurry (Unarmed)

Feats: Attack Focus (talons), Attack Specialization (talons), Draconic Ummites, Improved Grab, Flight, Improved Grab, Move-by Attack, Natural Weapons (talons), Night Vision, Size Increase x2 (Large size), Wyvern Stinger Poison

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

Flight: The wyvern can fly at an average speed of 60 feet/round

Wyvern Stinger Poison: Initial Effects: 1 points of ability damage to Str. Secondary Effects: 1-2 points of ability damage to Con. Save DC: 18. 4 ranks in Chemistry required to produce anti-venom. Materials cost for anti-venom: 2. Time required for anti-venom: 90 minutes.



Description:

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; 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 rather stupid but always aggressive: They attack nearly anything that isn't obviously more powerful than them. A wyvern dives from the air, snatching the opponent with its talons and stinging it to death. A wyvern can slash with its talons only when making a flyby attack. Wyverns were the standard mount of the mounted aerial cavalry of the Central Powers.

Zombie Soldier (Tank 1): HD 1d12; HP 6; Init -2; Spd 20 ft; Defense 8, flatfooted 8 (-2 Dex, +0 Class); BAB +0; Atk +2 melee (1d6+2, Trenching tool); SQ Resilient, 8 DR vs. all but head hits; AL none; SV Fort +2, Ref -1, Will +0, Rec +2; Rep; Str 15, Dex 6, Con 0, Int 2, Wis 10, Cha 2

Skills (perks): Unarmed 4 (+6); none

Feats: Natural Armor x3 (not vs. head hits), Undead Physiology

Character Disadvantages: Mild Disability (-10 ft. ground movement, all other movement 0)

Description – These stats represent a sample zombie that could be created and controlled with Necromancy. Both France and Russia made use of Necromancy during the early years of the Great War.

SAMPLE NPCs

The following statblocks are provided to give GM readily available NPCs to drop into a gaming session or to serve as templates for the development custom NPCs or characters.

Soldier/Sailor(Tank 1): HD 1d12+2; HP 14; Init +1; Spd 30 ft; Defense 11, touch 11, flatfooted 10 (+1 Dex, +0 Class); BAB +0; Atk +3 melee (1d6+4, trenching tool), or +3 melee (1d4+4 knife) or +1 ranged (2d8+4, rifle); SQ Resilience; AL Military; SV Fort +4, Ref +2, Will +1, Rec +7; Rep +0; Str 14, Dex 13, Con 15, Int 10, Wis 12, Cha 8.

Background: Military

Occupation: Soldier

Perks: (Weapons- Aggressive Stance; Weapons- Reactive Stance)

Hobby: Weapons

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

Feats: Accurate Attack, Attack Focus (trenching tool), Defensive Attack, High Pain Threshold

Possessions: knife, trenching tool, rifle, uniform.

Description – 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. Note: Gear – especially magical items can vary widely from nation to nation and unit to unit. For examples – members of the Colorado National Guard might carry the Tesla Shield backpack (DR 7 vs Magical Attacks) 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 commandoes. (See Appendix IV for more information on equipment.)



Low Level Officer(Tank 2): HD 2d12+2; HP 22; Init +1; Spd 30 ft; Defense 11, touch 11, flatfooted 10 (+1 Dex, +0 Class); BAB +1; Atk +4 melee (1d4+4 knife) or +2 ranged (2d8+4, rifle) or +2 ranged (1d6+6 pistol), SQ Resilience; AL Military; SV Fort +4, Ref +2, Will +1, Rec +7; Rep +0; Str 14, Dex 13, Con 15, Int 10, Wis 12, Cha 8.

Background: Military

Occupation: Military Officer

Perks: (Weapons- Aggressive Stance; Weapons- Reactive Stance)

Hobby: Weapons

Skills: Athletics 5 (+7), Firearms 4 (+5), Influence 5 (+5), Leadership 4 (+4), Perception 5 (+6), Stealth 4 (+5), Unarmed 4 (+6), Vehicles 5 (+6), Weapons 4(+6),

Feats: Accurate Attack, Attack Focus (trenching tool), Defensive Attack, High Pain Threshold

Possessions: trenching tool, Knife, Rifle, Pistol, Uniform

Description – These stats can be used for low level officers (perhaps an NCO) of any military

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Mid-Level Officer (Naval) Intermediate Powerhouse (Powerhouse 4): HD 4d10+8; HP 40; Init +1; Spd 30 ft.; Defense 14, touch 14, flatfooted 13 (+1 Dex, +3 Class); BAB +4; Atk +8 melee (1d4+3, officer's dagger), or +7 ranged (2d6+6, Service Pistol); SQ Melee Master; AL Nation of Origin; SV Fort +6, Ref +2, Will +0, Rec +4; Rep +2; Str 16, Dex 13, Con 14, Int 10, Wis 8, Cha 12.

Background: Military

Occupation: Military Officer

Perks: (Leadership: Inspire Courage; Military Rank; Vehicles: Helmsman, Vehicles: Navigate)

Hobby: Stealth

Skills: Athletics 7 (+10), Firearms 7 (+8), Influence 4 (+5), Leadership 4 (+5), Stealth 4 (+5), Streetwise 4 (+3), Unarmed 7 (+10), Weapons 7 (+10)

Feats: Attack Focus (officer's dagger), Attack Focus (pistol), Attack Specialization (pistol), Career Advancement, Defensive Attack, Enemy (Opposing nation), Exploit Weakness,

Access/Contacts/Followers: Confidential Access

Wealth: 17

Possessions – pistol, maps, compass, uniform, dagger

Description– These stats can be used for the mid-level officer of any nation's navy.

Mid-Level Officer (Army) Intermediate Powerhouse (Powerhouse 4): HD 4d10+8; HP 40; Init +1; Spd 30 ft.; Defense 14, touch 14, flatfooted 13 (+1 Dex, +3 Class); BAB +4; Atk +8 melee (1d6+3, trenching tool), or +7 ranged (1d6+6, pistol); SQ Melee Master; AL Nation of Origin; SV Fort +6, Ref +2, Will +0, Rec +4; Rep +2; Str 16, Dex 13, Con 14, Int 10, Wis 8, Cha 12.

Background: Military

Occupation: Military Officer

Perks: (Firearms: Called Shot; Leadership: Inspire Courage; Leadership: Inspire Ferocity; Military Rank)

Hobby: Stealth

Skills: Athletics 7 (+10), Firearms 7 (+8), Influence 4 (+5), Leadership 4 (+5), Stealth 4 (+5), Streetwise 4 (+3), Unarmed 7 (+10), Weapons 7 (+10)

Feats: Attack Focus (rifle), Attack Focus (pistol), Attack Specialization (pistol), Career Advancement, Defensive Attack, Enemy (Opposing nation), Exploit Weakness,

Access/Contacts/Followers: Confidential Access

Wealth: 17

Possessions – pistol, trenching tool, maps, compass, uniform.

Description– These stats can be used for a mid level officer in any army

Military Pilot - Intermediate Speedfreak (Speedfreak 4): HD 4d8+8; HP 29; 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+3, Service Pistol); SQ Need for Speed; AL Nation of Origin; SV Fort +4, Ref +7, Will +2, Rec +3; Rep +6; Str 13, Dex 16, Con 14, Int 10, Wis 12, 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), Awareness, Defensive Roll, Evasive Maneuvers, Far Shot, Move-by Action, Talented (Stealth and Vehicles)

Access/Contacts/Followers: Confidential Access

Wealth: 13

Possessions: Service dagger, uniform, service pistol

Description– These stats are suitable for the early airplane pilots of any nation with a military air force.

Airborne Legionnaire -Intermediate Speedfreak (Speedfreak 4): HD 4d8+8; HP 29; 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+3, Service Pistol) or ranged (2d12 ice damage, Ring of Frost – Reflex save for half damage) or ranged (3d6 flame damage, Rod of Fireballs – Reflex save for half damage) ; SQ Need for Speed; AL Nation of Origin; SV Fort +4, Ref +7, Will +2, Rec +3; Rep +6; Str 13, Dex 16, Con 14, Int 10, Wis 12, Cha 8.

Background: Military

Occupation: Airborne Legionnaire

Perks: Magic-Spellbinding (taken twice), Occupation Specific-Empathetic Link)

Spells Known: Level 0 and level 1 spells from 2 spellbindings known by the character's faction

Special Abilities: Dependent on choice of spellbindings

Hobby: Magic

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

Feats: Attack Focus (Service Pistol), Awareness, Career Advancement, Evasive Maneuvers, Far Shot, Mounted Combat, Move-by Action

Access/Contacts/Followers: Confidential Access

Wealth: 13

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Possessions: Service dagger, exotic saddle, uniform, service pistol, *rod of fireballs and/or rod of frost*, *amulet or ring of feather-fall*, *ring of charm monster* (for wyvern riders especially), *Amulet of Protection from Bullets*.

Description - This statblock can work for a mounted aerial cavalry officer in any military. The most common examples in this setting are the wyvern riders of the Central Powers and the Griffin riders of the Allies. For choosing spellbindings, see Appendix V for a list of factions and their available spells.

Military Spellcaster –Intermediate Star (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 (1d6+2, Trenching Tool), or +4 ranged (2d6+8, Winchester M-1892 (.25-20 Carbine)) or ranged (4d6, Wand of Lightning, Reflex save for one half damage); SQ Friends in High Places; AL Nation of Origin; 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 three spellbindings known to the character's faction

Special Abilities: Dependent on choice of spellbindings

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 (Winchester M-1892), Banter, Expert in Your Field (Magic), Lucky, Night Vision, Talented (Influence and Magic), Walking Encyclopedia

Access/Contacts/Followers: Top Secret Access

Possessions: Winchester M-1892, *Wand of Lightning*, *Rune Charm*, *Rune Slugs* (+2 against fey creatures or against magic shielding), uniform

Description - These stats can be used for any spellcaster employed by a military organization. The primary differences from nation to nation will be the spellbindings known. (See Appendix V for a list of factions and their available spells.)

Spy – 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, Knife), or +5 ranged (2d6+3, Webley Revolver (.45 revolver)) or ranged (3d4-1 to all targets within 10 feet, Will save for half damage, Pocket Watch of the Leech) (; 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: Adventurer

Occupation: Spy

Perks: Occupation Specific-Professional Salary; Weapons-Reactive Stance

Hobby: Weapons

Skills: Academics (life sciences) 4 (+7), Acrobatics 7 (+9) Chemistry 7 (+10), Crime 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: Confidential Access

Wealth: 17

Possessions: Knife, Webley Revolver (.45 revolver), *Tattoo of Protection from Bullets*, *Pocket Watch of the Leech*, *Pocket Mirror of Scrying*.

Description - 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.

Civilian Spellcaster - Advanced Star (Star 8): HD 8d8+16; HP 52; 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 (2d8, Winchester M-1897 (12 gauge shotgun) SQ Friends in High Places; AL faction of origin; SV Fort +9, Ref +11, Will +9, Rec +5; Rep +16; Str 12, Dex 13, Con 14, Int 10, Wis 8, Cha 18.

Background: Rural

Occupation: Spellcaster:

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

Spells Known: Spells level 0, 1, 2, 3, 4 of three spellbindings known to the character's faction

Special Abilities: Dependent on choice of spellbindings

Hobby: Firearms

Skills: Academics 11 (+11), Athletics 11 (+12), Firearms 11 (+12), Magic 11 (+15), Perception 11(+10), Stealth 11 (+12), Vehicles 4 (+5), Weapons 4 (+5)

Feats: Attack Focus (12 gauge shotgun), Banter, Expert in your field (Magic), Feint, Lucky, Lightning Reflexes, Move-by Action, Public Speaking, Sneak Attack, Teamwork, Uncanny Dodge

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Access/Contacts/Followers: Top Secret Access

Possessions: Shotgun, knife, clothing

Description: These stats give a look at a higher level spellcaster belonging to a civilian faction such as the Native Confederation, New Orleans or the Chinese resistance in California during the Mexican Invasion.

Divine Spellcaster - Elite Empath (Empath 12): HD 12d8+24; HP 78; Init +5; Spd 40 ft.; Defense 24, touch 24, flatfooted 19 (+1 Dex, +4 Wis, +9 Class); BAB +9; Atk +11 ranged (2d6+4, Luger (9mm autoloader)); SQ Resolute; AL faction; SV Fort +14, Ref +9, Will +12, Rec +12; Rep +7; 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 3 spellbindings known to the character's faction

Special Abilities: Dependent on choice of spellbindings

Hobby: Firearms

Skills: Academics (history) 10 (+12), Athletics 8(+7), Firearms 12 (+13), Influence 11 (+10), Legal 11 (+13), Magic 15 (+27), Medicine 15 (+19), Outdoorsman 15 (+19), Read/Write Language (Latin) 4 (+4), Speak Language (Latin) 4 (+4), Streetwise 12 (+15), Vehicles 9 (+10),

Feats: Attack Focus (Luger (9mm autoloader)), Awareness, Career Advancement, Combat Martial Arts, Cross Training (Athletics), Dedicated, Defensive Attack, Empathy, Guru (Magic), Healer, Improved Initiative, Improved Self-Help, Mind Over Body, Move-By Action, Poise, Walking Encyclopedia

Access/Contacts/Followers: Favors (7 RP)

Possessions: Luger, holy texts, clothing

Description: These stats are of an even high level divine spellcaster 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 Voudounist and Sorcerer's Council of New Orleans or any of a variety of other churches and religions.



Ability Modifiers: None

Base Speed: 30 feet

Racial Feats: Humans receive a free feat at 1st-level of their choice. This feat must be one normally available to the character's race and class for which she meets all prerequisites.

Preferred Occupation: Humans treat their first occupation as their preferred occupation. While a member of this occupation, they gain the following improved feat: Career Advancement (+2 Reputation).

APPENDIX II -RACES

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 (Dunedhin, Thuleskog and Svaldon, for example) in Faerie.

Size: Medium

GOBLIN

Description: A goblin stands 3 to 3½ feet tall and weigh 40 to 45 pounds. Its eyes are usually dull and glazed, varying in color from red to yellow. A goblin's skin color ranges from yellow through any shade of orange to a deep red; usually all members of a single tribe are about the same color. Goblins wear clothing of dark leather, tending toward drab, soiled-looking colors. Goblins speak

Goblin; those with Intelligence scores of 12 or higher also speak Common. 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.

Size: Small

Ability Modifiers: -4 Strength, +2 Dexterity, -2 Con, -2 Cha.

Base Speed: 30 feet.

Racial Feat: Goblins must take the Night Vision feat as one of their 1st level feats

Skill Bonus: Goblins gain a +4 species bonus on Stealth checks.

Bonus Feat: Goblins are keenly aware of their surroundings and gain the bonus feat Awareness

Background: Goblins must use the Fay Heritage background.

Preferred Occupation: Goblins are naturally suited for the assassin occupation. While a member of this occupation, they gain the following improved feat: Career Advancement (+2 Reputation).

ELF

Description: Tall, slender with golden tinted 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 just over 100 pounds. They live 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. Most often found in Dunedhin in Faerie – with smaller populations elsewhere.

Size: Medium.

Ability Modifiers: +2 Dexterity, -2 Constitution, +2 Charisma

Base Speed: 30 feet.

Racial Feat: Elves must take the Night Vision feat as one of their 1st level feats

Spell Immunities: Elves are immune to *sleep* spells and effects, and they gain a +2 species bonus on saves against spells or effects.

Skill Bonuses: Elves received a +1 on spell-casting related Will saves.

Bonus Feats: Elves gain the bonus feats Attractive and Uncanny Dodge.

Background: Elves must use the Fay Heritage background.

Preferred Occupation: Elves are naturally suited for the spell-caster occupation. While a member of this occupation, they gain the following improved feat: Career Advancement (+2 Reputation).

DARK ELF

Description: 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 with 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 Svladon – and some are found in the Thuleskog Wastes as well.

Size: Medium.

Ability Modifiers: +2 Dexterity, -2 Constitution, -1 Charisma, +2 Intelligence

Base Speed: 30 feet.

Racial Feat: Dark elves must take the Night Vision feat as one of their 1st level feats.

Spell Immunities: Dark elves are immune to *sleep* spells and effects, and they gain a +2 species bonus on saves against spells or effects.

Skill Bonuses: Elves received a +1 on spell-casting related Will saves.

Bonus Feats: Dark elves gain the bonus feats Intimidating Presence and Uncanny Dodge.

Background: Dark elves must use the Fay Heritage background.

Preferred Occupation: Elves are naturally suited for the spell-caster or assassin occupations. While a member of these occupations, they gain the following improved feat: Career Advancement (+2 Reputation).

HALF-ELF

Description: An uncommon combination, half-elves are mainly found in the Faerie kingdoms of Dunedhin and the independent city of Svaldon. They are more welcome in human communities than elven. Particularly in Dunedhin they can face some discrimination because of their mixed heritage.

Size: Medium.

Ability Modifiers: None.

Base Speed: 30 feet.

Elven Blood: For all effects related to species, a half-elf is considered an elf. Half-elves, for example, are just as susceptible to special effects that affect elves as their elven ancestors are, and they can use magic items that are only usable by elves.

Spell Immunities: Half-elves are immune to *sleep* spells and effects, and they gain a +2 species bonus on saves against Enchantment spells or effects.

