

KAISER'S GATE



FIELD MANUAL: MOUNTS



KAISER'S GATE

FIELD MANUAL : MOUNTS

Other Battlefield Press Titles

Eldritch Skies (Ennie Award Winning)

Distant Vistas

Gaslight Victorian Fantasy 2nd Edition (OGL Edition)

Gaslight Victorian Fantasy (**Savage Worlds** Edition)

City of Clocks

Kaiser's Gate

KAISER'S GATE

FIELD MANUAL: MOUNTS

New options and background for Players and Gamemasters

BILL OGDEN

BATTLEFIELD PRESS

CREDITS

Written by Bill Ogden

Edited by Jacob Lane

Illustrations by Rick Hershey , Wikimedia Commons and FCIT

Art Direction by Richard Iorio II

Graphic Design, Layout and Pre Press by Richard Iorio II

"This game references the *Savage Worlds* game system, available from *Pinnacle Entertainment Group* at www.peginc.com. *Savage Worlds* and all associated logos and trademarks are copyrights of *Pinnacle Entertainment Group*. Used with permission. *Pinnacle* makes no representation or warranty as to the quality, viability, or suitability for purpose of this product."

Battlefield Press, Inc. is Jonathan M. Thompson and Christopher Helton

Kaiser's Gate: Field Manual: Mounts is Copyright © 2013 *Battlefield Press*.

Kaiser's Gate: Field Manual: Mounts is published by *Battlefield Press*, Inc., 4009 Baronne St, Shreveport, Louisiana 71109.

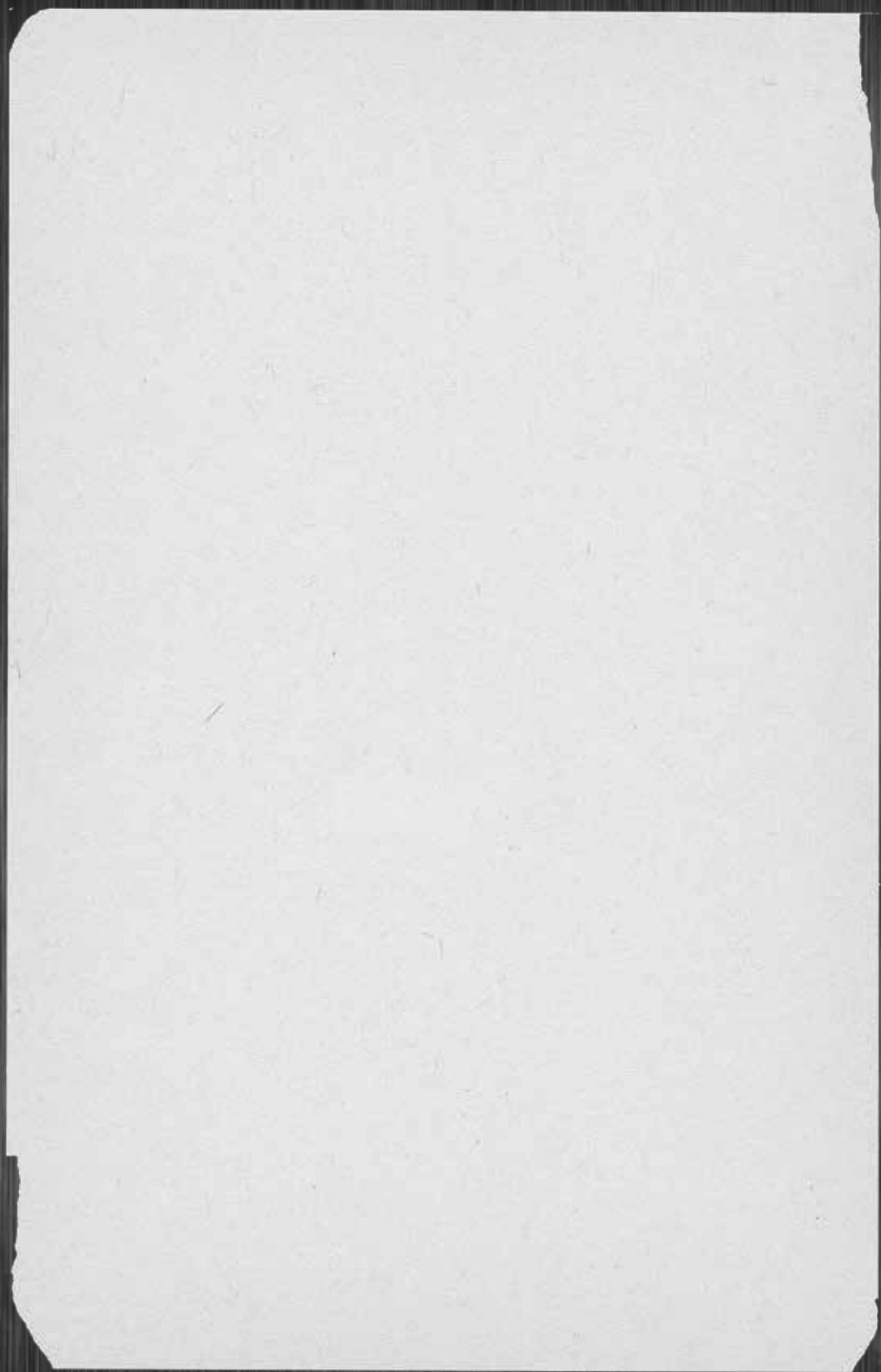
All rights reserved.

