



The Savage World of Kaiser's Gate

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To make the most of this adventure, you will need a copy of the Savage Worlds Deluxe Edition as well as the Kaiser's Gate setting book.

Kaiser's Gate combines the adventure and magic of high fantasy with the vast conflict of World War One. Created by Mike Lafferty, Kaiser's Gate is now available for Savage Worlds in print or PDF.

#4: Shadow of the Zeppelin

Welcome to the fourth of the Adventures & Archetypes series for Kaiser's Gate. Each adventure in this series explores a different aspect of the setting with pre-made characters. In addition, each adventure provides a new piece of gear or a new foe to use in your Kaiser's Gate adventures.

Shadow of the Zeppelin is a Heroic rank adventure for Savage Worlds characters. Players take the roles of French aces, pilots and gryphon riders, who must stop an enchanted battle-zeppelin before it crosses the English Channel and attacks Great Britain. This epic battle will be joined by the ace of aces himself, none other than the Red Baron, with a Kaiser's Gate twist.

Overview of the Action

1. Rescue the spy: extracting a British agent from the aerodrome
2. Air Patrol: a German fighter squadron
3. Attacking the Iron Valkyrie: bringing down the super-zeppelin

In the first sequence, the squad's mission takes it on board a sea-plane tender, what they called aircraft carriers back then. They're off the coast of Germany and must rescue a French spy. This will re-

quire skill and finesse to avoid the tight German defenses.

The spy has important information for the Allies. The German's are building a massive battle station with some sort of magical power source. Worse, the machine is all but complete.

With the German invasion of Britain imminent, the squad must scramble to intercept the armored zeppelin. Once again they must dodge or engage the German defenses, risking valuable resources before the true battle is engaged.

They face the daunting task of taking down an enormous armored Zeppelin, with an unknown source of power and lift. The ship is guarded by a swarm of German fighters and wyverns, and bristling with gun turrets.

As if that isn't enough, the squad must face the most infamous German ace of the Great War. But Manfred von Richtofen is not alone. In Kaiser's Gate, the Red Baron rides a giant red wyvern, Kleinerote.

Under the Hood

Magic in Kaiser's Gate: Spellbinding

Kaiser's Gate does not use Power Points. Instead, casters roll Spellbinding skill with a target equal to the Power Point cost of the spell or 4, whichever is higher. If he rolls over four, but under the target, he is still casting the spell and can be interrupted by being Shaken or wounded. A roll of 1 on the Spellbinding die makes the caster Shaken, unless he spends a benny to re-roll. A 1 on both the Spellbinding die and the Wild Die earns the caster a point of fatigue, as well as Shaken status. He may spend a benny to re-roll, removing the Shaken status, but he *still suffers a level of fatigue*.

Cantrips in Kaiser's Gate allow a spellbinder to perform Tricks by rolling Spellbinding skill instead of Agility or Smarts. The target may oppose with Agility or Smarts at the GM's discretion.

Background

It's late December of 1916. Even with the newly-formed gryphon squadrons rejuvenating the French air force, the French military is still rebuilding after a months-long pummeling by the Central Powers. The army is demoralized and sapped by the grueling attrition of trench warfare, and its industrial base has been decimated by months of unopposed zeppelin bombing. The French are currently relying heavily on war supplies from England. While south and central England suffered under the German bombing campaign, factories in northern England and Scotland were spared the worst as they were beyond the range of the German air force.

The British Intelligence Service has information from sources in the German military that the Kaiser's forces have constructed a new super-zeppelin with a greatly expanded range and the ability to serve as an aerial launching pad for wyvern squadrons.

This massive vessel has been christened the Iron Valkyrie. It is much larger than previous airships, giving it longer range and duration of flight. Its massive gondola will accommodate a small squadron of wyverns (estimates range from 4 to 6), effectively serving as an airborne landing strip and stables. Self-sufficient and capable of remaining aloft over enemy territory for prolonged periods (days or perhaps weeks), it will be able to launch air raids from deep inside enemy territory.

This vessel has been transported from the Zeppelin factory at Friedrichshafen to the zeppelin base at the northern German town of Cuxhaven, where the Elbe River feeds into the North Sea. Given its projected range, British High Command believes the Iron Valkyrie will be able to strike at the factories of northern England and Scotland with impunity.

The German military hopes that by launching an intensive bombing campaign of northern England, they can



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break the country's will to fight and destroy its' remaining industrial base, thus fracturing the Entente Alliance and ending the war quickly.