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Racial Feats: Half-elves must take the Night Vision feat as one of their 1st level feats.

Bonus Feat: Half-elves gain the bonus feat Attractive.

Background: Half-elves must use the Fay Heritage background.

Preferred Occupation: Half-elves are naturally suited for the hunter occupation. While a member of this occupation, they gain the following improved feat: Career Advancement (+2 Reputation).

DWARF

Description: Short, squat - 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. The 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. Most often seen in Thuleskog, Svaldon with small, scattered settlements in Dunedhin.

Size: Medium.

Ability Modifiers: +2 Constitution, -2 Charisma.

Base Speed: 20 feet.

Stability: Dwarves gain a +4 species bonus on checks to resist trip attempts.

Racial Feats: Dwarves must select Night Vision as one of their 1st level feats.

Saving Throw Bonuses: Dwarves are highly resistant to toxins and innately resistant to magic. They gain a +2 species bonus on saving throws against poisons, spells, and spell-like abilities.

Skill Bonuses: Dwarves are naturally skilled mechanics and engineers. They gain a +2 species bonus on Engineering checks.

Bonus Feat: Dwarves receive the bonus feat Cleave.

Weapons Bonus: Additionally, dwarves receive a +1 attack bonus when using dwarven waraxes.

(Dwarven Waraxe - Min Str 8, Min Dex -, Damage 1d6+1, Dmg Type Slashing, Cost 10)

Background: Dwarves must use the Fay Heritage background.

Preferred Occupation: Dwarves are naturally suited for the technician occupation. While a member of this occupation, they gain the following improved feat: Career Advancement (+2 Reputation).

ORC

Description: An orc's hair usually is black. It has lupine ears, greenish skin pigmentation and reddish eyes. Orcs prefer wearing vivid colors that many humans would consider unpleasant, such as

blood red, mustard yellow, yellow-green, and deep purple. Their equipment is 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.

Size: Medium. Orcs have no special bonuses or penalties due to their size.

Ability Modifiers: +4 Strength, -2 Intelligence, -2 Wisdom, -2 Charisma.

Base Speed: 30 feet.

Racial Feats: Orcs must select Night Vision as one of their 1st level feats.

Light Sensitivity: Orcs suffer a -1 penalty to attack rolls in bright sunlight or within the radius of effects or spells that duplicate bright sunlight (such as daylight).

Bonus Feats: Orcs receive the bonus feats Cleave, High Pain Threshold

Weapons Bonus: Orcs receive a +1 attack bonus when using an orc double axe.

(Stats for Orc Double Axe - Min Str 10, Min Dex -, Damage 1d8+1, Dmg Type Slashing, Cost 10)

Background: Orcs must use the Fay Heritage background.

Preferred Occupation: Orcs are naturally suited for the soldier occupation. While a member of this occupation, they gain the following improved feat: Career Advancement (+2 Reputation).

HALF-ORC

Description: These orc-human crossbreeds can be found in either orc or human society (where their status varies according to local sentiments). Half-orcs usually inherit a good blend of the physical characteristics of their parents. They are as tall as humans and a little heavier, thanks to their muscle. They have greenish pigmentation, sloping foreheads, jutting jaws, prominent teeth, and coarse body hair. Half-orcs who have lived among or near orcs have scars, in keeping with orcish tradition. As with orcs and goblins, they are typically found in Tyrask or the wastelands of Kyrdain. There were half-orcs present in the Dragons Army - usually serving within orc units - almost never in a rank higher than a non-commissioned officer (even that is rare.)

Size: Medium. Half-orcs have no special bonuses or penalties due to their size.

Ability Modifiers: +2 Strength, -1 Intelligence, -1 Charisma.

Base Speed: 30 feet.

Orc Blood: For all special abilities and effects, a half-orc is considered as an orc. Half-orcs, for example, are just as susceptible to special effects that affect orcs as their orcish ancestors are, and they can use magic items that are only usable by orcs.

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Racial Feats: Half-orcs must select Night Vision as one of their 1st level feats.

Bonus Feat: Half-orcs gain the bonus feat High Pain Threshold

Background: Half-Orcs must use the Fay Heritage background.

Preferred Occupation: Half-orcs are naturally suited for the thug or soldier occupation. While a member of this occupation, they gain the following improved feat: Career Advancement (+2 Reputation).

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, slender with pale blue or white skin with pointed ears and prominent gills just below their jaw line. Some marhlbender manifest light fish scales on their upper body - especially on their arms and shoulders.

They are amphibious and can exist comfortable for several hours outside of water. They were previously found in Faerie in the Dry-sean 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.

Size: Medium. marhlbender have no special bonuses or penalties due to their size.

Ability Modifiers: +2 Strength, +1 Intelligence, +2 Constitution.

Base Speed: 20 feet. 50 feet swimming.

Racial Feats: Marhlbender must select Night Vision and Underwater Stealth Bonus as two of their 1st level feats.

Bonus Feat: Marlbender gain the bonus creature feat Amphibious. They are amphibious and perfectly able to live for extended periods on land or in the water. Their swim speed is increased by +20 ft. while land speed is decreased by 10 ft. If a marhlbender is away from water for more than 6 hours, she must make a Fortitude saving throw (DC 16) every hour after 6 or suffer one point of temporary constitution damage..

Background: Marhlbender must use the Fay Heritage background.

Preferred Occupation: Marhlbender are naturally suited for the spellcaster or hunter occupation. While a member of this occupation, they gain the following improved feat: Career Advancement (+2 Reputation).

CENTAUR

Description: Centaurs have the body of a horse and the torso of a human. A centaur is as big as a heavy horse, but much taller and slightly heavier. A centaur is about 7 feet tall and weighs about 2,100 pounds. They are most often found in the Scarlet Badlands of Kyrdain but occasionally can be found in more civilized loca-

tions. They tend to be nomadic. The largest contingent of centaurs so far encountered in our world was with the Red Sky Company of fey mercenaries that was hired by the Mexican Army to supplement their forces during the invasion of the US.

Size: Large

Ability Modifiers: +3 Strength, +2 Constitution, -1 Intelligence

Base Speed: 75 feet

Racial Feats: Centaurs must take Runner as one of their 1st level feats. They must also take Size Increase x2 (Large Size) and Natural Weapons (Blunt) as first level feats.

Bonus Feats: Centaurs gain the bonus feat Night Vision.

Background: Centaurs must use the Fay Heritage background.

Character Disadvantages: Centaur characters must take the disadvantage: Mild Disability (Cannot climb),

Preferred Occupation: Centaurs are naturally suited for the soldier or hunter occupation. While a member of this occupation, they gain the following improved feat: Career Advancement (+2 Reputation).

LIZARDFOLK

Description: Lizardfolk are usually 6 to 7 feet tall with green, gray, or brown scales. Its tail is used for balance (+2 on resisting trip attacks) and is 3 to 4 feet long. Lizardfolk can weigh from 200 to 250 pounds. Lizardfolk are generally found in marshes and swamps in the southeast coast of Kyrdain. Some have immigrated 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.

Size: Medium. Lizardfolk have no special bonuses or penalties due to their size.

Ability Modifiers: +4 Strength, +1 Wisdom, +1 Constitution.

Base Speed: 30 feet. 35 feet swimming.

Racial Feats: Lizardfolk must select Night Vision as one of their 1st level feats.

Bonus Feat: Lizardfolk gain the bonus feat High Pain Threshold

Background: Lizardfolk must use the Fay Heritage background.

Preferred Occupation: Lizardfolk are naturally suited for the soldier or hunter occupation. While a member of this occupation, they gain the following improved feat: Career Advancement (+2 Reputation).

APPENDIX III — NEW BACKGROUNDS, OCCUPATIONS AND FEATS

NEW BACKGROUNDS

FEY HERITAGE

One or both of your parents were natives of the realm on the other side of the fey portals. At GM's discretion, you can use this background for a character who is an immigrant from Faerie. (For non-human characters - see the Races section.) You can travel across the portals in Faerie without suffering the usual consequences (madness, time dilation etc)

Skills (three of the following): Athletics, Magic, Outdoorsman, Perception, Stealth and Weapons

Base Wealth: 4

ARCANE

You have been trained in arcane lore and supernatural arts.

Skills: Magic (required) and select one of the following: Academics, Art, Influence, Chemistry or Perception

Base Wealth: 8

MYSTIC

You have been trained in the divine mysteries of your faith of religion

Skills: Magic (required) and select one of the following: Academics, Influence, Leadership, Medicine or Perception

Base Wealth: 8

NEW OCCUPATIONS

SPELLCASTER

You make your living manipulating magical forces beyond the ken of most mortals

Professional Skills: Magic, Academics and Perception

Improved Feats: Career Advancement: +2 perks (must be used for spellcasting/spellbinding); Expert in your field (Magic): your Reputation is considered +2 higher for purposes of this feat; **Self-Help:** +2 Wisdom; Walking Encyclopedia: you may make a Research check in no time twice per day without having to spend an action point

Occupation Specific Perk: Master of the Arcane - Your expertise gives you greater competency in spellcasting. You receive a +3 bonus on all Will checks related to casting spells. You can spend an Action Point to recover from the fatigue suffered for failing a Will save when casting a spell. (It takes one round for you to recover.) **Note:** This perk can be retained if you leave the profession. If this perk is ever discarded, you must re-enter the profession to learn it again.

AIRBORNE LEGIONNAIRE

You ride a flying mount in your nation's airborne cavalry.

Prerequisites: Firearms 4 ranks, Athletics 4 ranks

Professional Skills: Magic, Outdoorsman, Perception

Improved Feats: Agility Training: +2 Dexterity; Attack Focus: +2 attack rolls; Dedicated (country of origin): skill check and save bonus increased to +3; Move-By Action: when conducting a move-by attack from your mount, you gain a +2 bonus on your attack roll

Occupation Specific Perk: Empathic Link - The Legionnaire has an empathic link with his mount out to a distance of one mile. He cannot see through his mount's eyes. Because of the limited nature of this connection - only general emotional content can be communicated. **Note:** This perk can be retained if you leave the profession. If this perk is ever discarded, you must re-enter the profession to learn it again.

NEW FEATS

ENCHANTMENT, LESSER

You can create minor magical items that only have a single use.

Prerequisite: Magic 4 ranks

Effect: You can create a magic item that has a single use, typically a potion or a scroll, though this item may take any form approved by the game master.

Special: When you make an item using this feat, you permanently lose two Action Points.

ENCHANTMENT

You can create magical items that have many single uses.

Prerequisite: Magic 8 ranks

Effect: You can create a magic item that has up to 50 uses, typically a rod or wand, though this item may take any form approved by the game master.

Special: When you make an item using this feat, you permanently lose 5 Action Points if making an item with 20 or fewer uses, otherwise you lose 15 Action Points. If this reduces you to negative Action Points, you have incurred bad luck, a karmic debt, the wrath of the gods or some other sort of malevolent "notice" as a result of creating this item. Your AP are reduced to 0 but the game

master receives these points as things he may spend to make your life more interesting (read: difficult).

These points may either be spent to cause a disadvantage to activate at a time of the game master's choosing, or to cause a successful attack roll to miss, or to cause a successful attack to inflict minimum damage or as a bonus on an enemy's saving throws (as if the enemy had spent an Action Point to defend itself). In short, these points are something like anti-Action Points. The game master can come up with other diabolical uses for these but they may not be spent to directly harm a PC, they may not penalize saving throws, increase damage suffered from a successful attack and so forth.

ENCHANTMENT, GREATER

You can create extremely potent items that last until destroyed.

Prerequisite: Magic 12 ranks

Effect: You can create magic items that do not have limited uses, typically a ring or cloak though these items may take any form approved by the game master.

Special: When you make an item using this feat, you permanently lose 30 Action Points. Negative Action Points are handled as described in the Enchantment feat above.

EVASIVE MANEUVERS (NAVAL)

You are an excellent helmsman and can squeeze every ounce of maneuverability out of a ship.

Prerequisite: Vehicles 4 ranks, Helmsman perk

Effect: You may use your Vehicles skill +10 as your ship's Defense, rather than your class-based Defense bonus. Evasive Maneuvers may only be used in situations where you would not be denied your Dexterity bonus. Using this feat is a move action.

NEW CREATURE FEATS

Adaptation, Arctic. You are adapted to a cold climate.

Effect: You are immune to cold attacks but suffer double damage from fire attacks. Any cold elemental attacks you launch inflict an extra die of damage, while any fire attacks you launch inflict one less die of damage.

Adaptation, Earth. You are one with the earth.

Effect: You are immune to earth attacks but suffer double damage from water attacks. Any elemental earth attacks you launch inflict an extra die of damage, while any elemental water attacks you launch inflict one less die of damage.

Amphibious: You're equally at home on land or underwater.

Effect: You are amphibious and perfectly able to live for extended periods on land or in the water. Your swim speed is increased by +20 ft. while land speed is decreased by 10 ft. If a you are away

from water for more than 6 hours, you must make a Fortitude saving throw (DC 16) every hour after 6 or suffer one point of temporary constitution damage..

Draconic Immunities: You are either a dragon or close enough in heritage to one that you are immune to several magical effects.

Effect: You are immune to sleep, hold, and paralysis effects.

Earth Bound. You draw strength from the earth.

Prerequisite: Earth Adaptation

Effect: While in contact with the ground, all damage inflicted on you is non-lethal. If you are separated from the ground for any reason (lifted into the air, into the water) you suffer one point of lethal damage each round.

Elemental Beam. Your elemental powers inflict more damage and from an even greater distance than elemental bolt.

Prerequisite: Magic 8 ranks, Elemental Bolt

Effect: Your Black Magic attacks inflict 4d4 damage plus your Intelligence modifier. The type of damage of this bolt is either air, cold, earth, fire or water and you must declare with before launching this attack. The range of this feat is your ranks in the Magic skill times 10.

Elemental Bolt. You have learned to focus your elemental powers, enabling you to strike from a greater distance and for more damage.

Effect: Your ranged elemental energy attacks inflict 2d4 damage plus your Intelligence modifier. The type of damage of this bolt is either air, cold, earth, fire or water and you must declare with before launching this attack. The range of this feat is your ranks in the Magic skill times 5.

Elemental Physiology. You are composed of living elemental matter.

Effect: You are immune to poison and disease and do not need to breathe or eat. Healing magic has no effect on you

Forest Stealth Bonus: You blend in very well in a forested setting.

Effect: You can hide very easily in a forested area. You receive a +16 to Stealth checks in such a setting.

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Plant Traits: You are a creature that is made of magically animated flora.

Effect: You have Immunity to all mind-affecting effects. In addition, you have immunity to poison, sleep effects, paralysis, polymorph, and stunning.

Pounce: You prefer to tackle your enemy like a cat.

Effect: If you dive onto or charge a foe, you can make a full attack, including two rake attacks.

Runner: You are built for speed and can cover ground much faster than a typical character.

Effect: Your run speed is increased by +20 ft.

Special: You may select this feat multiple times.)

Spirit Physiology. You are a creature of the spirit realm.

Effect: You gain 1 Damage Reduction per level against Bludgeoning, Piercing, and Slashing. Healing magic has no affect on you. You are also completely immune to poison and disease.

Sonic Shockwave. You can produce an ear-piercing shriek that causes a shockwave strong enough to knock down those around you.

Effect: As an attack action you emit a scream, causing a shockwave in a 20 ft. radius around you. Everyone in this area must make a Reflex saving throw (DC 10+ your character level) or be knocked prone and have their initiative reduced to 1+their Initiative modifier. Also, this ability effectively restarts combat, meaning all characters are flat-footed until they take their next action (which might be awhile since their initiative is now reduced).

Tremor: You shake the earth itself with your presence.

Prerequisite: Huge Size or Earth Elemental

Effect: As an attack action you may strike the ground, causing the ground to shake in a 20 ft. radius around you. Everyone in this area must make a Reflex saving throw (DC 10+ your character level) or be knocked prone and have their initiative reduced to 1+their Initiative modifier. Also, this ability effectively restarts combat, meaning all characters are flat-footed until they take their next action (which might be awhile since their initiative is now reduced).

Undead Physiology: Though this might seem an oxymoron, the undead do have a physiology all their own (though a bizarre and necromancy influenced one).

Effect: You are considered an undead for any ability that lists undead in its description (Dispel Undead, etc). Your Constitution is reduced to 0 but you suffer no penalty to hit points from this. You do not heal naturally except through the use of spells or special abilities. Any ability that heals a living target damages you instead. You gain 2 Damage Reduction per level but this damage reduction has a weakness to a certain substance or to a certain hit location. For example your damage reduction might be completely ineffective against hits by silver weapons, wood weapons or enchanted weapons. You also gain complete immunity to poison, disease, any attack that requires a Fortitude saving throw as well as fatigue and exhaustion. Finally, you are immune to the Critical Strike and Crippling Strike feats (though the Sneak Attack feat still grants its attack bonus as normal). Attacks against you are not modified by hit location (all locations on your body have a damage modifier of x1). You do not need to eat, breathe or sleep and are ageless.

Swallow Whole: You've got a big mouth.