Errata and other feedback can be sent to thompsonjm@gmail.com.

Attention: The bearer of this PDF has the permission of the publisher and the copyright owners to have one (1) copy printed for personal use via any commercial printer. If you are a clerk in a copy print center and you are reading this notices please do not treat our customers or yours as if they were a criminal-print this file. We are allowing it and you should also.

CONTENTS

PART 1	7	PART 2	31
Chapter 1	9	Section I: Characters	33
Other Arial Mounts	9	Cavalryman	33
Pegasi, Sphinxes & Rocs	11	Hut Pilot	33
Where it all began	11	Edges	33
Serbia: Flashpoint	11	Races	34
Greece: Complications	12	Section II: Magic	35
Greek Civil "War"	12	Magic Rituals	35
Serbia liberated	13	Spellbinding Disciplines	37
Gamemaster Notes: pegasi	13	Section III: Equipment	39
Greek Portals	13	Walkers	39
Adventure Hooks for the Balkans	15	Flying mounts	41
Middle East	16	Magic equipment	42
Between a Roc & a hard place	16	Section IV: Sample NPCs	45
Middle Eastern Portals	17	Riders of the Allied Powers	45
Adventure Hooks for the Balkans/ Sinai / Palestine Region	18	Section V: Creatures	47
Chapter 2	21	Crab, Giant	47
Ground Cavalry	21	Cyclops	47
Cavalry in WWI	23	Harpy	47
Into the meat grinder	23	Manticore o' War	48
Gamemaster Notes	24	Medusa	48
Hooks	25	Pegasus	49
Chapter 3	27	Roc (WC)	49
A magical solution	27	Sphinx of War	50
Imperial Walkers	28	Kickstarter Backers	51
Baptism by Fire	28		
War in China	29		
The Dragon War	29		
Notable Characters	29		
Hooks	30		