Scene 1

Rescue the Spy: The leader of the PC squadron, Bertrand Gaspard, receives a message via carrier raven bullet. The British Intelligence agent, Nigel Havendish, is hiding on a ridge behind the barracks, and is requesting that the PCs evacuate him. Having stolen various documents from the command posts, he believes his cover is blown and needs to get out of Germany as soon as possible.

When the PCs arrive, Havendish has had to abandon his hiding spot behind the ridge and is being chased by 2 German mechanics and one spellbinder (use Soldier and German military spellbinder stats from the NPC section in Kaiser's Gate), who caught him stealing classified documents from the command post during the combat.

If the PCs want to try to pick up Havendish without stopping, it will take a Ride or Pilot check at -4 to swing him onto the back of a gryphon. Failure simply means the PC couldn't pull off this stunt. Multiple attempts are allowed, but the PCs will likely draw fire from the pursuers.

Havendish is an extra. Use the Spy entry from Kaiser's Gate. If the PCs give Havendish a ride, it will slow the acceleration of a gryphon or plane -2".

Scene 2

WHAT THE PCS KNOW

Read or summarize the following info for your players. You might want to frame it as a last minute mission briefing from the captain of the HMS Empress (Captain David Jellicoe - a dedicated but stodgy career naval officer with comically old-fashioned muttonchops and an imperious bearing.)

A MATTER OF SCALE

The Iron Valkyrie is slightly larger than a conventional zeppelin. That means it's ENORMOUS. Using the standard 1"=5' scale, the zeppelin would still be 160" long, if only 30" wide. Nobody has a battle mat over 10' long. Well, at least no one I know.

However, if you divide all scales by 3, you can fit the entire air ship onto a large tabletop battle map. This scale change applies to weapon and spell ranges, too. Here are some examples to give you the idea.

Iron Valkyrie 50"x10", Acc/TS 3/8

Sopwith Camel Acc/TS 4/12

Gryphon Acc/TS 4/9

Wyvern Acc/TS 3/10

Your play space may be better for dividing by 4 instead of 3. You'll want to do some planning before you run this encounter. Your effort will be rewarded.

Some other issues:

Instead of moving everything, use the Iron Valkyrie as the centerpiece of your combat map. Let everyone else move around it, and assume that it is moving forward at top speed toward England.

Don't worry about whether the PCs are flying over or under the zeppelin. Allow the players to narrate how their ace is maneuvering around the giant war ship.

Be lenient with maneuvers and tricks. The PCs are veteran aces capable of accomplishing nigh impossible feats of aerial daring.

STRATEGIC BRIEFING

Early in the Great War, the Central Powers achieved air superiority by deploying spellbinders in the observer seats of their fighter planes. This advantage allowed them to eliminate the lion's share of the British and French air forces and subsequently they were able to destroy much of the industrial capacity of France and of southern and central England with zeppelin bombing raids. Northern England and Scotland were beyond the range of the German air forces and so they were spared.

When France reconstituted her Air Force (the Armée de l'Air) with airborne cavalry using gryphons, it turned the tide of the war, stopping the advance of the Central

Powers and giving the Allies some much-needed breathing room.

This new super-zeppelin has a much longer range than previous airships, enabling it to launch raids from within German lines. Capable of penetrating the entirety of Allied territory, the Iron Valkyrie is a serious threat that could destroy the Allies' remaining industrial base in northern Britain. The outcome of the war literally might depend on this mission. In the words of Captain Jellicoe: "Unless we are successful today, the sinister shadow of the zeppelin may once more hang over our homeland."

ACTION

The team must stop the Iron Valkyrie. The first is to meet or destroy it before it leaves German air space. Any delays, like skirmishes with German air defenses, will provide warning to the enemy.

Treat this as a dramatic task, a difficult one. Each pilot/rider must accomplish five successes in 3 turns using Piloting, Riding, or Knowledge: Battle. Characters who may take another action in addition to controlling their steed, may do so, possibly as a way to aid their allies in staying stealthy and fast.

Failure leads to a confrontation with a squadron of one fighter per PC. Use the Airborn Cavalier stats and the Wyvern from Kaiser's Gate. The PCs can flee, in which case the chase is on! But they can also choose to fight and you can use the dogfight option from the Savage Worlds chase rules. Either way, Kaiser's Gate challenges use Riding or Piloting interchangeably, depending on the type of steed. Also, ignore the Savage Worlds exception for the Edges Quick and Level Headed. They should totally help your ace PCs outmaneuver the mooks.