Prerequisite: Huge size or larger

Effect: If you begin your turn with an opponent two or more size categories smaller than yourself held in your mouth, you can attempt a new grapple check as though trying to pin the opponent. If you succeed, you swallow your opponent, automatically dealing bite damage. Once inside you, the opponent takes 1d6 bludgeoning damage 1d6 points of acid damage per round. A successful grapple check allows the swallowed creature to climb out of the gullet and return to your maw, where another successful grapple check is needed to get free. Alternatively, the swallowed creature can attack from inside the gullet using claws or a Small or Tiny slashing weapon. Dealing at least 20 points of damage to the gullet (Defense 25) in this way creates an opening large enough to permit escape. Once a single swallowed creature exits, muscular action closes the hole; thus, another swallowed creature must cut its own way out.

Underwater Stealth Bonus: You are a creature who blends in well in a natural aquatic setting.

Effect: Your coloration and shape grant you a +10 species bonus on Stealth checks made while you are underwater.

Vegetation Stealth Bonus: You blend in very well among shrubs, bushes and other small flora.

Effect: You can hide very easily in an area with small plants and undergrowth. You receive a +16 to Stealth checks in such a setting.

Wings: You have functional wings that allow flight.

Effect: You have a base flight speed of 15 ft. per round, plus +5 ft. per round for every 6 points in the Athletics skill.

Special: You may select this feat multiple times, increasing your base flight speed by +15 ft. per round. Also, Hit Location 14 (one of the three Arm hit locations) is changed to Wing for you, which has a damage modifier of x1½.

Amulet of Featherfall - (20 Charges) (Cost 100) – Works the same as the featherfall spell. These were standard issue for Central Powers wyvern riders during the Great War.

Amulet of Protection from Bullets – (20 Charges) (Cost 30) – Provides 10DR from bullets and other non-magical ranged attacks. Each time it's activated, it grants the effect for 1 scene/1 combat. Standard issue for magic combat units on both sides in the Great War and the Dragon War.

Amulet of Thunderbird - (50 Charges) (Not widely available for sale outside of the Native Confederation) – Works like the summon thunderbird spell (see the New Spells section). This is a polished stone amulet – fashioned in the shape of a thunderbird. When the wearer throws it to the ground and speaks an activation phrase, the amulet grows into a manifestation of the totem thunderbird. 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.

Amulet of Water Breathing – (20 Charges) (Cost 30) - works as the water breathing spell. Used by British and German commandos during the Great War – notably at the Zeebrugge Raid.

Amulet of Zombie Control – (20 Charges) (Cost 54) - This amulet functions as a control undead spell with infinite duration. These were widely used by Russian and French forces in the Great War. In case the primary spellcaster controlling a group of zombies was killed – this item let his comrades retain control of the horde.

Divine Longsword (unlimited charges) (can not be purchased) - These swords were produced by the Vatican's own Holy Artificer. They glow with a purple aura when in the presence of fey. They deal 1d8 plus an additional 1d6 to fey creatures or undead. Due to the time and effort required in constructing them, they were carried only by officers in the Order of St. Michael. Requires 12 ranks in Magic. (Minimum Strength: 10/ Damage Type: Slashing)

Divine Bullets (unlimited charges)(can not be purchased) - Similar to the divine broadsword - but a bit more practical. These bullets were also created by the Vatican's Holy Artificer and could be modified at time of creation to fit whatever caliber was desired. Like the broadswords - they deal the normal damage for the weapon plus an additional 1d6 to fey creatures or undead. They were very costly to manufacture and were produced in great enough quantity to be used in machine guns. Requires 4 ranks in Magic.

APPENDIX IV – EQUIPMENT MAGIC ITEMS

The amount of magical skill required to use a magic item generally corresponds with the number of charges or power level of the item. (Some magical items have been enchanted in such a way that they don't require activation words or any action on the part of the user in order to be effective. These are both rare and expensive.)

RANKS: The following guidelines should be used for the required ranks in the Magic skill needed to use magical items in Soldiers and Spellfighters – unless otherwise noted in the item description.

Items with 4 charges or less tend to be low powered (damage wise) and can be used with 1 rank in the Magic skill.

Items with 5 to 10 charges will require at least 4 ranks in the Magic skill

Items with 11 to 20 charges will require 6 ranks.

Items with 21 to 30 charges will require 8 ranks

Items with 31 to 40 charges will require 10 ranks

Items with 41 to 50 charges will require 12 ranks.

RANGE: The following guidelines should be used for range for magical items that directly deal damage (unless otherwise specific in the item description)

Those that have 4 charges or less will have a range of 10 feet.

5 to 10 charges will have a range of the caster's Magic rank times 3.

11 to 20 charges – the range will be the caster's Magic rank times 5.

21 to 40 charges – the range will be the caster's Magic rank times 10.

41 to 50 charges – the caster's Magic rank times 15.

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Enchanted Hip Flask – (20 Charges)(Cost 64) - Transmutes whatever liquid is poured into the flask into faerie spirits. Often distributed in combat medic first aid kits of European, Mexican and American armed forces. (Opiates were unavailable to Europe and America during the time period of the Great War and Mexican Invasion.). Requires no ranks in the Magic skill to use.

Null Magic Sphere (Unlimited Charges)(Cost 200) – A silvered metallic ball that functions the same as the Anti-Magic Field spell without a duration. 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 valuable targets in their own right and they are often targeted by bank robbers and second-story men.

Opera Gloves of the Leech – (10 charges) (Cost 80) – A favorite of spies and assassins. While wearing these dignified looking white satin gloves, you inflict 1d4 points of damage plus your Charisma modifier to a living target on touch, healing yourself by a like amount. Targets are allowed a Will save to take half damage.

Phantom .45 - (50 charges) (Cost 45) - the bullets fired from the gun act as though they've been enchanted by the phantom projectiles spell from the MSRD. After its charges are expired, this weapon has the same stats (range, damage etc) as the Colt Revolver (.45 ACP revolver) from the weapons chart below. These were sold by Scandinavian mystics to the armies of Europe and the US.

Pocket Mirror of Scrying – (20 charges) (Cost 30) -This compact pocket mirror works as the level 8 SRD spell scrying. According to testimony at her trial – this device was favored by the famous spy Mata Hari.

Pocket Watch of the Leech – (20 charges) (Cost 70) - When you open this ornate golden pocket watch and tap a specific button on the side, You inflict 3d4 points of damage plus your Charisma modifier to all living targets in a 10 ft. radius of you (friend or foe), healing yourself by a like amount. Targets are allowed a Will save to take half damage.



Poison Staff - (20 charges) (Cost 34) -The staff inflicts 1 point of damage per round for a number of rounds equal to the wielder's ranks in the Magic skill. These dark-green, wooden staves were carved from a variety of hazel tree found only in the Empire of Ly-rask in Faerie. They were widely used by orc and dark elf wizards in the employ of the Dragons Army. Captured staves were used by troops of the united European forces and found their way onto the Black Market after the war.

Poison Staff, Greater – (50 charges) (Cost 56) - A more powerful version of the poison staff. This staff inflicts 1d4 points of damage per round for a number of rounds equal to the wielder's ranks in the Magic skill.

Potions – (1 Charge) (Cost varies) - A potion is an enchanted drink that affects the character drinking it automatically, without a saving throw. Identifying a potion's magical properties requires a Magic skill check (DC 15). These can be purchased at fey portals or from artificers.

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Potion, Healing – Lesser -You are healed 1d4+4 points of damage upon drinking this potion. Cost: 12

Potion, Healing - You are healed 2d4+4 points of damage upon drinking this potion. Cost: 14

Potion, Surge - One physical ability score is increased by +4 for 10 rounds. The ability score affected by this potion is chosen when it is created. Cost: 16

Scrolls -(Cost varies with spell) -A scroll can be inscribed with any spell. The character reading the scroll does not have to know the spell from their own spellbindings, but must have sufficient ranks in the Magic skill to be able to cast that spell if they did have the appropriate spellbinding. Casting a spell from a scroll does not require the caster to make a saving throw to avoid fatigue however.

Ring of Charm Monster – (20 charges)(Cost 100) – works as the charm monster spell. Standard issue for wyvern riders in the German Imperial Air Service.

Ring of Erzulie (50 Charges) (Cost 50) – This ring invokes the assistance of Erzulie, voodoo Loa of Beauty and Love. 25 of its charges are for the charm person spell. The other 25 are for the suggestion spell. One of the chief exports from New Orleans – these items are in wide circulation during the era of Soldiers and Spellfighters.

Ring of Featherfall – (20 Charges) (Cost 100) – Works the same as the featherfall spell. These were standard issue for Allied griffin riders during the Great War.

Ring of Frost – (20 charges) (Cost 50) – This ring emits ice bolts that do 2d12 ice damage. The target of this attack may make a Reflex save equal to casters Magic skill plus 10 for one-half damage. The target must also make a DC 15 Fortitude save or they will shiver violently for 1-4 rounds. Shivering characters suffer a –4 penalty on attack rolls. These were a common weapon of both griffin and wyvern riders as well as the combat units of Allied and Central Powers.

Ring of Frost, Greater – (50 Charges) (Cost 65) – Same as ring of frost, has 50 charges and does 3d12 ice damage.

Rod of Earth Elemental Summoning - (50 Charges) (100 on Black Market/Not widely available) - Works the same as the summon earth elemental spell. The wielder casts this rod onto the ground - speaks an activation word, and the rod grows into an earth elemental. Several of these items were reportedly salvaged from hidden catacombs underneath the Dome of the Rock by a party of pagans and western archeologists fleeing the siege of Jerusalem. Reportedly they had discovered a cache of magical items in the ruins of Solomon's temple underneath the famous mosque and spirited them out of the city so they wouldn't be destroyed by the Muslim conquerors..

Rod of Fireball – (20 charges) (Cost 45) -This device hurls fireballs that do 2d6 flame damage. The target of this attack may make a Reflex save equal to caster's Magic skill plus 10 for half damage. The target must make a DC 15 Fortitude save or they also catch fire for 1-4 rounds. A character on fire suffers 1d6 points of damage. These were a common weapon of both griffin and wyvern riders as well as the magic combat units of Allied and Central Powers (including Mexico).

Rod of Fireball, Greater – (50 Charges) (Cost 65) – Same as rod of fireball, but does 3d6 flame damage and has 50 charges.

Rod of Lighting – (20 charges)(Cost 50) -With this rod, you can unleash a lighting bolt. Anyone struck takes 2d6 electrical damage and must make a DC 15 Fortitude save or be paralyzed for 1d6 rounds. The target of this attack may make a Reflex save equal to the caster's Magic level to take half damage. This was used by Allied, Central Powers and Mexican forces.

Rod of Lighting, Greater – (50 Charges) (Cost 70) – Same as rod of lightning but does 3d8 damage and has 50 charges.

Rod of the Vivilor – (50 Charges) (Cost 100) – Works as the Summon *Vivilor* V spell (see New Spells section). The caster throws the rod onto the ground and speaks an activation word. The rod then grows into the vivilor (or vivilors) that the caster wished to summon. This item was available exclusively at the Bavarian Forest portal and so was used only by Central Powers forces.

Rune Charms – (Unlimited Charges) (Cost 85) - A rough stone pendant inscribed with a rune of protection. While wearing one, a character has 5 DR against magic attacks and a +5 to magic related saving throws. 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 exported sold at a premium to foreigners. They were heavily used by the

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army of Thor's Rage – which included many artificers. It doesn't require any ranks in the magic skill.

Rune Slugs –(1 charge per slug) (Cost 15) - bullets enchanted in a similar method as the rune charms, but they've been imbued with a spell that gives them +2 damage against creatures from the portals (even creatures not usually harmed by normal weapons) or creatures protected by magic (shield spells etc). These are far too rare to be used in machine guns. They are very expensive and are generally seen only by police or military personnel in anti-magic units. These magical items are hand-made by Scandinavian mystics and are exported sold at a premium to foreigners.

Staff of Carrefour – (50 Charges) (100 on the Black Market (Not widely available outside of New Orleans)) – This gnarled black staff draws on the power of the voodoo Loa Carrefour - the Lord of the Midnight Crossroads and the Loa associated with uncertain fate and darkness. When the caster speaks an activation word – it casts the fear spell. It was seen during the uprising in New Orleans – and there are reports that US forces may have used it during the 1918 counter-offensive in the Mexican Invasion.

Tesla Shield – (Cost 50 – only available from the US military or Black Market) - a small, light electric generator that could be worn on a backpack. It provides Damage Resistance 7 against all magical attacks. 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 with the right circumstances.

Tattoo of Protection from Bullets (aka Broken Arrow Tattoo) – (1 Charge) (Cost 10)- Provides 10 DR against bullets and other non-magical ranged attacks. Has only 1 charge. It activates when touched and the command word is spoken. These were common during the Great War and Dragon War when the resources of the artificers of the European militaries were stretched thin.

Zombie Killer .45 – (50 charges) (Cost 33) German Zauberei-korps squads began carrying these after the Battle of the Marne when the French unleashed hordes of undead to stop the Central Powers advance. This six shot revolver will inflict 4d6 damage plus your Charisma modifier of damage to a single undead. It has the same range as the Colt revolver (range increment is 30 ft). After its charges are expired, this weapon has the same stats as the Colt Revolver (.45 ACP revolver) from the weapons chart in below.

Wand of the Raven – (50 charges) (Cost 65) This works the same as the spell Summon Flock of Ravens. The caster flings the wand into the air and speaks an activation word. The wind transforms into a flock of ravens. This item was seen in use during the revolt that led to the founding of the Native Confederation and by Irish pagans during the 2nd Irish Civil War.

WEAPONS

MELEE WEAPONS

Trenching Tool

Small shovel with one sharpened or serrated edge. It fits easily into backpacks and usually used for digging foxholes and trenches. It does see a lot of use in the Great War as an improvised hand to hand weapon. The soldiers of all armies carry some variation on this tool.

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.

Wbley 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.

Colt Revolver

Little changed since the 1870s when it was known as the "peace-maker," Colt revolvers still see use in the 1920s because of their reliability and stopping power. These extremely well-made revolvers are considered mastercraft weapons and gain a +1 bonus to attack 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 Fortitude saving throw (DC 15) or be paralyzed for 1d6 rounds. Tesla's electrical weapons are +2 against magical creatures and ignore magic shielding.

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MELEE WEAPONS

Weapon	Damage	Crit	Damage Type	Range	ROF	Magazine	Size	Min Str	Cost	Res.
Trenching Tool	1d6+2	20	Slashing	NA	NA	NA	Tiny	6	5	NA
Handguns										
Police Positive (.38S Revolver)	2d4+4	20	Ballistic	20 ft.	S	6 cyl.	Tiny	8	14	Lic +1
Wesley Revolver (.45 revolver)	2d6+3	20	Ballistic	30 ft.	S	6 cyl.	Small	8.	15	Lic +1
Colt Revolver (.45 ACP revolver)	2d6+3	20	Ballistic	30 ft.	S	6 cyl.	Small	9	17	Lic +1
**Tesla Pistol (aka Lightning Gun)	2d8	20	Electric	40	A	Powerpack (20/box)	S	8	22	Mil +3
Luger (9mm autoloader)	2d6+4	20	Ballistic	30 ft.	S	8 box	Small	10.	18	Lic +1
Longarms										
Thompson M-1921 (.45 submachine gun)	2d6+3	20	Ballistic	30 ft.	S,A	20, 30, 50 or 100 box	L	11	18	Lic +1
Stevens Mod 410 (.410 gauge shotgun)	2d6*	20	Ballistic	40 ft.	S	1 int.	L	11	14	Lic +1
Winchester M-1892 (.25-20 Carbine)	2d6+8	20	Ballistic	50 ft.	Single	4 int.	M	13.	17	Lic +1
Winchester M-1897 (12 gauge shotgun)	2d8*	20	Ballistic	30 ft.	S	5 int.	L	11.	18	Lic +1
**Tesla Rifle (aka Lightning Rifle)	2d10	20	Electric	40 ft	A	Powerpack (20/box)	L	11	25	Mil +3
Hotchkiss 8mm M1914	2d10+7	20	Ballistic	40 ft.	A	Linked	H	12	25	Mil +3
Browning M-1918 (.30-06 assault rifle)	2d8+5	20	Ballistic	50 ft.	S, A	20 box	L	11.	20	Lic +1

*This weapon loses one die of damage potential per range increment

** Tesla weapons do +2 to magic creatures and ignore magical shielding. Targets do get a Reflex save to take half damage. The target must make a Fortitude saving throw (DC 15) or be paralyzed for 1d6 rounds.

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 mastercraft weapons and gain a +1 bonus to attack 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 the local police forces) during liquor raids or in any other situation in which serious combat is expected.

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Hotchkiss 8mm M1914

The standard heavy machine gun of the French army, this was a solid reliable weapon that remained in service in the armies of various nations until the 1940s. The Great War and the Mexican Invasion saw the widespread use of heavy machineguns on the battlefield. Many nations debuted their own versions of this gun including the British Vickers, the German Maschinengewehr 08 and the American Browning M1917 Gun. There were some notable differences between these weapons (for example the Hotchkiss was air-cooled, the Vickers was water-cooled.) For gaming purposes, the stats given for the Hotchkiss is a good approximation of this sort of weapon.

Tesla Rifle

Tesla created these weapons for his Electrical Brigade. They deal +2 against creatures from the portals or creatures shielded by magic. When hit by a Tesla rifle the target must make a Fortitude saving throw (DC 15) or be paralyzed for 1d6 rounds. Tesla rifles ignore magic shielding.