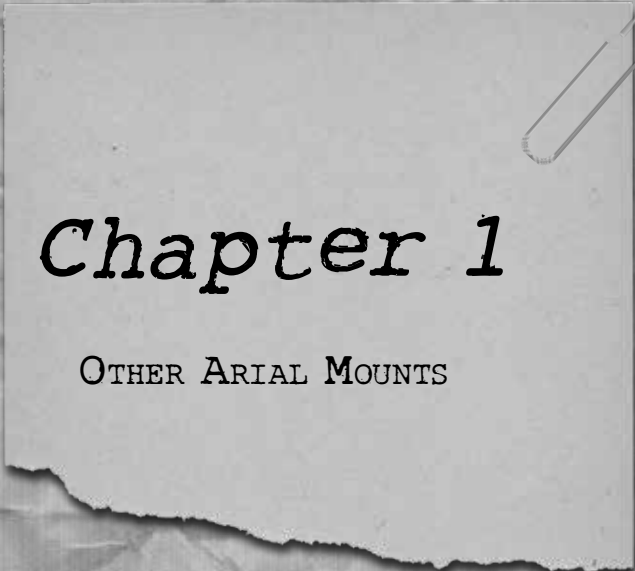


PART 1

MORE ABOUT THE SAVAGE WORLD OF KAISER'S GATE

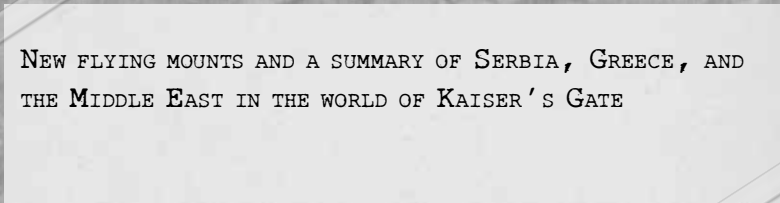
This is a **Field Manual** to the alternate history setting introduced in **KAISER'S GATE** from **BATTLEFIELD PRESS**. To use this manual, you will need a copy of **KAISERS GATE**, and of course the **SAVAGE WORLDS DELUXE EDITION** rules from **PINNACLE ENTERTAINMENT GROUP**.





Chapter 1

OTHER ARIAL MOUNTS



NEW FLYING MOUNTS AND A SUMMARY OF SERBIA, GREECE, AND
THE MIDDLE EAST IN THE WORLD OF KAISER'S GATE

(From Chapter 3, October, 1916)

I'd been chased before, of course. I had told them over and over, we needed horses, those city born fools could never out ride me. But this time, I couldn't shake them. No matter what I tried, the Royalist squad stayed after me. I didn't know how, until later. As the chase dragged on, I got tired, I took chances. With my petrol running low, I had to. But eventually, my luck ran out. Coming down from a steep hill, my front tire skidded on a wet patch of ground and slammed into some jagged shards of rock, blowing out the front tire of my Indian. I had only moments before they caught up. Hoping my pursuers had no mountain experience, I scrambled up a steep cliff. In my haste, I prayed, "Oh God, if you get me out ..." realizing my mistake, I hurriedly corrected myself, "Mighty Zeus, save me from my foes." Behind me I could hear the Royalist squad in pursuit. Throwing a glance over my shoulder, I saw my pursuers crest the hill and take aim. I pulled myself up and over the top of the cliff, accompanied by the crack of bullets hitting the rock where I'd been but a moment before.

"Athena, a son of your city needs y-" as I scrambled forward and rose to a crouch, I fell silent, my prayer forgotten. I remember it like it was yesterday. White horse. BIG white horse. Big UNHAPPY white horse. With wings. Pegasus, the winged horse of legend. Recognizing the fury in Pegasus's eyes, I side-stepped carefully, trying to calm him. "Shhhh. It's OK, I'm not..." behind Pegasus I saw.. more. Five other adult winged horses and three yearlings. "You've got some good lines, don't you? Deep chest, bet you are a jumper, eh Peg?" Not a jumper you idiot, he can fly! The winged horse snorted and stomped, and shifted to keep himself between me and his herd. "Sorry. Pegasus. Full name. And your herd is safe from me, don't worry..."

"But not from me!" Behind me I heard a German-accented voice. I turned and saw a man dismount from a horse. I watched, dumbstruck as the horse turned translucent then faded into the breeze. Finally I knew how they'd followed me. An "advisor" to the King, a Spellbinder sent from Imperial Germany. He aimed his pistol at me, gloating. "I have, how do they say, come up roses? You, your papers, and zese creatures. I can Summon a flying horse for a minute or two, but to have a real one, quite a prize for ze Kaiser." Behind me the herd stallion screamed and reared, wings flapping. "Perhaps not you, a little too wild. Ze young will be fine." The pistol shifted to aim at the stallion.

"NO!" Had I thought, I never would have done it, but as my mother always said, thinking was never my strength. I lunged forward, grabbing for the pistol. A crack of a wild shot drew another scream of rage from the stallion, but the German proved to be a master of more than Spellbindings, a blow to my head brought stars to my eyes, and a second blow brought blackness.