This battle is just a warm up, though. Once the defending squadron is dis-



patched, the PCs see a gigantic shape in the pre-dawn sky...

Scene 3

Battling the Iron Valkyrie

Description: They hear the deep growl of the zeppelin's massive engines long before they see it. The Iron Valkyrie is a disheartening sight as she emerges from a grey fogbank; a silver monolith as large as a battleship and escorted by wyvern riders and a squad of Fokkers.

Of course, the Iron Valkyrie (detailed be-

low) is far from defenseless. This battle should be epic and challenging, but offer the PCs a chance for glory. To this end, pit them against a squad of wyvern riders and a squad of Fokker Dr.I pilots, each with as many members as PCs. These squads are led by the Red Baron on his large red wyvern Kleinerote. Stats for all these enemies can be found in Kaiser's Gate.

NOTE: A Notice check at -2 is needed to notice a small (1 foot diameter) steel disk, inscribed with Nordic runes bolted onto the exterior of the zeppelin's superstructure just in front of the

gondola. This Binding Disk holds the air elementals in the zeppelin. A successful ranged attack on the rune circle at -4 for size will break the enchantment for 1d4 rounds. The Sauberei-korps spellbinders on the outside of the zeppelin will be equipped with the Rod of Air Elemental (detailed below). They will attempt to use these to drive the elementals back into the zeppelin superstructure so that when the Binding Disk becomes active again, the elementals will be within range of its enchantment and again be bound into the airship.

The air elementals are capricious and mercurial and may attack a squadron on a whim or may greet the PCs in a friendly manner as they fly by. They will defend themselves if attacked, although they will not interpret the destruction of the zeppelin as an attack. They will see this more as a rescue, and

will be much less likely to attack the person they feel is responsible for their freedom (unless he engages them in combat.) If they recognize a mage they feel was responsible for enslaving them, they will attack that individual immediately. (They are not terribly used to dealing with humanoids, so they might be apt to attack anyone in a German Saubereikorps uniform.) Beyond the immediate encounter, elementals seek only to find a dimensional gateway to return to their native plane.

The elemental(s) are manifestations of consciousness from the Elemental Plane of Air. They all answer to the same name - Ellium - and do not differentiate their individuality from each other. They are essentially members of a larger collective elemental consciousness.

GERMAN SOLDIERS

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Climbing d6, Fighting d6, Notice d4, Repair d6, Shooting d6

Pace: 6; Parry: 5; Toughness: 5

Hindrance: Loyal

Edge: Steady Hands

Gear: Rifle (24/48/96, 2d8, RoF 1, 10 shots) or onboard the Iron Valkyrie: MGs (2d8, 24/48/96, RoF 3, AP 2, linked & mounted guns add +1 Shooting and damage

SAUBEREIKORPS SPELLBINDER

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

Skills: Fighting d6, Notice d8, Shooting d6, Spellbinding d8

Pace: 6; Parry: 5; Toughness: 6

Hindrance: Curious

Edge: AB: Spellbinding, Spellbinding

Rank: Initiate, Steady Hands

Spells: Svaldon Warrior-Mage (Cantrips: Shadow, Boost, Smite, Obscure, Bolt) all with shadow trappings

Gear: Luger (9mm) 12/24/48, 2d6 damage, RoF 1, 6 shots, AP 1; Knife; Rod of Elemental Control

DIE EISEN WALKÜRE THE IRON VALKYRIE

A massive zeppelin that carries an entire squadron of wyvern riders, the Iron Valkyrie is designed to counter the threat of Allied gryphon riders and allow zeppelins to resume their nightly bombings of French and English cities.

Acceleration: 8 **Top Speed:** 24

Armor: 16 (4) **Crew:** 12+12

Ceiling: 1,000' **Range:** 2,000 mi

Weapons: 8 × flexible machine guns (2d8, 12/24/48, AP 2)

Gargantuan: The Iron Valkyrie is powered by 4 barrel-like arcane turbines. Each turbine can take 3 wounds before being destroyed. 2 turbines must be destroyed before the pilot must make any rolls to maintain control.

Notes: 4 Saubereikorps spellbinders are on duty on the outer super-structure or on the bridge at all times.