After the war, several crates of Tesla weapons found their way into the criminal underground and surfaced during the Great Crime Wave 20s and 30s. Dillinger is said to have been very fond of the Tesla rifle, preferring it over the Thompson gun.

Browning Model 1918

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. Later 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 the Bergmann Maschinenpistole 18/1 (MP18) and the French Chauchat Gun (which came earlier than the rest – at 1915) The stats given for the Browning M-1918 (.30-06 assault rifle) (also called the BAR – Browning Automatic Rifle) are 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 is 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. Finally, with the Model A Ford, the dominant automaker in the industry begins to adopt this tactic rather than resist it. The Model A is two squares wide and two squares long. It provides three-quarters cover for passengers and crew.

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. The Model T is two squares wide and two squares long. It provides one-half cover for passengers and crew.

Model T Pickup

The pickup stats provided cover the work truck version of the Model T. The driver and front seat passenger have $\frac{3}{4}$ cover. Passengers in the bed have $\frac{1}{2}$ cover. Two squares wide and three squares long

GROUND VEHICLES (CIVILIAN)

Name	Crew	Pass	Cargo	Init	Man	Top Speed	Def	Hard	HP	Size	Cost	Res.
Model A (1927)	1	3	100 lbs.	-1	-1	85 mph	9	5	30	L	22	Lic +1
Model T (1908)	1	3	100 lbs.	-1	-1	45 mph	9	5	25	L	16	Lic +1
Model T Pickup 1908)	1	1 (or 8 in the bed)	800 lbs	-3	-3	45mph	9	5	30	L	23	Lic +1
Lorry Truck	1	12	1200 lbs	-4	-4	38 mph	8	5	45	L	35	Lic+1

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”. Four squares long, two squares wide.

TANKS AND 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 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. The stats for the armored Model T are good approximations of this kind of vehicle. It sometimes carried a heavy machinegun for additional security. (Use the stats from the Hotchkiss 8mm M1914. The Model T is two squares wide and two squares long. It provides one-half cover for passengers and crew.

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 Dragons Army captured the German’s tank production facilities and produced hundreds of these during the Dragon War. Minor modifications in the interior had to be made 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. The A7V is two squares long and two squares wide. It’s usually equipped with one 5.7cm fixed turret on its roof and 6 heavy machine guns. There are two portholes for machineguns on either side, one in front and one in back.

Mk I – The Mk I was one of the earliest British tanks and saw deployment in 1916. Its rhomboid shape and length helped it crawl in and out of trenches. They were relatively underpowered and under-armored (the armor was easily penetrated by grenades.) A total of 150 were built and the problems found with them greatly helped the later British tanks. The “male” configuration is armed with two 6-pounder cannon (mounted on either side) and 4 machine guns

(mounted two in front and in back). The “female” configuration is equipped with size 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.

The Mark V is three squares long and two squares wide. The “male” configuration is armed with two 6-pounder cannon (mounted on either side) and 4 machine guns (mounted two in front and in back). The “female” configuration is equipped with size machineguns mounted one on each side and two in front and in back.

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). The Whippet is one square long and one square wide. It was armed with four heavy machineguns (one on each side). There were however only 3 crew, so one of the gunners had to move around quite a bit.

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 was very effective. It played a valuable role

TABLE: TANKS AND ARMORED VEHICLES

Name	Crew	Pass	Cargo	Init	Man	Top Speed	Def	Hard	HP	Size	Cost	Res.
Armored Model T	1	3	100 lbs.	-1	-1	25 mph	8	11	25	L	36	Mil +3
A7V	18 (human) 12 (orc)	N/A	100lbs	-3	-3	8 mph	7	27	33	H	46	Mil+3
Mk I	8	NA	0	-5	-5	3 mph	7	12	33	H	40	Mil +3
Mk V	8	NA	150 lbs	-4	-4	5 mph	7	15	34	H	50	Mil +3
Mk A “Whippet”	3	NA	0	-2	-2	8 mph	7	15	29	H	60	Mil +3
Renault FT17	2	NA	0	-3	-2	6 mph	8	16	35	L	60	Mil +3

SOLDIERS AND SPELLFIGHTERS²⁰

in Somme, Verdun and Amiens. Over 1000 were built by the end of the Dragon War. The Renault FT17 is two squares long and one square wide. It is armed with one heavy machinegun or one 3.7cm Cannon mounted on a swivel turret.

AIRCRAFT

Fokker E.I - This monoplane entered service with the German Air Force in early 1915 and marked the beginning of the 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 wasn’t until the introduction of French griffin 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 spellcaster in the second set. (Note: in actual history, the Fokker E.I was a single-seat aircraft.)

It’s controls were very sensitive and it was difficult to master for student pilots. 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 griffin riders. Mechanically – it was more reliable than previous planes – it hardly ever

stalled while looping or diving. It’s primary weakness that with a top speed of 110 mph, it was actually slower than some older planes and couldn’t as easily outrun Allied griffins. 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 tend to fly in a stable and straight line and it performed fine as a reconnaissance 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.. It 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 griffin 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 machinegun, 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 (-4 to hit).

AIR VEHICLES/AIRBORNE CREATURES

Name	Crew	Pass	Cargo	Init	Man	Top Speed	Def	Hard	HP	Size	Cost	Res
Aircraft												
Fokker E.I	1	1	150	-4	-3	80 mph	6	5	25	H	2000	Mil +3
Fokker Dr.I	1	1	270	-3	+0	110 mph	7	7	35	H	2500	Mil +3
R.A.F. B.E.2	1	1	40	-4	-5	70 mph	6	4	20	H	1500	Mil +3
Sopwith Camel	1	1	300	-4	-2	122 mph	8	7	36	H	2500	Mil +3
Zeppelin	21	10	22,000	-6	-6	60 mph	5	5	64	C	4730	Mil +3
Tesla’s Vehicles												
Light Tesla Sled	1	1	250 lbs	+1	+2	126 mph	8	11	25	L	1075	Mil +3
Heavy Tesla Sled	2	10	5000 lbs	-2	-2	73 mph	6	16	45	G	1085	Mil +3
Airborne Creatures												
Red Dragon*	NA	NA	NA	-4	-3	150 mph	13	NA	297	C	NA	NA
Griffin*	1	NA	100 lbs	+0	-2	95 mph	12	NA	50	H	760	NA
Wyvern*	1	NA	200 lbs	+0	-3	95 mph	12	NA	60	H	650	NA

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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 machineguns. 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.



Zeppelin: 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.. (Stats for bombs aren't given. Use the meteor swarm spell from the SRD if you feel obligated to put the PCs in a situation that would require them being in the path of a bombing run. Remember that bombing from a Zeppelin was fairly inaccurate and make a reasonable modifier based on conditions.)

AIRBORNE CREATURES

*Dragons, Wyverns and Griffins are included for reference and comparison.

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 manipulate 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. The energy field provided some protection (DR 3/ Ballistic, but the vehicles were additionally armored with whatever scrap metal the militia could weld onto them (an additional 6 points of hardness).

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 that punched through enemy lines, followed up by infantry on foot that was 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 they were available – pickup

VEHICLE MOUNTED WEAPONS

Name	Damage	Critical	Damage Type	Range	ROF	Magazine	Size	Min Str	Cost	Rest
Heavy Machinegun	2d10+6	20	Ballistic	40 ft.	A	Linked	H	NA	25	Mil +3
Heavy Tesla Rifle*	3d10+6	20	Electric	120 ft	A	Internal (ship-mounted power generator)	H	NA	50	Mil +3
3.7cm Cannon	5d8+5	19-20	Ballistic	120 ft	S	1 int.	L	NA	45	Mil +3
5.7 mm Cannon	6d8+5	19-20	Ballistic	130 ft	S	1 int.	L	NA	35	Mil +3
6 pounder Cannon	4d6+5	19-20	Ballistic	125 ft	S	1 int.	L	NA	40	Mil +3

* Tesla weapons do +2 to magic creatures and ignore magical shielding. Targets do get a Reflex save to take half damage. The target must make a Fortitude saving throw (DC 15) or be paralyzed for 1d6 rounds.

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trucks, Model A's –in some cases, motorcycles.. These vehicles proved effective as fast attack fighter craft supporting infantry or performing reconnaissance. They are typically equipped with two front mounted heavy Tesla rifles.

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 a dug-in enemy positions and strongholds or to insert small squads into a combat situation. They were typically equipped with four heavy Tesla rifles (one mounted on each side).

VEHICLE SPEED CONVERSION

To aid the Game Master in designing his own vehicles, and also for coming up with the dreaded “how fast does it move” on the fly, the following table provides a rough conversion of miles per hour (mph) to feet per round (fpr). For those not in America, kilometers per hour (kph) is included for convenience.

The numbers below are derived from rough approximations based on the real world speed of the vehicles in the d20 Modern core rulebook, compared to the real world speeds presented below. In other words, the speeds are not so much accurate to the real world as they are proportionate to the speeds given for vehicles in the d20 Modern core rulebook.

VEHICLE SPEED CONVERSION

MPH	KPH	FPR (Chase Scale)
10	16	18 (1)
20	32	36 (3)
30	48	54 (5)
40	64	72 (7)
50	80	90 (9)
60	96	108 (10)
70	112	126 (12)
80	128	144 (14)
90	144	162 (16)
100	160	180 (18)
120	192	216 (21)
140	224	252 (25)
160	256	288 (28)
180	288	324 (32)
200	320	360 (36)
225	360	405 (40)
250	400	450 (45)
275	440	495 (49)
300	480	540 (54)
350	560	630 (63)
400	640	720 (72)
450	720	810 (81)
500	800	900 (90)
550	880	990 (99)
600	960	1080 (108)
650	1040	1170 (117)
700	1120	1260 (126)
750	1200	1350 (135)
800	1280	1440 (144)
850	1360	1530 (153)
900	1440	1620 (162)
950	1520	1710 (171)
1000	1600	1800 (180)

2) 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. Elemental forces are less capricious than deities and do not lightly withdraw their gifts. There is some overlap with the divine category - with some identical spellbindings emerging in different areas that are considered religious in some regions

APPENDIX V - MAGIC SPELLBINDING PERK

Wizards and Wiseguys²⁰ introduces the Spellbinding perk for the Magic skill. The spellbinding perk enables the character to cast spells but it differs in some important ways from the spellcasting perk in Modern²⁰. 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

1) 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.

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 it's simplistic "chicken and the egg" nature, this argument is the most hotly debated among mainstream magical academia in America and Europe.

3) Arcane spellbindings – this third category 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 in 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 Dragons War.) Alternately, some of these spellbindings require simply a deep understanding and mastery of a particular facet of magic.

Each spellbinding perk your character has grants you access to one spellbinding (which consists of 9 spells plus all the MSRD level 0 spells.)

In Wizards and Wiseguys²⁰, the maximum level of a spell your character can cast is restricted by the character's ranks in the Magic skill. 0 and 1st level spells are available at 4 ranks, 2nd level spells at 6 ranks, 3rd level spells at 8 ranks, 4th level spells at 10 ranks, 5th level spells at 12 ranks, 6th level spells at 14 ranks, 7th level spells at 16 ranks, 8th level spells at 18 ranks and 9th level spells at 20 ranks. As in Modern²⁰, your caster level is equal to your ranks in Magic divided by 2 and rounded down.

Each time you cast a spell, you must make a Will save, with a DC equal to 20 plus the spell's level. If you fail this saving throw, you become fatigued until you rest for one hour. A second failed saving throw will render you exhausted and unable to cast any spells until you rest for 8 hours (in addition to the normal penalties for being exhausted).

CHANNELING ENERGY RULES

Some spellbindings (particularly those associated with deities or elemental forces) have channeling energy as a granted ability. The character with this spellbinding can smite their foes and heal their allies by channeling the pure energy of the entity or elemental force they are bound to.

All undead creatures in a 30 ft burst take 1d8 damage (+1d8 every two levels after first) with a Will save for half damage and to

avoid running in fright. Allies in the area will take 1d10+4 points of healing (this amount does not increase with level).

Be spending an action point and declaring it at before the action, a spellcaster can also turn Fey (in this setting - that term applies to all extra-planar beings) as they would turn undead. In the same way, a spellcaster can channel negative energy that heals undead and damages the living.

Channeling energy is usable 4 times a day. Additional channeling is possible with a Will save with a DC equal to 25 and increasing +2 for every additional turning attempted after 4 (the 5th turning attempt in 1 day has a DC of 25, the 6th has a DC of 27, the 7th has a DC of 29, etc.) If you fail this saving throw, you become fatigued until you rest for one hour. A second failed saving throw will render you exhausted and unable to cast any spells until you rest for 8 hours (in addition to the normal penalties for being exhausted).

CREATING YOUR OWN SPELLBINDINGS

The spellbindings presented here are just a smattering of what might exist in the world of Soldiers and Spellfighters. 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.

A spellbinding is a thematic spell list, rather similar to the Clerical Domains in the SRD. 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

Consider the power curve. The modern setting of Soldiers and Spellfighters is slightly less fantastic than the standard fantasy world, so try to avoid some of the upper level effects in the SRD that really bring the Götterdämmerung.

For instance, any spells that require a saving throw vs death should be avoided. In terms of damage, I try to let the base Modern20 rules by the guide. The highest damage weapon in M20 is the M72A3 LAW (rocket launcher) and it does 10d6. Use that as a rough guideline for what the ceiling for damage should be in the system and try to avoid and scale down spells that would easily exceed it.

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 MSRD and SRD spell lists and come up with the following combination that seems to fit him. (The SRD is included because there are some interesting spells at the higher levels and because some of the spell lists (Assassin, Druid, Bard etc) have spells without counterparts in the MSRD.)

At the same time - we're conscious that we've got two lightning-related deities (Thunderbird and Thor) - and we take a look at those spellbindings to make sure we don't wind up inadvertently duplicating them. After making some changes so that we don't parallel those too closely - we arrive at the following spell list:

- 1 Change Self. Changes your appearance.*
- 2 Charm Person. Makes one person your friend.*
- 3 Lightning Bolt. Electricity deals 1d6 damage/level.*
- 4 Call Lightning: Calls down lightning bolts (3d6 per bolt) from sky.*
- 5 Control Winds: Change wind direction and speed.*
- 6 Ice Storm: Hail deals 5d6 damage in cylinder 40 ft. across.*
- 7 Baleful Polymorph: Transforms subject into harmless animal.*
- 8 Grasping Hand: Large hand provides cover, pushes, or grapples.*
- 9 Whirlwind: Cyclone deals damage and can pick up creatures*

Now we just have to come up with an obligation and a granted power.

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. A daily granted power is easy for Jupiter. It's a divine spellcasting, so the Channel Energy ability is a natural fit.

Editor's Note: With the exception of a handful of new spells and spells that were modified for Modern²⁰ - (see the Appendix VI - New Spells section) the spells in Soldiers and Spellfighters are all drawn from the Modern System Reference Document and the System Reference Document. They have not been repeated here in the interests of conserving space, repeating material with which most players and game masters will be familiar. Brief explanations of spell effects are included for ease of reference. For more complete spell descriptions, check the various online sources for the SRD or the core rulebooks. 'Helpful Chuck

APPENDIX V – KNOWN SPELLBINDINGS

NEW ORLEANS SPELLBINDINGS

- 1 Weather Witch
- 2 Necromancy
- 3 Charm
- 4 Fear and Darkness
- 5 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.

(ELEMENTAL, DIVINE) WEATHER WITCH

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 millenia ago as an elemental spellbinding in the Drysean Ocean in Faerie. It arose in Sicily associated with Nepture – the Roman god of the sea. It requires no obligation other than the dedication to learn and master it.

Granted Power Channel Energy

Obligation. Unusual among loa, Agwé does not require much from his spellbound. Neptune requires a monthly sacrifice – preferably of fish. Elemental spellbindings require no obligation generally.

- 1 Gust of Wind. Blows away or knocks down smaller creatures.
- 2 Sleet Storm. Hampers vision and movement.
- 3 Ice Storm. Hail deals 5d6 damage in cylinder 40 ft. across. -
- 4 Call Lightning Storm. As *call lightning*, but 5d6 damage per bolt -
- 5 Control Winds Change wind direction and speed.-
- 6 Control Weather. Changes weather in local area. -
- 7 Wind Walk. You and your allies turn vaporous and travel fast.-
- 8 Sunburst. Blinds all within 10 ft., deals 6d6 damage -
- 9 Whirlwind. Cyclone deals damage and can pick up creatures.-

(ELEMENTAL, DIVINE) NECROMANCY SPELLBINDING

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.

Granted Power: Channel Energy

Obligation. The version of this spellbinding taught in France requires no direct tribute. 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.

- 1 Cause Fear. One creature flees for 1d4 rounds.
- 2 Ray of Fatigue. Ray fatigues target.
- 3 Halt Undead. Immobilizes undead for 1 round/level.
- 4 Animate Dead. Creates undead skeletons and zombies
- 5 Vampiric Touch. Touch deals 1d6 points of damage per two caster levels; caster gains damage as temporary hit points.
- 6 Fear. Subjects within cone flee for 1 round/level.
- 7 Waves of Fatigue. Several targets become fatigued
- 8 Undeath to Death. Destroys 1d4/level HD of undead (max 20d4).
- 9 Control Undead.. Undead don't attack you while under your command.