I don't know how much later it was that I opened my eyes, blinking, to a very close view of a horse's nose. My head was pounding, I was confused. How was I still alive and not a prisoner? I looked around and saw a bloody, trampled corpse. I also saw the bloody hooves of the stallion. I couldn't risk my mission by trying to tame a man-killer, so I tried to move away from the small herd, but the stallion moved around me, cutting me off, nudging me with his nose. I patted it, carefully, my headache forgotten. I could feel a broad grin growing on my face.

Colonel Alexandros Vassallo
Commander, VNDG Air Cavalry in
On Wings of Snow, a memoir

PEGASI, SPHINXES & ROCS

On the Western Front, Griffons were the standard mount of the mounted airborne cavalries of the Allied Forces, and Wyverns were the standard mount for the Central Powers, but there were other fronts, other airborne cavalries, and other mounts. Wild Pegasi were found and used in Greece. In North Africa and Palestine, Sphinxes and Rocs were tamed.

WHERE IT ALL BEGAN

While the image most people have of WWI is the trench warfare in France, the war didn't start there. It started in Serbia with the assassination of Archduke Ferdinand of Austria. Not only was Serbia the trigger that set everything off, control of Serbia was of vital strategic importance. If the Central powers had control of Serbia, it would give them an unobstructed railroad from Germany to Turkey, linking the Ottoman Empire to their European allies.

In **KAISER'S GATE**, one more important thing happened in south-eastern Europe. Pegasi were discovered and tamed in Greece.

SERBIA: FLASHPOINT

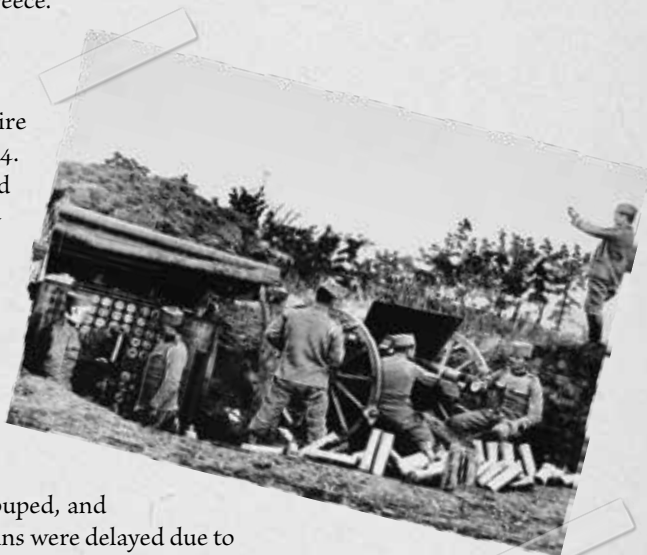
The Austro-Hungarian Empire invaded Serbia in August of 1914. The Serbians were pushed back and even lost their capitol city of Belgrade in early December of that year. But the invaders overextended themselves and the Serbians counter-attacked. Serbian forces retook their capitol mid-December and drove the Austro-Hungarian forces out of Serbia by the end of 1914.

The Austro-Hungarians regrouped, and planned to re-invade, but those plans were delayed due to an Italian military buildup of in early 1915. But by October of 1915, the Bulgarians joined the Central Powers and joined the Austro-Hungarians in their re-invasion of Serbia. Together they pushed the Serbians back. The Serbians fell back to the coast, and what was left of the army was evacuated by ship to Greece by the end of 1916.

Once the confusing political situation in Greece was resolved in June of 1917, Greek, French, British, and Serbian forces re-invaded Serbia, liberating it from the Central Powers by September 1918.

HISTORICAL NOTE

Historically, Italy invaded Austria-Hungary in May of 1915, however in *Kaiser's Gate* the Catholic Church used its influence to keep Italy out of the war.