The German Air Force is experimenting with binding air elementals into airships as a replacement for the highly combustible gas hydrogen. Destruction of the zeppelin(s) will release these elementals from their bondage, injecting an unknown element into the combat.

3000 lbs of bombs - usually in increments of 20 and 30 lb bombs. These could make for a dramatic conclusion either way. If the Iron Valkyrie gets to drop its bombs, the PC have lost.

The Iron Valkyrie is also carrying extra fuel, increasing it's maximum range to 2,000 miles.



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AIR ELEMENTAL

A sentient whirlwind

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

Skills: Fighting d8, Notice d8, Shooting d6

Pace: —; Parry: 6; Toughness: 5

Special Abilities

- **Elemental:** No additional damage from called shots; Fearless; Immune to disease and poison.
- **Ethereal:** Air Elementals can maneuver through any non-solid surface. They can seep through the cracks in doors, bubble through water, and rush through sails.
- **Flight:** Air Elementals fly at a rate of 6" with a Climb of 3. They may not run.
- **Invulnerability:** Immune to all non-magical attacks except fire.
- **Push:** The air elemental can use an action to push a single adjacent target 1d6" directly away with a concentrated blast of air. The victim makes a Strength (or Piloting) roll, with each success and raise reducing the amount moved by 1" (to a minimum of 0).
- **Wind Blast:** Air Elementals can send directed blasts of air at foes using the Cone Template and a Shooting roll. Foes may make an opposed Agility roll to avoid the blast. The damage is 2d6 points of nonlethal damage.
- **Whirlwind:** As long as the air elemental does not move that turn it may attempt to pick up a foe. Make an opposed Strength check and if the air elemental wins then its foe is pulled into the swirling maelstrom of its body.

While trapped, the target is at -2 on all rolls including damage, to hit and Strength rolls to free himself. The air elemental cannot move as long as it wants to keep foes trapped inside its form.

ROD OF AIR ELEMENTAL CONTROL (COST 1,000)

This solid crystal rod is 3 feet long, with a leather grip. Silver filigree overlays of mystical symbols also offer some small protection to the delicate crystalline structure. The rod has d10 Spellbinding and counts as a Wild Card. The wielder rolls v. the targets Spirit. Each success and raise gives the caster one round of control, as the Puppet power. Note: this item is quite fragile, and will not survive more than a light blow. If the rod breaks while in use, the elemental will immediately attack the user.



Victory Condition

The Iron Valkyrie is powered by 4 barrel-like arcane turbines. Each turbine can take 3 wounds before being destroyed. If the PCs can destroy 2 turbines on the same side or 3 for sure, they bring down the Iron Valkyrie and win the day!

Real History: Cuxhaven Raid

The events in this adventure were very loosely based on the actual events of the Cuxhaven Raid. This raid was the first time that ship-borne aircraft were used in a military attack. It was launched on Christmas Day in 1914 in order to preemptively knock out a zeppelin base

along the Heligoland Bight along the German coast of the North Sea.

In 1914, the British government and public were petrified of the prospect of more zeppelin attacks on England. Although airships had proven to be fairly inaccurate and random when used for bombing missions, they nonetheless inspired terror in the British population and did considerable damage to morale. In response to the threat, the Royal Naval Air Service conducted successful raids on zeppelin bases in Düsseldorf and Friedrichshafen. But the base near Cuxhaven presented a problem because it was outside the range of airplanes launched from either England or France.

The Admiralty was constructing early aircraft carriers, but none were ready for duty in late 1914. As a stopgap measure, three cross-channel steamers were purchased, rapidly converted into seaplane tenders, and commissioned into the Royal Navy.

On a foggy Christmas morning (two years before the events in the adventure), the seaplane tenders HMS Empress, Engadine, and Riviera launched a squadron of seven Royal Naval Air Service seaplane bombers while the ships of the Harwich Force (consisting of three cruisers and eight destroyers, in cooperation with several submarines positioned close to German harbors) provided security.

The raid was a huge propaganda success for Allied forces, but was only an inadvertent military success. The fog was so thick that none of the British planes was able to find the zeppelin base and they all dropped their bombs to lighten their load, and then returned to the seaplane tenders.

Astonishingly, according to German reports one of the British planes happened to drop its bombs onto the zeppelin hangar —completely by accident.