(DIVINE) CHARM SPELLBINDING

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.

Granted Power: Channel Energy

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.

- 1 Charm Person. Makes one person your friend.
- 2 Calm Emotions. Calms creatures, negating emotion effects.
- 3 Suggestion. Compels subject to follow suggested course of action
- 4 Hold Person. Holds one person helpless; 1 round/level.
- 5 Dominate Person. Controls telepathically.
- 6 Modify Memory. Changes 5 minutes of subject's memories.
- 7 Nightmare. Sends vision dealing 1d10 damage, fatigue

8 Suggestion, Mass. As suggestion, plus one subject/level.

9 Hold Person, Mass. As hold person, but all within 30 ft.

(DIVINE) FEAR AND DARKNESS SPELLBINDING

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.

Granted Power: Channel Energy

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.

- 1 Chill Touch. One touch/level deals 1d6 damage and possibly 1 Str damage.
- 2 Ghoul Touch. Paralyzes one subject, which exudes stench that makes those nearby sickened.
- 3 Scare. Panics creatures of less than 6 HD.
- 4 *Summon Shadow Creature III (See New Spells section).
- 5 Bestow Curse. -6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each action.
- 6 Fear. Subjects within cone flee for 1 round/level.
- 7 *Summon Shadow Creature V (See New Spells section).
- 8 Eyebite. Target becomes panicked, sickened, and comatose.
- 9 Waves of Exhaustion. Several targets become exhausted.

(DIVINE) DIVINATION AND FORESIGHT

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.

Granted Power: Channel Energy

Obligation: Simbi demands that his spellbound use their magical abilities for the advancement of the common good and punish those who use their knowledge of Voodoo with impure motives.

- 1 Comprehend Languages. Understand all spoken and written languages.
- 2 Detect Thoughts. Allows "listening" to surface thoughts.
- 3 Speak with Dead. Corpse answers one question/two levels.
- 4 Divination. Provides useful advice for specific proposed actions.
- 5 True Seeing. Lets you see all things as they really are.
- 6 Stone Tell. Talk to natural or worked stone.
- 7 Scrying, Greater. As scrying but faster and longer.
- 8 Brain Spider. Listen to thoughts of up to eight other creatures.
- 9 Foresight. "Sixth sense" warns of impending danger.

ITALIAN SPELLBINDINGS

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.

- 1 Weather Witch (called the Neptune spellbinding here) – explained in the New Orleans section
- 2 Charm (called the Venus spellbinding) – also explained in the New Orleans section
- 3 Darkness and Fear (called the Nyx spellbinding) – see New Orleans section for details.
- 4 Jupiter (see “Creating Your Own Spellbindings” for details)

SCANDINAVIAN SPELLBINDINGS

- 1 Elemental Ice
- 2 Thor
- 3 Odin
- 4 Heimdall
- 5 Loki
- 6 Elemental Earth (Described under Irish section)
- 7 This faction will also have divine spellcasters wielding the Practical Kabbalah

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 spellcasters 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.

(ELEMENTAL) ICE SPELLBINDING

Granted Power: Ice or cold-based attacks deal ½ damage.

Obligation: N/A

- 1 Chill Touch. One touch/level deals 1d6 damage and possibly 1 Str damage.
- 2 Chill Metal. Cold metal damages those who touch it.
- 3 Sleet Storm. Hampers vision and movement.
- 4 Ice Storm. Hail deals 5d6 damage in cylinder 40 ft. across.
- 5 Summon Ice Elemental. As *Summon Vivilor* spells - but can only summon Ice Elemental (See New Spells Section below)
- 6 Wall of Ice. Ice plane creates wall with 15 hp +1/level, or hemisphere can trap creatures inside.
- 7 Cone of Cold 1d6/level cold damage.
- 8 Polar Ray Ranged touch attack deals 1d6/level cold damage.
- 9 Summon Greater Ice Elemental. As *Summon Vivilor* spells - but can only summon Greater Ice Elemental (See New Spells section below)

(DIVINE) THOR'S SPELLBINDING

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

Granted Power. Channel Energy

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 spellcasting ability after showing cowardice in battle.

- 1 Protection from Arrows/Bullets. Subject immune to most ranged attacks.
- 2 Cure Moderate Wounds. Cures 2d8 +1/level damage (max +10).
- 3 Bull's Strength. Subject gains +4 to Str for 1 min./level.
- 4 Lightning Bolt. Electricity deals 1d6 damage/level.
- 5 Ice Storm. Hail deals 5d6 damage in cylinder 40 feet across.
- 6 Call Lightning Storm. As *call lightning*, but 5d6 damage per bolt.
- 7 Greater Magic Weapon. +1 bonus/three levels (max +5).
- 8 Cure Critical Wounds. Cures 4d8 +1/level damage (max +10).
- 9 Chain Lightning. 1d6/level damage; 1 secondary bolt/level each deals half damage

(DIVINE) ODIN'S SPELLBINDING

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.

Granted Power. Channel Energy

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.

- 1 Shield. Invisible disc gives cover, blocks magic missiles.
- 2 Divination. Provides useful (if cryptic) advice to a single question.
- 3 Zone of Truth. Subjects within range cannot lie.
- 4 Bestow Curse. -6 to an ability; -4 on attacks, saves, and checks; or 50% chance of losing each action. (Also - Remove Curse)
- 5 Wall of Force. Wall is immune to damage.
- 6 Arcane Eye. Invisible floating eye moves 30 feet/round.
- 7 Cure Serious Wounds. Cures 3d8 +1/level damage (max +10).
- 8 Antimagic Field. Negates magic within 10 ft. -
- 9 Earthquake. Intense tremor shakes 80-ft.-radius.

(DIVINE) HEIMDALL'S SPELLBINDING

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.

Granted Power. Channel Energy

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

- 1 Protection from Arrows/Bullets. Subject immune to most ranged attacks.
- 2 Shield Other. You take half of the subject's damage. Subject gains +1 deflection bonus to Defense and +1 resistance bonus to saves.
- 3 Magic Circle. 10-foot-radius area grants +2 bonus to Defense and saves, counters mind control, and hedges out summoned and conjured creatures of specified allegiance.
- 4 Minor Globe of Invulnerability. Stops 1st- through 3rd level spell effects.
- 5 Spell resistance. Subject gains spell resistance 12 + your caster level.
- 6 Wall of Stone. Creates a stone wall that can be shaped.
- 7 Dispel Magic, Greater. As dispel magic, but +20 on check.
- 8 Repulsion. Creatures can't approach you.
- 9 Dimensional Lock. Teleportation and interplanar travel blocked for one day/level. (i.e. can close a Faerie Portal for one day/level).

(DIVINE) LOKI'S SPELLBINDING

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.

Granted Power (Once a day ability) – Character gains +3 on Persuasion rolls

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

- 1 Change Self. Changes your appearance
- 2 Invisibility. Subject invisible 10 min./level or until it attacks.
- 3 Nondetection. Creature or object becomes difficult to detect by divination and detection spells.
- 4 Dimension Door. Teleports you and up to 50 lb./level.
- 5 Confusion. Subjects behave oddly for 1 round/level.
- 6 Suggestion, Mass. As suggestion, plus one subject/level.
- 7 Mislead. Turns you invisible and creates illusory double
- 8 Maddening Scream. Forces subject to scream and drop defenses
- 9 Mage's Disjunction. Dispels magic, disenchant magic items.

PRACTICAL KABBALAH

- 1 Defensive
- 2 Warrior
- 3 Healing and Insight

There is some confusion and no small amount of controversy about the circumstances under which the Practical 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.)

SOLDIERS AND SPELLFIGHTERS²⁰

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.

(DIVINE) DEFENSIVE KABBALAH

Granted Power. Channel Energy

Obligation. The practitioner must regularly tithe to an established church of his faith and must uphold its teachings.

- 1 Sanctuary. Opponents can't attack you, and you can't attack them.
- 2 Bless. Allies gain +1 attack and +1 on saves against fear.
- 3 Magic Circle. 10-foot-radius area grants +2 bonus to Defense and saves, counters mind control, and hedges out summoned and conjured creatures of specified allegiance.
- 4 Dispel Magic. Cancels spells and magical effects
- 5 Blade Barrier. Wall of blades deals 1d6/level damage.
- 6 Wall of Stone. Creates a stone wall that can be shaped
- 7 Anti-magic Field. Negates magic within 10 ft.
- 8 Dispel Magic, Greater. As dispel magic, but +20 on check.
- 9 Spell Immunity, Greater. As spell immunity, but up to 8th-level spells.

(DIVINE) WARRIOR KABBALAH

Granted Power. Channel Energy

Obligation. The practitioner must regularly tithe to an established church of his faith and must uphold its teachings.

- 1 Protection from Arrows/Bullets. Subject immune to most ranged attacks.
- 2 Bestow Curse. -6 to an ability; -4 on attacks, saves, and checks; or 50% chance of losing each action. (Remove Curse. Frees object or person from curse.)
- 3 Enhance Ability. Subject gains +5 bonus to one ability score for 1 min./level.
- 4 Searing Light. Ray deals 1d8/two levels, more against undead.
- 5 Insect Plague. Insect horde limits vision, inflicts damage, and weak creatures flee. (MSRD version)
- 6 Flame Strike. Smite foes with divine fire (1d6/level damage).
- 7 Earthquake. Intense tremor shakes 80 ft. radius.
- 8 Cure Critical Wounds. Cures 4d8 +1/level damage (max +10).
- 9 Inflict Moderate Wounds, Mass. Deals 2d8 damage +1/level to many creatures.

(DIVINE) INSIGHT AND HEALING KABBALAH

Granted Power: Channel Energy

Obligation: The practitioner must regularly tithe to an established church of his faith and must uphold its teachings.

- 1 Comprehend Languages. Understand all spoken and written languages.
- 2 Cure Moderate Wounds. Cures 2d8 +1/level damage (max +10).
- 3 Zone of Truth. Subjects within range cannot lie.
- 4 Divination. Provides useful (if cryptic) advice to a single question
- 5 Mass Cure Light Wounds. Cures 1d8 +1/level damage for many creatures.
- 6 Cure Serious Wounds. Cures 3d8 +1/level damage (max +10).
- 7 Spell resistance. Subject gains spell resistance 12 + your caster level.
- 8 Regenerate. Subject's severed limbs grow back, cures 4d8 damage +1/level (max +35).
- 9 Heal. Cures 10 points/level of damage, all diseases and mental conditions

ENTENTE (ALLIED) POWERS (ENGLAND AND FRANCE) SPELLBINDINGS

- 1 Necromancy (described under New Orleans section)
- 2 House of Albion Illusion
- 3 House of Albion Invisibility
- 4 Ghurka Shamanic
- 5 Green Man

6 Entente (Allied) Powers will also have divine spellcasters 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.

(CARCANE) HOUSE OF ALBION ILLUSION SPELLBINDING

The Illusion spellbinding enables the caster to manipulate perceptions and appearances to create convincing illusions. These spells were recorded and made public by a Mr. Duncan Raltheorpe, 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.

Granted Power (Once a day ability) +3 on Perception Checks

Obligation – Any member of the House of Albion can see through these illusions as though using the True Seeing spell.

- 1 Dancing Lights. Creates up to four lights or a glowing, vaguely humanoid shape
- 2 Obscuring Mist. Creates cloud of vapor that obscures all sight, including darkvision, beyond 5 feet.
- 3 Misdirection. Misleads divinations for one creature or object.
- 4 Major Image. As silent image, plus sound, smell and thermal effects.
- 5 Hallucinatory Terrain. Makes one type of terrain appear like another (field into forest, or the like).
- 6 Mirage Arcana. As hallucinatory terrain, plus structures.
- 7 Persistent Image. As major image, but no concentration required.
- 8 Permanent Image. Includes sight, sound, and smell.
- 9 Programmed Image. As major image, plus triggered by event.

(CARCANE) HOUSE OF ALBION INVISIBILITY SPELLBINDING

Like the illusion spellbinding, these spells skew perceptions, creating illusions or in some cases - the illusion of invisibility.

Granted Power (Once a day ability): +3 on Stealth Checks

Obligation: Any member of the House of Albion can see through these illusions as though using the True Seeing spell.

- 1 Disguise Self. Changes your appearance.
- 2 Invisibility. Subject is invisible for 1 min./level or until it attacks.
- 3 See Invisibility. Reveals invisible creatures or objects.
- 4 Invisibility Sphere. Makes everyone within 10 ft. invisible.
- 5 Invisibility, Greater. As invisibility, but subject can attack and stay invisible.
- 6 False Vision. Fools scrying with an illusion.
- 7 Invisibility, Mass. As invisibility, but affects all in range.
- 8 Project Image. Illusory double can talk and cast spells.
- 9 Screen. Illusion hides area from vision, scrying.

(CELEMENTAL) GHURKA SHAMANIC SPELLBINDING

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.

Granted Power – (Once a day ability) +3 on one attack roll per day.

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

- 1 Entangle. Plants entangle everyone in 40-ft.-radius.
- 2 Produce Flame. 1d6 damage +1/level, touch or thrown.
- 3 Phantom Projectiles. Projectiles pass through obstacles and armor and ignore most damage reduction.
- 4 Soften Earth and Stone. Turns stone to clay or dirt to sand or mud.
- 5 Wall of Thorns. Thorns damage anyone who tries to pass.
- 6 Sleet Storm. Hampers vision and movement.
- 7 Acid Fog. Fog deals acid damage.
- 8 Whirlwind. Cyclone deals damage and can pick up creatures.
- 9 Repel Metal or Stone. Pushes away metal and stone.

SOLDIERS AND SPELLFIGHTERS²⁰

(DIVINE) GREEN MAN SPELLBINDING

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.

Granted Power: Channel energy

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

- 1 Entangle. Plants entangle everyone in 40-ft.-radius.
- 2 Barkskin. Grants DR2 (or higher) enhancement to natural armor.
- 3 Spike Growth. Creatures in area take 1d4 damage, may be slowed.
- 4 Speak with Plants. You can talk to normal plants and plant creatures.
- 5 Animate Plants. Two or more plants animate and fight for you (*see spell description below)
- 6 Wall of Thorns. Thorns damage anyone who tries to pass.
- 7 Repel Wood. Pushes away wooden objects.
- 8 Tree Stride. Step from one tree to another far away.
- 9 Animate Trees. One or more trees animate and fight for you. (**see spell description below)

CENTRAL POWERS SPELLBINDINGS

- 1 Crimson Wurm
- 2 Summoning
- 3 Elemental Fire
- 4 Konshu
- 5 Central Powers will also have divine spellcasters wielding the Practical Kabbalah

The bulk of the spellpower 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.

(CARCANE) CRIMSON WYRM SPELLBINDING

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 comes as a nasty surprise when many of the Central Powers battle mages are ineffective when the red dragons of the Council invade through the Bavarian portal in 1918.

There are unconfirmed reports that some German battle mages with this spellbinding actually turned on their comrades and joined the Dragons Army. After the Dragons 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.

Granted Power - Once a day ability - you can manifest dragon's scales - giving you a DR5 armor bonus for 5 rounds

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

- 1 Burning Hands. 1d4/level fire damage (max 5d4).
- 2 Mage Armor. Gives subject +4 Defense bonus.
- 3 Fly. Subject flies at speed of 60 ft.
- 4 Fireball. 1d6 damage per level, 20-ft. radius.
- 5 Wall of Fire. Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 damage +1/level.
- 6 Overland Flight. You fly at a speed of 40 ft. and can hustle over long distances.
- 7 Cloudkill. Kills 3 HD or less; 4–6 HD save or die, 6+ HD take Con damage.
- 8 Chain Lightning. 1d6/level damage; 1 secondary bolt/level each deals half damage
- 9 Spell Turning. Reflect 1d4+6 spell levels back at caster.

(CARCANE) SUMMONING SPELLBINDING

The mystical ability to call and command creatures from other planes. The battle mages 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.

Granted Power (Once a day ability) - +3 on Magic rolls.

Obligation – Unlike the Crimson Wyrms spellbinding, this spellbinding requires no obligation other than time and effort to master it.

1 *Summon Vivilor I. Summons a 1st-level vivilor from Faerie to fight for you (See New Spells Section below).

2 Phantom Chopper. Conjures a quasi-real motorcycle that seats one creature (at the spellcaster's discretion, this can function as Phantom Steed in rural areas).

3 *Summon Vivilor II. Summons a 2nd-level vivilor or 1d3 1st-level vivilors to fight for you (See New Spells Section below).

4 .Secure Shelter: Creates sturdy cottage.

5 *Summon Vivilor III. Summons a 3rd-level vivilor, 1d3 2nd-level vivilors, or 1d4+1 1st-level vivilors to fight for you (See New Spells Section below).

6.Phantom Watchdog. Spectral dog can guard or attack.

7*Summon Vivilor IV. Summons a 4th-level vivilor, 1d3 3rdlevel vivilors, or 1d4+1 2nd-level vivilors to fight for you (See New Spells Section below).

8 Phantom Limousine. Conjures a quasi-real limousine that seats eight Medium creatures.

9 *Summon Vivilor V. Summons a 5th-level vivilor, 1d3 4thlevel vivilors, or 1d4+1 3rd-level vivilors to fight for you (See New Spells Section below).