GREECE: COMPLICATIONS

The situation in Greece at this time was complicated. Greece had a defense pact with Serbia, but the Queen of Greece was Kaiser Wilhelm's sister, and King Constantine had been educated in Germany. He liked Germany and German culture. But Germany was allied with the Ottoman Turks, Greece's traditional enemy, which was a problem. The King hoped to keep Greece neutral. However Prime Minister Eleftherios Venizelos wanted to honor Greece's defense pact with Serbia.

When the Prime Minister tried to push a bill through the Greek Parliament for Greece to enter the war, the opposition from the King and many generals defeated the bill, and Venizelos resigned. In April of 1915 the British and French, having been invited to by Venizelos, used Greece as a staging area for the invasions Gallipoli, which failed, and the Suez Canal, which succeeded (see p. 16). The King protested, but there was little he could do against the might of the British Navy. In June of 1915, elections were held and Venizelos's party won, so he resumed his post. At his urging, Greece declares war on Bulgaria, which was helping Austria-Hungary in their second invasion of Serbia. He wasn't PM for long, the King dismisses the government to force another election. Venizelos's liberal party boycotts it in protest, so he retires again.

In early 1916, Serbia has been beaten in the second invasion. They retreat to Greece. In May, Bulgarian forces take Macedonia from Greece, but still King Constantine tried to keep Greece neutral. In Aug of 1916, a military cabal attempted a coup to put Venizelos in charge, the end result was a second government in northern Greece, the Venizelos National Defense Government. France and Britain recognize the VNDG as the legitimate government of Greece.

GREEK CIVIL "WAR"

The VNDG's official stance is "we are not against the King, but against the Bulgarians." Noble words, but despite the sentiment there are border clashes and skirmishes with the King's forces. The VNDG focuses most of its efforts against Bulgaria, and the King is hesitant to provoke a response from the British Navy. The stalemate lasted for about six months.

In late 1916 Alexandros Vassallo befriends a Pegasus stallion. That small herd gives the VNDG a huge advantage; while each has a small air force, neither the Bulgarians, VNDG nor the Royalist forces have air cavalry. At the urging of his German advisors, King Constantine hires Tyrask mercenaries through one of the intermittent gates. A force of orcs, goblins, humans, and dark elves, strengthened by a mixed force of centaurs, cyclopes, medusas, chimeras, minotaurs, and harpies, join the Royalist side. Unlike the King's Greek soldiers, these mercenaries don't restrain themselves when fighting the VNDG. The VNDG soldiers are pushed back, taking heavy casualties.

If the idea was to demoralize the VNDG, it fails badly; it enrages them, and disgusts many of the King's own supporters. In April of 1917, the VNDG with British and French assistance seize the Royal Greek fleet and blockade the Royalist ports for three months. Flights of Pegasi drop propaganda leaflets into Athens. Finally in June of 1917, the King abdicates, leaving the crown to his second son, Alexander, and in July Greece officially declares war on the Central Powers.

SERBIA LIBERATED

In July of 1917, Greece officially declares war on the Central Powers. For the rest of the war, the Greek Army and their Pegasi fight with the Allies against the Germans and Bulgarians in Macedonia and Bulgaria. The Pegasi prove to be faster than Wyverns or Gryphons, but less aggressive and not suited to close aerial combat. However, their riders can carry rifles, and a few spellbinders bond with them as well. The Greek military tries to get more, but wild herds were rare, and tended to shy away from unsuitable would-be riders. A few riders who performed poorly in combat were assigned to pegasi recruitment with some success.

GAMEMASTER NOTES: PEGASI

The Pegasus chooses the rider, pegasi cannot be gentled, bribed, or broken. If it doesn't want you to ride it, you won't be riding. The Greeks figured out quickly that people with experience with animals, farmers, herdsmen, veterinarians, and zookeepers had a higher chance of being acceptable. In game terms, it takes the Equine Master edge. No one has ever successfully gentled or broken a Pegasus through traditional horse training methods; those who have tried have generally fallen to their deaths, or survived only by magic.

GREEK PORTALS

Greek Portals open to a wilderness area of the Empire of Tyrask. The area is home to a number of races similar to those of Greek legend such as centaurs, cyclopes, medusae, chimeras, minotaurs, and harpies, as well as the usual orcs, goblins, and dark elves.