BERTRAND GASPARD (WC)

Inspiring Captain: Captain Gaspard leads by example in all things. He trains hard and fights harder. He drinks to celebrate and mourn, but he remains faithful to his wife Simone and loyal above all to his beloved France. His fondness for speechifying is notorious.

Attributes: Agility d8, Smarts d10, Spirit d8, Strength d6, Vigor d8

Skills: Fighting d8, K: Battle d10, Notice d10, Persuasion d6, Riding d8, Shooting d8, Stealth d4, Throwing d8,

Pace: 6; **Parry:** 6; **Toughness:** 6

Hindrances: Heroic (M) Character always helps those in need, Loyal (m) The hero tries to never betray or disappoint his friends, Quirk (m) Frequent Speechifying

Edges: Mounted Ace, Airborne Cavalier, Beast Bond, Steady Hands, Command, Tactician, Assessment

Gear: Colt Revolver (.45) 12/24/48, 2d6+1, RoF 1, 6 Shots, +1 Shooting, Grenades (3)

Magic Items: Amulet of Wind Walking, Potions of Healing (3)

Gryphon: Hector

HENRI DUPOND (WC)

Loyal Wingman: Dupond has been flying with Toussaint for over a year, through countless battles. It is sometimes strange and challenging to fly beside the gryphons, but Henri Dupond is a team player. He primarily assists Toussaint, but he will charge out of formation to help a friend in need.

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d6, Vigor d8

Skills: Fighting d6, Notice d8, Piloting d10, Shooting d6, Spellbinding d12, Stealth d6, Throwing d4,

Pace: 6; **Parry:** 5; **Toughness:** 6

Hindrances: Anemic (m) -2 to Fatigue tests, Heroic (M) Character always helps those in need, Loyal (m) The hero tries to never betray or disappoint his friends

Edges: ABS: Albion Illusions, Novice, Ace, Airborne Legionnaire, Steady Hands, Albion Illusions, Initiate, Albion Illusions, Adept, Arcane Concentration, Imp. Arcane Concentration, Danger Sense

Spells: Novice: Cantrips: Light, Confusion, Disguise; **Initiate:** Barrier, Invisibility; **Adept:** Deflection, Entangle

Gear: Colt Revolver (.45) 12/24/48, 2d6+1, RoF 1, 6 Shots, +1 Shooting, Grenades (3)

Magic Items: Elemental Ring (Cold), Potions of Healing (3)

Plane: the Sopwith Camel - Isabeaux

CHRISTIAN MULLINS (WC)

Crazy Daredevil: Mullins lived on a farm in Tuscany until he found a gryphon egg. He tended to the egg in secret and bonded with the tiny gryphon when it hatched. By the time they reached the aerial academy, Mullins and Goldy could already outfly all but the most experienced gryphon teams.

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

Skills: Climbing d4, Fighting d10, Notice d6, Riding d12, Shooting d12, Stealth d6, Throwing d6,

Pace: 6; **Parry:** 7; **Toughness:** 6

Hindrances: Overconfident (M) The hero believes he can do anything, Loyal (m) The hero tries to never betray or disappoint his friends, Vow (m)/(M) A pledge to a group, deity, or religion

Edges: Mounted Ace, Airborne Cavalier, Aerial Acrobat, Steady Hands, Beast Bond, Defensive Roll, Quick, Lucky

Gear: Winchester 1876 (.44) 24/48/96, 2d8, RoF 1, 15 Shots, Grenades (3)

Magic Items: Rune Charm (+1 v. Magical Attacks), Potions of Healing (3)

Gryphon: Goldy



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LOUIS TOUSSAINT (WC)

Respected Veteran: When Toussaint started flying, it was with biplanes. He feels more at home with a machine than a beast. He understands how the plane works and more importantly, he understands how to make it dance in the air. Louis is the second in command of Squadron 13, he and his wingman usually hang back until the enemy position is clear.

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d6, Vigor d8

Skills: Fighting d6, Notice d6, Persuasion d6, Piloting d10, Shooting d10, Stealth d6, Survival d4, Throwing d6,

Pace: 6; **Parry:** 5; **Toughness:** 7

Hindrances: Shell Shock (m) Shaken at first explosion within 12", Enemy (M) the Red Baron, Loyal (m) The hero tries to never betray or disappoint his friends

Edges: Ace, Airborne Legionnaire, Defensive Roll, Steady Hands, Assessment, Elan, Brawny, Level-Headed, Imp. Level-Headed

Gear: Winchester 1876 (.44) 24/48/96, 2d8, RoF 1, 15 Shots, Grenades (3)

Magic Items: Elemental Ring (Fire), Potions of Healing (3)

Plane: the Sopwith Camel - Carmen

SEBASTION ROUX (WC)

Dealer of Death: Convinced that only his own death in battle can balance the scales of all those he has killed, Sebastion Roux throws himself into battle with merciless abandon, attacking the biggest threats first. In this "Pure State," Roux believes the human soul is at its most honest and therefore most ready to be received by the eternal.