(ELEMENTAL) FIRE SPELLBINDING

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.

Granted Power: (Once a day ability) Caster takes ½ damage from fire-based attacks (last for 6 rounds).

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

1 Burning Hands. 1d4/level fire damage (max 5d4).

2 Flaming Projectiles. Projectiles deal +1d6 fire damage.

3 Fireball. 1d6 damage per level, 20-foot radius.

4 Resist Energy. Ignores 10 (or more) points of damage/attack from specified energy type.

5 Wall of Fire. Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 damage +1/level.

6 Fire Shield. Creatures attacking you take fire damage; you're protected from heat or cold.

7 Flaming Wrath. Smites foes with fire (1d6/level).

8 Delays Blast Fireball. 1d6/level fire damage; you can postpone blast for 5 rounds.

9 Incendiary Cloud. Cloud deals 4d6 fire damage/round.

(DIVINE) KONSHU SPELLBINDING

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 spellcasters were equipped with Knoshu'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.

Granted Power: Channel Energy

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

1 Hypnotism. Fascinates 2d4 HD of creatures.

2 Owl's Wisdom. Subject gains +4 to Wis for 1 min./level.

3 Dominate Animal. Subject animal obeys silent mental commands.

4 Control Water. Raises or lowers bodies of water.

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- 5 Nightmare: Sends vision dealing 1d10 damage, fatigue.
- 6 True Seeing: Lets you see all things as they really are.
- 7 Owl's Wisdom, Mass. As owl's wisdom, affects one subject/ level.
- 8 Reverse Gravity. Objects and creatures fall upward.
- 9 Mind Fog: Subjects in fog get -10 to Wisdom and Will checks

RUSSIAN SPELLBINDINGS

- 1 Svaldon Madness
- 2 Svaldon Illusion and Transformation
- 3 Svaldon Negotiator's Charm
- 4 Svaldon Spy
- 5 Warrior-Mage of Svaldon Militia
- 6 Svaldon Healing
- 7 Russia also has the Elemental Necromancy spellbinding (described in the New Orleans section). It was given by the French government in hopes that it would motivate the Czar to share some of his magical knowledge.
- 8 Russia also has divine spellcasters 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.

(CARCANE) SVALDON MADNESS SPELLBINDING

Granted Power (Once a day ability): +3 on Willpower saves

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

- 1 Lesser Confusion -This spell causes a single creature to become confused for 1 round.
- 2 Touch of Madness.
- 3 Rage. Gives +2 to Str and Con, +1 on Will saves, -2 to Defense.
- 4 Confusion. Subjects behave oddly for 1 round/level.
- 5 Crushing Despair. Subjects take -2 on attack rolls, damage rolls, saves, and checks.
- 6 Nightmare. Sends vision dealing 1d10 damage, fatigue.
- 7 Insanity. Subject suffers continuous confusion.
- 8 Maze. Traps subject in extradimensional maze.
- 9 Maddening Scream. Forces subject to scream and drop defenses

(CARCANE) SVALDON ILLUSION AND TRANSFORMATION SPELLBINDING

Granted Power (Once a day ability): +3 on Perception rolls

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

- 1 Change Self. Changes your appearance.
- 2 Illusory Script. Only intended reader can decipher.
- 3 False Vision. Fools scrying with an illusion.
- 4 *Polymorph. Gives one willing subject a new form.
- 5 *Baleful Polymorph. Transforms subject into harmless animal.
- 6 Seeming. Changes appearance of one person per two levels
- 7 Simulacrum. Creates partially real double of a creature
- 8 Scintillating Pattern. Twisting colors confuse, stun, or render unconscious.
- 9 Mage's Disjunction. Dispel magic, disenchant magic items.

(CARCANE) SVALDON NEGOTIATOR'S CHARM SPELLBINDING

Granted Power (Once a day ability): +3 on Influence rolls

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

- 1 Charm Person: Makes one person your friend.
- 2 Calm Emotions: Calms creatures, negating emotion effects.
- 3 Suggestion: Compels subject to follow stated course of action.
- 4 Hold Person. Holds one person helpless; 1 round/level.
- 5 Dominate Person: Controls humanoid telepathically.
- 6 Modify Memory: Changes 5 minutes of subject's memories.
- 7 Mind Fog: Subjects in fog get -10 to Wis and Will checks..
- 8 Suggestion, Mass: As suggestion, plus one subject/level.
- 9 Hold Person, Mass: As hold person, but all within 30 ft.

(CARCANE) SVALDON SPY SPELLBINDING

Granted Power (Once a day ability): +3 on Stealth rolls

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

- 1 Obscuring Mist. Creates cloud of vapor that obscures all sight, including darkvision, beyond 5 feet.
- 2 Silence. Negates sound in 15-foot radius.
- 3 Locate Object. Senses direction toward object (specific or type).
- 4 Freedom of Movement. Subject moves normally despite impediments.
- 5 Invisibility Sphere. Makes everyone within 10 feet invisible.
- 6 Nondetection creature or object becomes difficult to detect by divination and detections pells, such as scrying.
- 7 Prying Eyes. 1d4 +1/level floating eyes scout for you.
- 8 Invisibility, Mass. As invisibility, but affects all in range.
- 9 Screen. Illusion hides area from vision, scrying.

(CARCANE) WARRIOR-MAGE OF SVALDON MILITIA SPELLBINDING

Granted Power (Once a day ability): +3 on Attack rolls

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

- 1 Magic Weapon. Weapon gains +1 bonus.
- 2 Cat's Grace. Subject gains +4 to Dex for 1 min./level.
- 3 Gaseous Form. Turns subject into translucent mist or wispy smoke and grants damage reduction 10/+1.
- 4 Rage. Gives +2 to Str and Con, +1 on Will saves, -2 to Defense.
- 5 Flame Strike. Smite foes with divine fire (1d6/level damage).

6 Blade Barrier. Wall of blades deals 1d6/level damage.

7 Summon Vivilor V.

8 Eyebite. Target becomes panicked, sickened, and comatose.

9 Delayed Blast Fireball. 1d6/level fire damage; you can postpone blast for 5 rounds.

SVALDON HEALING SPELLBINDING

Granted Power (Once a day ability): +3 on Constitution Checks

Obligation: N/A

- 1 Cure Light Wounds. Cures 1d8 damage +1/level (max +5).
- 2 Cure Moderate Wounds. Cures 2d8 damage +1/level (max +10).
- 3 Cure Serious Wounds. Cures 3d8 damage +1/level (max +15).
- 4 Cure Critical Wounds. Cures 4d8 damage +1/level (max +20).
- 5 Cure Light Wounds, Mass. Cures 1d8 damage +1/level (max +25) for many creatures.
- 6 Heal. Cures 10 points/level of damage, all diseases and mental conditions.
- 7 Regenerate. Subject's severed limbs grow back, cures 4d8 damage +1/level (max +35).
- 8 Cure Critical Wounds, Mass. Cures 4d8 damage +1/level (max +40) for many creatures.
- 9 Heal, Mass. As heal, but with several subjects.

IRISH PAGAN SPELLBINDINGS

- 1 Elemental Ice (Described under Scandinavian section)
- 2 Weather Witch (Described under New Orleans section)
- 3 Elemental Fire (Described under Central Powers section)
- 4 Elemental Earth
- 5 Morrigan
- 6 Green Man (Described under British section)
- 7 Thor (Described under Scandinavian section)
- 8 Odin (Described under Scandinavian section)
- 9 Heimdall (Described under Scandinavian section)
- 10 Loki (Described under Scandinavian section)

During the Second Irish Civil War, pagan spellcasters 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 spellbooks 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.

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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.

(ELEMENTAL) EARTH SPELLBINDING

Granted Power +2 Strength

Obligation N/A

- 1 Heat Metal. Make metal so hot it damages those who touch it.
- 2 Soften Earth and Stone. Turns stone to clay or dirt to sand or mud.
- 3 Rusting Grasp. Your touch corrodes iron and alloys.
- 4 Spike Stones. Creatures in area take 1d8 damage, may be slowed.
- 5 Wall of Stone. Creates a stone wall that can be shaped.
- 6 Flesh to Stone. Turns subject creature into statue. (also - Stone to Flesh).
- 7 *Summon Earth Elemental – As *Summon Vivivlor* spells – but can only summon Earth Elemental. See New Spells section for details.
- 8 Transmute Metal to Wood. Metal within 40 ft. becomes wood (also – Wood to Metal).
- 9 Earthquake. Intense tremor shakes 80-ft.-radius.

(DIVINE) MORRIGAN SPELLBINDING

This spellbinding is a mystical pact with the Morrigan, the tri-par-tite Celtic goddess of warfare. It is used in the Dragon War by Irish spellcasters 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.

Granted Power Turning

Obligation –The Morrigan demand a yearly sacrifice – although this could be as simple as dedicating a fight to them.

- 1 Death Knell. Kill dying creature and gain 1d8 temporary hp, +2 to Str, and +1 caster level. . .
- 2 Protection from Arrows/Bullets. Subject immune to most ranged attacks
- 3 Mage Armor. Gives subject +4 Defense bonus.
- 4 Fireball. 1d6 damage per level, 20-ft. radius.
- 5 Fear. Subjects within cone flee for 1 round/level.
- 6 Shout. Deafens all within cone and deals 5d6 sonic damage.
- 7 Overland Flight. You fly at a speed of 40 ft. and can hustle over

long distances.

8 * Summon Ravens - Summons a flock of ravens that fills a 10-foot-high, 20-foot-radius spread (See New Spells Section below)

9 Chain Lightning. 1d6/level damage; 1 secondary bolt/level each deals half damage.

NATIVE CONFEDERATION SPELLBINDINGS

1 Weather Witch (called the Spellbinding of the Sky) - described under New Orleans section

2 Thunderbird

3 Owl

4 Bear

5 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.

(ARCANE) THUNDERBIRD SPELLBINDING

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

Granted Power: (Once a day ability) – Character gains +3 on saving throws.

Obligation: N/A

- 1 Protection from Arrows/Bullets. Subject immune to most ranged attacks. .
- 2 True Strike. +20 on your next attack roll.
- 3 Fly. Subject flies at speed of 60 ft.
- 4 Call Lightning. Calls down lightning bolts (3d6 per bolt) from sky.
- 5 Call Lightning Storm. As call lightning, but 5d6 damage per bolt.
- 6 Overland Flight. You fly at a speed of 40 ft. and can hustle over long distances.
- 7 Control Weather. Changes weather in local area.
- 8 Chain Lightning. 1d6/level damage; 1 secondary bolt/level each deals half damage
- 9 *Summon Thunderbird. As the *Summon Vivilor* spells but can only summon a manifestation of Thunderbird. (See New Spells Section below)

(ARCANE) OWL SPELLBINDING

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.

Granted Power: (Once a day ability) +3 on Stealth rolls

Obligation: N/A

- 1 Sleep. Put 2d4 HD of creatures into comatose slumber.
- 2 Invisibility. Subject is invisible for 10 min./level or until it attacks.
- 3 Divination. Provides useful (if cryptic) advice to a single question.
- 4 Fly. Subject flies at speed of 60 ft..
- 5 *Summon Owl. As the *Summon Vivilor* spells but can only summon a manifestation of the Owl totem. (See New Spells Section below).
- 6 Inflict Serious Wounds. Touch attack, 3d8 +1/level damage (max +10).
- 7 Scrying. Spies on subject from a distance.
- 8 Shout. Deafens all within cone and deals 2d6 damage..
- 9 Foresight. "Sixth sense" warns of impending danger. .

(ARCANE) BEAR SPELLBINDING

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

Granted Power: (Once a day ability) – Character gains +3 on Recovery rolls.

Obligation: N/A

- 1 Cure Light Wounds. Cures 1d8 +1/level damage (max +5).
- 2 Bear's Endurance. Subject gains +4 to Con for 1 min./level.
- 3 Spike Stones. Creatures in area take 1d8 damage, may be slowed.
- 4 Cure Moderate Wounds. Cures 2d8 +1/level damage (max +10).
- 5 Wall of Stone. Creates a stone wall that can be shaped..
- 6 *Summon Bear. As the *Summon Vivilor* spells but can only summon a manifestation of the Bear totem. (See New Spells Section below)
- 7 Cure Serious Wounds. Cures 3d8 +1/level damage (max +10).
- 8 Bear's Endurance, Mass. As bear's endurance, affects one subject/ level.
- 9 Cure Moderate Wounds, Mass. Cures 2d8 damage +1/level for many creatures.

(ARCANE) COYOTE'S SPELLBINDING (AKA WAY OF THE TRICKSTER)

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.

Granted Power (Once a day ability) – Character gains +3 on Reflex rolls

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

- 1 Charm Person. Makes one person your friend.
- 2 Change Self. Changes your appearance.
- 3 Protection from Arrows/Bullets. Subject immune to most ranged attacks.
- *4 Polymorph (See New Spells Section below).

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- 5 Passwall. Breaches walls 1 foot thick/level.
- 6 Mislead. Turns you invisible and creates illusory double.
- 7 Project Image. Illusory double can talk and cast spells.
- 8 Moment of Prescience. You gain insight bonus on single attack roll, check, or save.
- 9 Time Stop. You act freely for 1d4+1 rounds.

YE FASHAN'S SPELLBINDINGS

- 1 Ye Fashan's Entropic Destruction
- 2 Ye Fashan's Necromantic Mastery
- 3 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.

(CARCANE) YE FASHAN'S ENTROPIC DESTRUCTION SPELLBINDING

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

Granted Power (Once a Day Ability) – One successful attack a day may add an additional 1d6 damage.

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

- 1 Inflict Light Wounds. Touch attack, 1d8 damage +1/level (max +5).
- 2 Magic Missile. 1d4+1 damage; +1 missile/two levels above 1st (max 5).
- 3 Contagion. Infects subject with chosen disease.
- 4 Inflict Critical Wounds. Touch attack, 4d8 damage +1/level (max +20).

- 5 Mass Inflict Light Wounds. Deals 1d8 damage +1/level to any creatures.
- 6 Harm. Deals 10 points/level damage to target.
- 7 Chain Lightning: 1d6/level damage; 1 secondary bolt/level each deals half damage.
- 8 Delayed Blast Fireball. 1d6/level fire damage; you can postpone blast for 5 rounds.
- 9 Sunburst. Blinds all within 10 ft., deals 6d6 damage.

(CARCANE) YE FASHAN'S NECROMANTIC MASTERY SPELLBINDING

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

Granted Power (Once a Day Ability) – Speak with Dead (as the 3rd level Cleric spell in the SRD)

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

- 1 Doom. One subject takes –2 on attack rolls, damage rolls, saves, and checks.
- 2 Death Knell. Kills dying creature; you gain 1d8 temporary hp, +2 to Str, and +1 level.
- 3 Poison. Touch deals 1d10 Con damage, repeats in 1 min.
- 4 Animate Dead. Creates undead skeletons and zombies.
- 5 Vampiric Touch. Touch deals 1d6 points of damage per two caster levels; caster gains damage as temporary hit points.
- 6 Fear. Subjects within cone flee for 1 round/level.
- 7 Waves of Fatigue. Several targets become fatigued.
- 8 Horrid Wilting. Deals 1d6/level damage within 30 ft.
- 9 Waves of Exhaustion: Several targets become exhausted.

(ELEMENTAL) SHADOW MASTERY SPELLBINDING

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.

Granted Power (Once a day ability) +3 Stealth rolls.

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

- *1 Summon Shadow Creature I (See New Spells Section below).
- 2 Protection from Arrows/Bullets. Subject immune to most ranged attacks.
- *3 Summon Shadow Creature II (See New Spells Section below).

- *4 Shadow Jump (See New Spells Section below).
- *5 Summon Shadow Creature III (See New Spells Section below).
- 6 Via Negativa. Crackling energy deals 4d6 points of damage per round to grappled foe; +5 bonus to grapple checks.
- *7 Summon Shadow Creature IV (See New Spells Section below).
- 8 Black Tentacles. Tentacles grapple all within 20 ft. spread.
- *9 Summon Shadow Creature V (See New Spells Section below).

AMERICAN GOVERNMENT SPELLBINDINGS

- 1 Weather Witch (explained under New Orleans section)
- 2 Fear and Darkness (also detailed under New Orleans section)
- 3 Invisibility (explained under British section)
- 4 Illusion (explained under British section)
- 5 Elemental Ice (explained under Scandinavian section)
- 5 US forces will also have divine spellcasters wielding the Practical Kabbalah spellbindings (such as the Church of Latter Day Saints Divine Spellcasting Battalion)

Prior to the Mexican invasion, the armed forces have 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 spellfighting 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 spellcasters wielding the practical Kabbalah - such as the Church of Latter Day Saints Divine Spellcasting Battalion.)

HOUSE OF HRALKIN SPELLBINDINGS

- 1 Svaldon Madness
- 2 Svaldon Illusion and Transformation
- 3 Svaldon Negotiator's Charm
- 4 Svaldon Spy
- 5 Warrior-Mage of Svaldon Militia
- 6 Svaldon Healing
- 7 Ye Fashan's Entropic Destruction (the House of Hralkin simply calls this Entropy Spellbinding)
- 8 Ye Fashan's Necromantic Mastery (called simply the Mastery of Death)
- 9 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 matriach, 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).