NOTABLE CHARACTERS

ALEXANDROS VASSALLO, COMMANDER, FIRST FLIGHT

Alexandros was the first Pegasus-rider, and arguably the best. During the National Schism in Greece, he trained and led the small VNDG flight of Pegasus-riders against the royalist forces.

Alexandros was born in Athens, but spent summers on a small farm in northern Greece. He was a strong rider, caring more about horses than almost anything, including politics. He ended up on the Anti-Royalist side more by reasons of geography than personal feelings; he was visiting the farm in August of 1916 when the VNDG formed. He enlisted with all the local young men and volunteered for the dangerous job of courier.

In October of 1916 he was on a routine mission dropping off propaganda sheets and picking up some information from a contact in Athens. He did not know that the information included details and pictures of a secret group of German and Ottoman "advisors" meeting with the King. One of these advisors was sent to ensure the information was recovered. Instead the German Spellbinder was trampled by a wild Pegasus, and Alexandros bonded with it and flew it back to his headquarters, followed by the stallion's small herd.

Initial efforts to tame the other pegasi failed, they would simply have nothing to do with

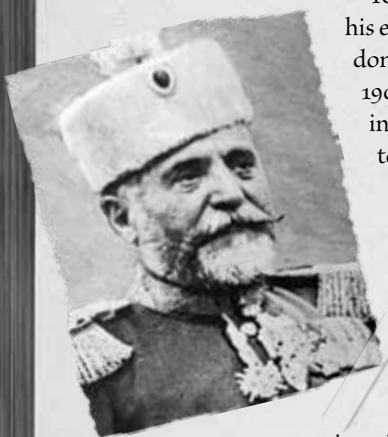


anyone, and they only barely tolerated Alex's presence. In late March, he found one of the stable boys on the back of a mare. Rasmus Perro said he simply walked up to it, and knew they were friends. The lad was known to be good with animals. While the VNDG officials put out the word that people "good with animals" were needed, Alex tried introducing the entire garrison to the herd. This netted a few more riders. Over the next months farmers, vets, zookeepers and others tried the pegasi; by the new year all adults but the lead mare had a rider.

Promoted to Captain, Alex was the darling of the press, helping raise support, while his adjunct Vasos Resta organized the training of the flight. In a few months the riders were acting as scouts and messengers, and providing excellent propaganda for the VNDG government. Alexandros has the idea of flying over Athens and dropping leaflets. He was also the first to spot the Tyrask mercenaries hired by King Constantine.

After King Constantine abdicates, Vassallo leads the Greek air cavalry against the Central Powers forces in Serbia until the end of the war.

RADOMIR PUTNIK, COMMANDER OF SERBIAN FORCES



Radomir Putnik was born in 1847. He served his country almost his entire adult life, from age sixteen until he immigrated to the Kingdom of Dunedhin at age 70, with only a short break from 1895 to 1903. He fought for Serbia against the Ottomans in a series of wars in the 1870s. He was a professor at the Military Academy from 1886 to 1895, until politics forced him to retire.

After the Black Hand's coup d'état in 1903, Putnik was brought back into the army, promoted to General, and reorganized the Serbian army. In 1912 he led the Serbian Army to victories in the Balkan Wars. He also served as Serbian Minister of War on several occasions. In short, this was a man with vast knowledge and experience in military matters.

When Austria-Hungary declared war on Serbia in 1914, Putnik was in the capitol of Hungary, Budapest. Rather than imprisoning him, Emperor Franz Josef chivalrously allowed Putnik to return to Serbia. Perhaps he thought it was too late for Serbia to win. He was wrong. After Putnik's offer of resignation was refused, King Peter I of Serbia put Putnik in charge of organizing the campaign against the Austro-Hungarians. At age 51 and in poor health, Putnik organized strategy from a heated room, successfully helping Serbia to defeat the Austrian Army's offensive and drive them out of Serbia by December of 1914.