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d6, Vigor d8

Skills: Fighting d8, Notice d8, Riding d10, Shooting d10, Stealth d6, Throwing d8,

Pace: 6; **Parry:** 6; **Toughness:** 6

Hindrances: Death Wish (m) wants to die in battle, Quirk (m) exceptionally pious, Arrogant (M) Must humiliate opponent, challenge the 'leader'

Edges: Mounted Ace, Airborne Cavalier, Assessment, Steady Hands, Rock & Roll, No Mercy, Level-Headed, Imp. Level-Headed, Dead Shot

Gear: Thompson M-1921 (.45) 12/24/48, 2d6+1, RoF 3, 50 Shots, AP 1, Auto, Grenades (3)

Magic Items: Tattoo of Protection from Bullets, Potions of Healing (3)

Gryphon: Morgana

ARTHUR GUILLORY (WC)

Lone Wolf: Surly and imperious, Guillory will not let himself forget the loss of his parents and siblings during a German bombing run. He trains mercilessly and is prone to solo flights which often lead to medals and terms of house arrest! In battle, Guillory will engage whomever he believes to be the leader or the most competent opponent, regardless of the battle plan.

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

Skills: Climbing d6, Fighting d6, Notice d8, Riding d12, Shooting d4, Spellbinding d12, Stealth d8

Pace: 6; **Parry:** 5; **Toughness:** 6

Hindrances: Bloodthirsty (M) Never takes prisoners, Mean (m) -2 to his Charisma for ill-temper and surliness, Vengeful (m)/(M) Character holds a grudge; will kill as a (M) Hindrance

Edges: ABS: Elemental Air, Mounted Ace, Airborne Cavalier, Steady Hands, Elemental Air, Initiate, Level-Headed, Imp. Level-Headed, Assassin

Spells: Novice: Cantrips: Air, Fog (Obscure), Lightning (Bolt); **Initiate:** Environmental Protection, Defection

Gear: Colt Revolver (.45) 12/24/48, 2d6+1, RoF 1, 6 Shots, +1 Shooting, Grenades (3)

Magic Items: Amulet of Protection from Bullets, Potions of Healing (3)

Gryphon: Charlemagne



GRYPHON O' WAR

Gryphons are powerful, majestic creatures with the characteristics of both lions and eagles. From nose to tail, an adult gryphon can measure as much as 8' feet. Neither males nor females are endowed with a mane. A pair of broad, golden wings emerge from the creature's back and span 25" feet or more.

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

Attributes: Agility d10, Smarts d6(A), Spirit d8, Strength d12, Vigor d10

Skills: Fighting d8, Intimidation d8, Notice d12, Stealth d6

Pace: 6; Parry: 6; Toughness: 10 (1)

Special Abilities:

- **Armor +1:** Tough hide.
- **Bite/Claws:** Str+6
- **Flight:** Gryphons have a flying pace of 11/33 with a +2 climb
- **Grapple:** When a gryphon scores a raise on a grapple attack, the gryphon scores its claw damage. Gryphons get +2 on bite attacks against a grappled foe.
- **Heroic Companion:** 3 wounds, just like a Wild Card.
- **Improved Frenzy:** Gryphons may make two attacks each turn at no penalty.
- **Raking Swoop:** Gryphons may swoop past a foe, raking with it's claws. The gryphon makes a single claw attack with +4 to its attack and damage, but its Parry is -2 until its next action. Only foes with a held action may make an attack on the gryphon as it disengages.
- **Size +2:** Gryphons are as big as horses and weigh in between 500-600 pounds.

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

Attributes: Agility d10, Smarts d6(A), Spirit d8, Strength d12, Vigor d10

Skills: Fighting d8, Intimidation d8, Notice d12, Stealth d6

Pace: 6; Parry: 6; Toughness: 10 (1)

Special Abilities:

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