MARHLBENDER SPELLBINDINGS

- 1 Weather With (called Pact with the Great Ocean here - described under New Orleans section). Treated as an elemental spellbinding for the Marhlbender.
- 2 Elemental Ice
- 3 Thor
- 4 Odin
- 5 Heimdall
- 6 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 befriendng the Icelanders, several marhlbender become interested in the Norse religion of their new allies. A handful take up the faith and become divine spellcasters wielding the spellbindings of Thor, Heimdall and Odin. The worship of Loki and the practice of his spellbinding is forbiddin by Queen Tratehorn - but that hasn't stopped the Cult of Loki from acquiring some marhlbender adherents.



APPENDIX VI — NEW SPELLS

1 - Animate Plants: A spellcaster can animate plants within 180 feet at will, controlling up to 3 small plants or 2 medium plants at a time. It takes 1 full round for a plant to uproot itself. It will use the stats for Animated Plants below. Animated plants lose their ability to move if the spellcaster that animated them is incapacitated or moves out of range.

Animated Plant, Small (Tank 1): HD 1d12+3; HP 9; Init +0; Spd 10 ft; Defense 11, flatfooted 11 (+0 Dex, +0 Class, +1 Size); BAB +0; Atk -2 melee (1d6+1, slam); SQ Resilience, Plant Traits, Stealth Bonus, Vulnerable to Fire; AL spellcaster; SV Fort +5, Ref +1, Will +2, Rec +5; Rep NA; Str 4, Dex 10, Con 16, Int 2, Wis 14, Cha 2

Skills: Athletics 5 (+2), Perception 4 (+6), Stealth 0 (+16 in areas with a decent amount of undergrowth), Unarmed 6 (+3);

Feats: Improved Trip, Night Vision, Plant Traits, Size Decrease (Small), Vegetation Stealth Bonus (+16 bonus to Stealth checks in areas with lots of vegetation - forests, grassy plains, hedgerows etc)

Character Disadvantages: Severe Disability (Vulnerable to Fire - An animated tree takes will take half again as much (+50%) damage as normal from fire, regardless of whether a saving throw is allowed, or if the save is a success or failure); Severe Disability (Cannot manipulate objects)

Animated Plant, Medium (Tank 2): HD 2d12+4; HP 20; Init -1; Spd 10 ft; Defense 10, flatfooted 10 (-1 Dex, +1 Class); BAB +1; Atk +0 melee (1d6+0, slam); SQ Resilience, Plant Traits, Vegetation Stealth Bonus, Vulnerable to Fire; AL spellcaster; SV Fort +7, Ref +1, Will +2, Rec +7; Rep NA; Str 8, Dex 8, Con 18, Int 2, Wis 14, Cha 2

Skills: Athletics 5 (+4), Perception 4 (+6), Stealth -1 (+15 in areas with a decent amount of undergrowth), Unarmed 6 (+5);

Feats: Improved Grab, Improved Trip, Night Vision, Plant Traits, Vegetation Stealth Bonus (+16 bonus to Stealth checks in areas with lots of vegetation - forests, grassy plains, hedgerows etc)

Character Disadvantages: Severe Disability (Vulnerable to Fire - An animated tree takes will take half again as much (+50%) damage as normal from fire, regardless of whether a saving throw is allowed, or if the save is a success or failure); Severe Disability (Cannot manipulate objects).

2 - Animate Trees: A spellcaster can animate trees within 180 feet at will, controlling up to two trees at a time. The spell must be cast on healthy trees of a Huge size. It takes 1 full round for a normal

tree to uproot itself. It will use the stats for Animated Tree below. Animated trees lose their ability to move if the spellcaster that animated them is incapacitated or moves out of range.

Animated Tree (Powerhouse 8) Huge Magical Creature: HD 8d10+24; HP 78; Init -1; Spd 30 ft; Defense 13, touch 13, flatfooted 13 (-1 Dex, +6 Class, -2 size); BAB +8; Atk +17 melee (2d6+9 slam); SQ Melee Master, DR10/Slashing, Forest Stealth Bonus, Plant Traits, Vulnerable to Fire; AL spellcaster; SV Fort +11, Ref +1, Will +5, Rec +9; Str 29, Dex 8, Con 21, Int 12, Wis 16, Cha 12

Skills: Athletics 1 (+10), Perception 4 (+7), Stealth -1 (+15 in a forested area), Unarmed 6 (+15);

Feats: Damage reduction 10/slashing, Night Vision, Forest Stealth Bonus (+16 bonus to Stealth checks in forested areas), Improved Grab, Improved Trip, Plant Traits, Poise

Character Disadvantages: Severe Disability (Vulnerable to Fire - An animated tree takes will take half again as much (+50%) damage as normal from fire, regardless of whether a saving throw is allowed, or if the save is a success or failure); Severe Disability (Cannot manipulate objects)

3 - Polymorph: same as 4th level spell in the Wizards/Sorcerer's Spell List in the SRD with the following exceptions. It's limited to use on one target (including the caster) at a time and the transformation effect is restricted to changing into animals with a maximum level of 4. Several sample animal stats are given below

Bird of Prey (hawks, falcons, owls, eagles, etc), tiny (Speedfreak 1): HD 1d8+2; HP 10; Init +2; Spd 15ft, 35 ft (flying); Defense 16, touch 16, flatfooted 14 (+4 Dex, +1 Class, +2 size); BAB +0; Atk +1 melee (1d4+2, beak), Atk +2 melee (1d4+2, talons); SQ Need for Speed; AL none; SV Fort +3, Ref +4, Will +1, Rec +2; Str 5, Dex 18, Con 14, Int 3, Wis 14, Cha 8.

Skills: Athletics 6 (+3), Perception 4(+6), Unarmed 6(+3), Stealth 4 (+8)

Feats: Attack Focus (talons), Natural Weapons (piercing), Move-by Attack, Night Vision, Size Decrease x3(tiny), Sneak Attack, Wings x2

Character Disadvantages: Mild Disability (-20 ft. ground movement), Severe Disability (Cannot manipulate objects)

Cat, small (Speedfreak 1): HD 2d8+2; HP 12; Init +2; Spd 20 ft; Defense 14, touch 14, flatfooted 12 (+2 Dex, +1 Class, +1 size); BAB +0; Atk +1 melee (1d4+3, bite), Atk +2 melee (1d4+2, claws); SQ Need for Speed; AL none; SV Fort +3, Ref +4, Will +1, Rec +2; Str 5, Dex 15, Con 14, Int 3, Wis 14, Cha 8.

Skills: Athletics 6 (+3), Perception 4(+6), Unarmed 6(+3), Stealth 4 (+6)

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Feats: Acrobatic Feint, Attack Focus (Claws), Cat's Landing, Natural Weapons (Piercing). Night Vision, Size Decrease x2(small), Sneak Attack.

Character Disadvantages: Severe Disability (Cannot manipulate objects)

c. Rat (also works for mice, squirrels, rabbits etc), tiny (Tank 1): HD 1d12+3; HP 7; Init +0; Spd 10 ft; Defense 12, flatfooted 12 (+0 Dex, +0 Class, +2 Size); BAB +0; Atk -2 melee (1d4+1, claws), Atk -2 melee (1d6+1, bite); SQ Resilience; AL none; SV Fort +5, Ref +1, Will +2, Rec +5; Str 4, Dex 10, Con 16, Int 2, Wis 14, Cha 2

Skills: Athletics 5 (+2), Perception 4 (+6), Stealth 6 (+6), Perception, Unarmed 6 (+3);

Feats: All-Out Attack, Natural Weapons (Piercing), Night Vision, Size Decrease x3 (Tiny)

Character Disadvantages: Severe Disability (Cannot manipulate objects)

d. Dog (Powerhouse 2): HD 2d10+4; HP 19; Init +2; Spd 30 ft; Defense 13, flatfooted 11 (+2 Dex, +1 Class); BAB +2; Atk +4 melee (1d4+3, Bite); SQ Melee Master; AL none; SV Fort +5, Ref +2, Will +2, Rec +4; Rep NA; Str 13, Dex 15, Con 14, Int 6, Wis 14, Cha 2

Skills (perks): Outdoorsman 5 (+9), Perception 8 (+10), Stealth 0 (+4), Unarmed 5 (+6);

Feats: Attack Focus (Bite), Attack Specialization (Bite), Natural Weapons (Piercing)

Character Disadvantages: Severe Disability (Cannot manipulate objects)

e. Horse, Riding (Speedfreak 3): HD 3d8+12; HP 25; Init +0; Spd 75 ft; Defense 12, flatfooted 12 (+0 Dex, +3 Class, -1 Size); BAB +2; Atk +3 melee (1d4+6, Hooves); 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 6 (+12); Perks: Endurance Athletics x2 (Athletics)

Feats: Natural Weapons (Blunt), Night Vision, Runner x2, Size Increase x2 (Large size)

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

f. Wolf (Powerhouse 4): HD 4d10+4; HP 34; Init +2; Spd 30 ft; Defense 15, flatfooted 13 (+2 Dex, +3 Class); BAB +4; Atk +6 melee (1d6+3, Bite); SQ Melee Master; AL none; SV Fort +6, Ref

+3, Will +3, Rec +4; Rep NA; Str 13, Dex 15, Con 14, Int 6, Wis 14, Cha 2

Skills (perks): Outdoorsman 5 (+9), Perception 8 (+10), Stealth 0 (+4), Unarmed 5 (+6); Power Punch (Unarmed), Stealth-Forest (Outdoorsman)

Feats: Attack Focus (Bite), Attack Specialization (Bite), Natural Weapons (Piercing), Talented (Stealth and Outdoorsman),

Character Disadvantages: Severe Disability (Cannot manipulate objects)

4 – Shadow Jump: This spell grants the ability to travel between shadows as if by means of a dimension door spell. The limitation is that the magical transport must begin and end in an area with at least some shadow. It's possible to jump up to a total of 60 feet each day in this way. This amount can be split among many jumps, but each one, no matter how small, counts as a 10-foot increment.

5- Summon Flock of Ravens

Casting Time: Full round action; **Range:** Long (400 ft. + 40 ft./level); **Effect:** 10- ft.-high cloud of ravens filling a 20-ft.-radius spread; **Duration:** 1 minute/level; **Saving Throw:** None; **Spell resistance:** No

You summon a number of flocks (also called murders) of ravens, each of which attacks any creature occupying its square. Each square of the spell's effect is filled with a flock of ravens, to a maximum of 12 swarms, assuming that the spell's effect isn't blocked by obstacles. The flocks are stationary after being summoned, and won't pursue creatures that flee.

Flock of Ravens, Large - Intermediate Speedfreak (Speedfreak 4): HD 4d8+8; HP 32; Init +3; Spd 10 ft. fly 65 ft; Defense 16, touch 16, flatfooted 13 (+3 Dex, +4 Class, -1 Size); BAB +3; Atk +7 melee (2d6+2, claws); SQ Need for Speed; AL summoner; SV Fort +4, Ref +7, Will +2, Rec +3; Str 6, Dex 16, Con 14, Int 5, Wis 10, Cha 8.

Skills: Athletics 5 (+3), Perception 4(+4) Unarmed 8(+6)

Feats: Attack Focus (Claws), Attack Specialization (Claws), Natural Weapons (Claws), Night Vision, Size Increase x2 (Large size), Wings x2

Character Disadvantages: Mild Disability (-20 ft.ground movement), Severe Disability (Cannot manipulate objects)

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6 – Summon Earth Elemental - works the same as summon vivilor spells but only summons an earth elemental. The stats for the Earth Elemental are given below.

Earth Elemental, Medium (Tank 10): HD 12d12+72; HP 150; Init -1; Spd 40 ft; Defense 16, flatfooted 16 (-1 Dex, +7 Class); BAB +7; Atk +11 melee (2d6+4, unarmed), or ranged (3d4+0, Earth Bolt); SQ Resilience, Vulnerable to Water, 10 DR vs. Slashing, 4 DR vs. Blunt and Piercing; AL none; SV Fort +13, Ref +4, Will +4, Rec +13; Rep NA; Str 18, Dex 8, Con 23, Int 8, Wis 12, Cha 6

Skills (perks): Athletics 13 (+17), Magic 13 (+14), Unarmed 13 (+17)

Feats: Diesel, Diesel 2, Earth Adaptation, Earth Bound, Elemental Bolt (earth only), Elemental Physiology, Endurance Training, Natural Armor x2, Natural resistance (Slashing), Natural Weapons (Blunt), Tremor

Character Disadvantages: Mild Disability (can't make Athletics checks to swim, swim movement is 0 ft.)

7 – Summon Ice Elemental Lesser and Summon Ice Elemental Greater – works the same as summon vivilor spells but only summons the appropriate ice elemental. The stats for the lesser and greater ice elementals are given below.

Ice Elemental, Lesser (Tank 10): HD 12d12+72; HP 150; Init -1; Spd 40 ft; Defense 16, flatfooted 16 (-1 Dex, +7 Class); BAB +7; Atk +11 melee (2d6+4, unarmed), or ranged (3d4+0, Ice Bolt); SQ Resilience, Vulnerable to Fire, 10 DR vs. Slashing, 4 DR vs. Blunt and Piercing; AL none; SV Fort +13, Ref +4, Will +4, Rec +13; Rep NA; Str 18, Dex 8, Con 23, Int 8, Wis 12, Cha 6

Skills (perks): Athletics 13 (+17), Magic 13 (+14), Unarmed 13 (+17)

Feats: Diesel, Diesel 2, Arctic Adaptation, Elemental Bolt (Ice only), Elemental Physiology, Endurance Training, Natural Armor x2, Natural resistance (Slashing), Natural Weapons (Blunt)

Character Disadvantages: None

Ice Elemental, Greater (Tank 16): HD 18d12+180; HP 297; Init -3; Spd 45 ft; Defense 17, flatfooted 17 (-3 Dex, +12 Class, -2 Size); BAB +12; Atk +22 melee (2d8+8, unarmed), or ranged (5d4+0, ice Bolt); SQ Resilience, Vulnerable to Fire, 19 DR vs. Slashing, 9 DR vs. Blunt and Piercing; AL none; SV Fort +20, Ref +4, Will +6, Rec +20; Rep NA; Str 14, Dex 4, Con 30, Int 8, Wis 12, Cha 6

Skills (perks): Athletics 19 (+31), Magic 19 (+20), Unarmed 19 (+31)

Feats: Arctic Adaptation, Diesel, Diesel 2, Elemental Beam (ice only), Elemental Bolt (ice only), Elemental Physiology, Endurance Training, Endurance Training 2, Natural Armor x2, Natural resistance (Slashing), Natural Weapons (Blunt), Size Increase x4 (Huge Size), Tremor

Character Disadvantages: None

8 – Summon Shadow Creature

You use material from the Plane of Shadow to shape quasi-real illusions of one or more creatures, objects, or forces. This spell is the same as the Summon Vivilor spell of the same level with the following difference.

Shadow conjurations are actually one-fifth (20%) as strong as the real things, though creatures who believe the shadow conjurations to be real are affected by them at full strength.

Any creature that interacts with the conjured object, force, or creature can make a Will save to recognize its true nature. (DC is 10 plus the caster level).

A shadow creature has one-fifth the hit points of a normal creature of its kind (regardless of whether it's recognized as shadowy). It deals normal damage and has all normal abilities and weaknesses. Against a creature that recognizes it as a shadow creature, however, the shadow creature's damage is 20% of normal.

A creature that succeeds on its save sees the shadow conjurations as transparent images superimposed on vague, shadowy forms. Objects automatically succeed on their Will saves against this spell.

9 – Summon Spirit Bear. Same as summon vivilor spells but only summons Spirit Bear. Stats are given below.

Spirit Bear (Powerhouse 8): HD 8d10+32; HP 76; Init +1; Spd 30 ft; Defense 16, flatfooted 15 (+1 Dex, +6 Class, -1 Size); BAB +8; Atk +15 melee (1d10+10, Claws); SQ Melee Master, 10 DR vs. Bludgeoning, Piercing, and Slashing, 8 DR vs. Ballistic; AL summoner; SV Fort +10, Ref +3, Will +4, Rec +8; Rep; Str 22, Dex 13, Con 18, Int 6, Wis 14, Cha 2

Skills (perks): Outdoorsman 11 (+13), Unarmed 11 (+17)

Feats: Attack Focus (claws), Attack Specialization (claws), Cleave, Great Cleave, Greater Attack Focus (claws), Greater Attack Specialization (claws), Natural Weapons (Piercing), Size Increase x2 (Large), Spirit Physiology, Strength Training

Character Disadvantages: Severe Disability (Cannot manipulate objects)

Description: This is manifestation of the Bear totem – summoned from the spirit realm.

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10- Summon Spirit Owl – Same as summon vivilor spells but only summons Spirit Owl. Stats are given below.

Spirit Owl (Empath 4): HD 4d8+4; HP 25; Init +5; Spd 15 ft, 65 ft. Fly; Defense 20, flatfooted 15 (+5 Dex, +3 Class, +2 Size); BAB +3; Atk +3 melee (1d6-2, Talons); SQ Resolute, 4 DR/ vs. Bludgeoning, Piercing, and Slashing; AL summoner; SV Fort +5, Ref +9, Will +6, Rec +3; Rep; Str 5, Dex 20, Con 12, Int 6, Wis 14, Cha 2

Skills (perks): Athletics 7 (+5), Outdoorsman 7 (+9), Perception 7 (+9), Unarmed 7 (+5);

Feats: Natural Weapons (Piercing), Size Decrease (Tiny), Spirit Physiology, Wings x4

Character Disadvantages: Mild Disability (-20 ft. ground movement), Severe Disability (Cannot manipulate objects)

Discretion: This is a physical manifestation of the Owl totem – summoned from the spirit realm

11 – Summon Spirit Thunderbird – Same as summon vivilor spells but only summon Spirit Thunderbird. Stats are given below.

Thunderbird(Powerhouse 6): HD 6d10+24; HP 78; Init +2; Spd 30 ft, 95 ft. Fly; Defense 14, flatfooted 12 (+2 Dex, +4 Class, -2 Size); BAB +6; Atk +13 melee (2d6+7, claws), or ranged (5d6+0, Elemental bolt - electricity); SQ Melee Master, 5 DR vs. Ballistic, 6 DR vs. Blunt, Piercing and Slashing; AL summoner; SV Fort +11, Ref +4, Will +4, Rec +9; Rep NA; Str 29, Dex 12, Con 22, Int 8, Wis 14, Cha 6

Skills (perks): Athletics 7 (+16), Magic 8 (+10), Outdoorsman 9 (+11), Unarmed 8 (+13); Perks: Precision Strike (Unarmed), Power Punch (Unarmed)

Feats: Attack Focus (Claws), Attack Specialization (Claws), Elemental Bolt (electric only), Natural Weapons (Piercing), Night Vision, Size Increase x4 (Huge Size), Sonic Shockwave, Spirit Physiology, Wings x6

Character Disadvantages: Severe Disability (Cannot manipulate objects)

Description: This is a physical manifestation of the totem Thunderbird – summoned from the spirit realm. It can be used as a mount by the caster (at GMs discretion).

12 - Summon Vivilor Spells and Modern²⁰ Stats for Vivilors.

Vivilors are extra-planar outsiders who come in response to the summon vivilor spell. Vivilors generally have humanoid shapes, but spellcasters can summon quadrupedal or serpentine vivilors if they wish. In addition to their basic statistics, a summoner chooses

additional special qualities from Vivilor Menu A or Vivilor Menu B (see below). A spellcaster can substitute two choices on Vivilor Menu A for one choice on Vivilor Menu B, or one choice on Vivilor Menu B for two choices on Vivilor Menu A.

Vivilors do not speak. However, a vivilor can understand the instructions of its summoner and follows them to the letter.

1st-level Vivilor(Tank 1): (Small Outsider), HD 1d12+2; HP 14; Init +1; Spd 30 ft; Defense 12, touch 12, flatfooted 11 (+1 Dex, +0 Class, +1 size); BAB +0; Atk +1 melee (1d6+1, slam); SQ Resilience, two choices from Vivilor Menu A; AL summoner; 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)

2nd Level Vivilor(Tank 2): (Medium Outsider), HD 2d12+2; HP 21; Init +1; Spd 30 ft; Defense 12, touch 12, flatfooted 11 (+1 Dex, +1 Class); BAB +1; Atk +4 melee (1d6+1, slam); SQ Resilience, three choices from Vivilor Menu A; AL summoner; SV Fort +5, Ref +3, Will +1, Rec +8; Str 17, Dex 13, Con 15, Int 10, Wis 12, Cha 8.

Skills: Athletics 6 (+9), Perception 6 (+7), Weapons 5 (+8)

Feats: Night Vision, Move-by Action

3rd Level Vivilor(Tank 3): (Medium Outsider), HD 3d12+2; HP 31; Init +1; Spd 30 ft; Defense 13, touch 13, flatfooted 12 (+1 Dex, +2 Class); BAB +2; Atk +5 melee (1d6+1, slam); SQ Resilience, three choices from Vivilor Menu A; AL summoner; SV Fort +5, Ref +3, Will +2, Rec +8; Str 17, Dex 13, Con 15, Int 10, Wis 12, Cha 8.

Skills: Athletics 6 (+9), Perception 6 (+7), Weapons 5 (+8)

Feats: Night Vision, Move-by Action

4th Level Vivilor(Tank 4): (Large Outsider): HD 4d12+12; HP 40; Init +1; Spd 30 ft (20 ft. in armor); Defense 13, touch 13, flatfooted 12 (+1 Dex, +3 Class, -1 Size); BAB +3; Atk +6 melee (1d8+5,slam);SQ Resilience, one choice from Vivilor Menu B; AL summoner; SV Fort +7, Ref +3, Will +2, Rec +10; Str 17, Dex 13, Con 16, Int 10, Wis 12, Cha 8.

Skills: Athletics 6 (+9), Perception 6 (+7), Stealth 4 (+5), Weapons 5 (+8)

Feats: Damage Reduction, High Pain Threshold, Night Vision, Move-by Action, Size Increase x2 (Large size)

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5th Level Vivilor:(Tank5): (Large Outsider):HD 5d12+12; HP 56; Init +1; Spd 30 ft (20 ft. in armor); Defense 13, touch 13, flat-footed 12 (+1 Dex, +3 Class, -1 Size); BAB +3; Atk +6 melee (1d8+5,slam);SQ Resilience, two choices from Vivilor Menu B; AL summoner; SV Fort +7, Ref +4, Will +2, Rec +10; Str 17, Dex 13, Con 16, Int 10, Wis 12, Cha 8.

Skills: Athletics 9 (+12), Perception 8 (+9), Weapons 8 (+11)

Feats: Damage Reductionx2, High Pain Threshold, Humand Shield, Night Vision, Move-by Action, Size Increase x2 (Large size)

VIVILOR MENU A

Aquatic: The vivilor gains a swim speed of 60 feet. The vivilor can move in water without making Swim checks and cannot drown in water.

Wings: The vivilor gains a fly speed of 60 feet (average maneuverability). Whether the wings are bat wings, dragon wings, or feathered wings is left up to the discretion of the caster.

Energy Resistance 5: The vivilor gains resistance 5 to one energy type of the summoner's choosing: acid, fire, cold, electricity, or sonic/concussion.

Improved Ability Scores: The vivilor gains +2 Strength and +2 Constitution.

Quadrupedal: The vivilor has four limbs for locomotion, increasing its ground speed by +20 feet. As a quadruped, the vivilor can also carry heavier loads than bipedal forms. The vivilor gains a +2 against trip attacks.

Tentacles: The vivilor can slam opponents using tentacles that increase its reach by +5 feet.

Tougher Skin: The vivilor's natural armor bonus to Defense increases by +1.

VIVILOR MENU B

Amorphous: The vivilor is immune to critical hits and massive damage. It cannot be flanked.

Breath Weapon: The vivilor can breathe a burst of flame. Range increment is 20 ft. Rate of fire is single (once per round), damage is 3d6+6.

Energy resistance 15: The vivilor gains resistance 15 to one energy type of the summoner's choosing: acid, fire, cold, electricity, or sonic/concussion.

Extra Limbs: The vivilor gains three additional slam attacks during its full attack action. These additional slams are treated as secondary attacks (-5 penalty to the attack roll).

Grasping Tentacles: The vivilor can slam opponents using tentacles that increase its reach by +5 feet. On a successful hit, a tentacle can make a free grapple check without provoking attacks of

opportunity. A grappled opponent takes automatic slam damage every round the grapple is maintained.

Improved Wings: The vivilor gains a fly speed of 80 feet (good maneuverability). The exact nature of the wings (bat wings, feathered wings, etc) is left up to the caster.

Metallic Skin: The vivilor's natural armor bonus to Defense increases by +4.

Serpentine: The vivilor has a serpentine form. It deals double slam damage against grappled foes.

APPENDIX VII - INCANTATIONS

Incantations work much as they do in the MSRD with a few notable exceptions:

1) There is no experience point cost - since Modern²⁰ doesn't have XP. There is, however, an Action Point cost - similar to the Enchantment feat (see the New Feats section)). For an incantation with a temporary or intermittent effect (such as a divination or opening a moonlight portal) you permanently lose 5 Action Points. For an incantation with a permanent or semi-permanent effect (such as creating a golem or sealing a portal), you lose 10 Action Points. If this reduces you to negative Action Points, you have incurred bad luck, a karmic debt, the wrath of the gods or some other sort of malevolent "notice" as a result of creating this item. Your AP are reduced to 0 but the game master receives these points as things he may spend to make your life more interesting (read difficult).

These points may either be spent to cause a disadvantage to activate at a time of the game master's choosing, or to cause a successful attack roll to miss, or to cause a successful attack to inflict minimum damage or as a bonus on an enemy's saving throws (as if the enemy had spent an Action Point to defend itself). In short, these points are something like anti-Action Points. The game master can come up with other diabolical uses for these but they may not be spent to directly harm a PC, they may not penalize saving throws, increase damage suffered from a successful attack and so forth.

2) In the case of Knowledge or Craft checks use the closest Modern²⁰ equivalent. Example: for Craft (Visual Arts) use Art. For Knowledge (Arcane Lore) use the Magic skill.

3) Modern²⁰ encourages fewer skill checks outside of conflict situations to streamline the play experience. "Required ranks" are assigned to the incantations presented below to indicate the number of ranks a PC will have in the required skill (Magic) that indicates they know how to perform the incantation successfully and a roll isn't needed. For PCs with ranks below the required level - a reasonable guide for the DC of these incantations is 10 + the require ranks. PCs get 5 skills checks to attempt to successfully complete the incantation - 3 out of 5 must be successful.

Water to Spirit (aka Water to Hooch)

Transformation

Magic Ranks Required: 8; **Range:** Close; **Target:** 1 to 10 gallons of water (Each gallon above 10 raises the required ranks by 1.); **Components:** V,S,M Casting Time: 60 minutes; **Saving Throw:** none

This incantation transforms normal water into faerie spirits. It was popularized during the Great War and Mexican Invasion by the various militaries. Opium was scarce and this ritual provided a ready source of cheap painkillers. The substance it produces is highly addictive. The unfortunate side effects of faerie spirit addiction are sickness, mental and physical deterioration and insanity.

Some academics and mages claim that faerie spirit addicts have the gift of prophecy – but skeptics point out that its difficult to sift through their non-stop rambling to find the occasional burst of divination and foresight. In the later stages of addiction, addicts can perceive both our plane and Faerie simultaneously – and this mental incongruity hastens their descent into madness.

After the war, there is a huge underground market for faerie spirits – thanks to the thousands of unfortunate addicts – many of them veterans. Criminal bootlegging gangs move into the faerie spirit business and control the market through the 20s and 30s.

Components: A small sprig of *Berula erecta* - also called toothache root or water parsnip –(a common plant (and natural analgesic) that is found in most of the US and Europe.) A shot glass of absinthe can be substituted if no *Berula erecta* is readily available.

Failure: The incantation initially seems successful. The transformed liquid smells and even tastes like faerie spirits (a bit like jet fuel with playful, fruity undertones) - but it has no intoxicating properties.

Cast into Faerie

Abjuration

Skill Check: **Magic DC:** 22 (Required ranks are not appropriate since this is a conflict situation); **Failure:** PCs get 5 skills checks to attempt to successfully complete the incantation - 3 out of 5 must be successful. **Components:** V, S, M, B; **Casting Time:** 1 hour (minimum); **Range:** 55 ft.; **Target:** One or more outsiders, no two of which can be more than 30 ft. apart; **Duration:** Permanent; **Saving Throw:** Fortitude negates (DC 15 + caster's Cha modifier) and see text.

The cast into Faerie incantation enables you to force fey away, sending them back to the plane of their origin. Up to 2 HD of creatures per caster level can be sent away in this fashion. If the incantation is successful and the target fails its save, the target disappears as is exiled back to its own plane (presumably Faerie).

Options: If the target or targets are all helpless, the DC for the incantation is reduced by -6.

Material Component: a small quantity of iron – a handful of iron nails will suffice.

Backlash: Caster is exhausted.

Failure: The caster takes 5d6 points of damage.

Seal Portal

Abjuration

Magic Ranks Required: 18 (for a permanent portal) 12 (for a moonlight portal); **Components:** V, S, M, B; **Casting Time:** 60 minutes (minimum); **Range:** 220 ft.; **Target:** One Faerie portal; **Duration:** Instantaneous; **Saving Throw:** None;

This incantation was developed by the Order of Saint Michael during the Dragon War to permanently close Faerie portals to prevent them being used to supply reinforcements for the Dragons' Army. After the war, a massive effort was undertaken to close all known portals in Europe to prevent any future hostile incursions.

Material Component: As with the Cast into Shadow incantation, a small quantity of iron.

Backlash: Caster takes 3d6 points of damage.

Failure: The portal will be immune from further attempts to seal it for 3 months.

Open Portal

Conjuration

Skill Check: **Magic DC:** 20 for a portal that will last fourteen days; 14 for a portal that will last 24 hours (Required ranks are not appropriate since this is a conflict situation. The caster is striving to rip open the fabric of reality and this is a strenuous task even for a trained mage.) **Components:** V, S, M, F; **Casting Time:** 120 minutes (minimum); **Range:** 20 ft.; **Effect:** One Faerie portal (size can be determined by the caster. The minimum size is roughly that of a door (i.e. man sized). Maximum size is 200 ft tall and 100 ft wide); **Duration:** Instantaneous; **Saving Throw:** None.

In the early days of the Great War, the German Sorcery Corps experimented with this ritual that could open a portal to Faerie. A slightly modified version of this incantation was used by Rasputin's agents during the Siege of Würzburg to create a series of teleportation portals inside a castle that was held by the forces of the Dragons Army. (Mechanically, the ritual is largely the same with the changes coming in the verbiage of the actual incantation being altered.) Instead of opening portals to Faerie, this version of the incantation created teleportation portals from inside the castle to outside the castle – allowing Allied troops to instantly get inside.

Material Component: one broken mirror, a small quantity of faerie spirits poured into a circle that would encompass the desired area of portal and set ablaze.

Secondary Casters: Three required (not including primary caster).

Failure: GM's discretion. A failure with this incantation will either deal 4d6 points of damage to each caster or will appear to work – but will open random, intermittent portals opening sporadically within a square mile of the portal. Alternately, it could open a portal to a plane other than Faerie – such as a divine or infernal plane.

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Restore to Life

Conjuration (Healing)

Magic Ranks Required: 14; **Components:** V, S, F; **Casting Time:** 120 minutes (minimum); **Range:** Touch.; **Target:** Dead creature touched; **Duration:** Instantaneous; **Saving Throw:** None

The restore to life incantation was purchased by members the German Imperial Army's Sorcery Corps (Zaubereikorps) at the Bavarian Forest portal in 1918. It was hoped that the incantation could be used to resurrect particularly competent and experienced officers and thus negate somewhat the devastating effects of trench warfare on the quality of the army – especially in the infantry branch.

This incantation was purported to restore life to any deceased creature. The condition of the remains is not a factor. So long as some small portion of the creature's body still exists, it can be returned to life, but the portion receiving the incantation must have been part of the creature's body at the time of death.

Unfortunately, the best wizards in the Kaiser's Sorcery Corps (Zaubereikorps) could never successfully perform this incantation. This led to much speculation that the incantation was either a deliberate fraud or that this particular magic could not work properly in our world.

Unlike zombies or skeletons, the creature is restored to full hit points and retains its personality, allegiances and all skills and abilities it had before death - but it is undeniably undead (it has the Undead Physiology feat).

The deployment of revenant soldiers to the front had a disastrous effect on the morale of living troops but it helped prolong the battles of Verdun and Somme and thus forestalled the invasion of Germany.

Note: In game terms – revenants are the same characters they were before death – except they have gained the Undead Physiology feat. (See Appendix III for full details on this feat.) In a nutshell, their Constitution is reduced to 0 but they suffer no penalty to hit points from this. They do not heal naturally except through the use of spells or special abilities. They gain 2 Damage Reduction per level but this damage reduction has a weakness to a certain substance – in this case - silver.

Secondary Casters: Two required (not including primary caster).

Failure: The target is returned to life as a zombie and immediately attacks the casters. The target loses all skills and abilities and uses the zombie stats from the Creature section.

Clay Golem Creation

Conjuration (Creation)

Magic Ranks Required: 20; **Components:** V, S, M; **Casting Time:** 7 hours (minimum); **Range:** Touch; **Target:** One clay statue; **Duration:** Instantaneous; **Saving Throw:** None

This incantation imbues a clay statue with a crude and primal life force. Create clay golem brings a clay golem to life under your command. The golem can follow simple instructions. It does not speak.

Material Component: 1,000 pounds of fresh clay from a river bed that has been specially blessed and treated with rare ingredients and components.

Failure: The golem immediately goes berserk, attacking everyone and everything.

Immunity to Magic (Ex): Golems have immunity to most magical and supernatural effects, except when otherwise noted.

Berserk: When a clay golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and the golem goes berserk. The uncontrolled golem goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. Once a clay golem goes berserk, no known method can reestablish control.

Cursed Wound: The damage a clay golem deals doesn't heal naturally and resists healing spells. A character attempting to cast a conjuration (healing) spell on a creature damaged by a clay golem must succeed on a DC 26 caster level check, or the spell has no effect on the injured character. (For full stats of Clay Golems – see the Creatures section)

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