The second campaign didn't go so well for Serbia. Invaded by the Austro-Hungarians, Germans, and Bulgarians, Serbia was driven back. Many of the soldiers were farmers who deserted to return to their farms. There were outbreaks of typhus, food and ammunition were short, and eventually Putnik had to order a full retreat to the south and west, hoping to evacuate the Army to the Ionian Islands. Suffering from bronchitis, influenza, and pneumonia, Putnik, along with the entire General Staff, was dismissed in January of 1916. He travelled to Nice, France to recover, where the French greeted him with honors and gave him a villa for his convalescence. There he met King Baodan of Dunedhin. The King had followed reports of the Serbian



campaigns with interest, and was eager to learn firsthand what had happened. Thinking the King nothing more than a young student of military history, the two spend hours discussing Putnik's campaigns. Impressed by the man's vast knowledge of military and saddened by his ill-health, the King revealed himself and made an offer to Putnik, to cross over to the Kingdom of Dunedhin and live out his life there, either retired or as a court advisor. Bitter by what he saw as his betrayal by his own government, Putnik accepted.

HISTORICAL NOTE

Putnik died of emphysema in May of 1917 without ever returning to Serbia. In 1926 his remains were returned to Serbia and buried with honors.

ADVENTURE HOOKS FOR THE BALKANS

HOOK ONE: GREECE

The Pegasi are giving the pro-Allied faction a distinct advantage. You are a group of Central Powers riders, spellbinders, and/or animal handlers, tasked with bringing wyverns to Greece to offset that advantage. Complications include the difficulty in crossing Serbia during the fighting, keeping your mounts fed and under control, and evading the Allied squadron of planes tasked with stopping you.

HOOK TWO: GREECE

After the King resigned, the Fey mercenaries he hired wanted to be paid and go home, but there was no money, and no permanent gate. After a few weeks in an overcrowded compound, they got bored and broke out, hiding out in the mountains and surviving as bandits. You are an Allied or Greek squad tasked with dealing with the problem; hunt them down, or convince them to exit via a temporary gate. Complications include getting them to the gate in time (it's not close, and time is short), keeping the mercenaries turned bandits from killing and looting towns they pass on the way, and keeping them away from the militia units who have been hunting them and want revenge for their depredations.

HOOK THREE: SERBIA

In 1917 the civilian population around the Toplica River in southern Serbia rose in rebellion. The Austro-Hungarians, Germans, and Bulgarians all send in forces to suppress the rebellion. The Allies send a mixed group of soldiers and spellbinders to organize them into a resistance. The PCs are Serbians rebels, Allies, or a mixture. They have to organize a rag-tag collection of undisciplined, under equipped farmers to fight and survive.

HOOK FOUR: SERBIA

In 1916 Radomir Putnik left Earth for the Faery Kingdom of Dunedhin. A few years later, during the Great War, Dragon War, or even after the wars have ended, a younger man steps out of a portal, claiming to be Putnik. The Serbian people are ecstatic at his return, since he left they came to view him as a hero of the Great War. The government is suspicious. They've heard stories of legendary leaders returning and inspiring dissent and rebellion. They ask the PCs to find out who or what he is. Putnik rejuvenated? The great man's son? An imposter? And if it is he, is he his own man, or is he under control?

HISTORICAL NOTE

The uprising noted in Hook Three did take place. It lasted just over a month, from February 21 to March 25, 1917. Kosta Pećanac was sent to aid local leader Kosta Vojnović, they had some initial successes, but were eventually driven out of the Toplica region into the mountains, where Kosta Vojnović was killed.

MIDDLE EAST

As detailed in the main Kaiser's Gate book, before WWI Faisal I moved to Egypt to be near the Karnak gate formed after the Tunguska event. He was the main leader in a pan-Arab coalition against the Ottoman Turks in Palestine, the British in Egypt, the Italians in Libya, the French in Morocco and Algeria. In the end he drove the Ottomans out of Palestine and ruled the region after the Battle for Jerusalem. But the coalition fell apart after six months. Fighting, both open and political, between Shiites and Sunnis, Persians and Arabs, Muslims and Pagans tore the nascent Caliphate apart.

During WWI, the inhabitants of North Africa, Arabia, and Palestine took little notice of the rest of the world, and for the most part, the rest of the world took little notice of them, with one notable exception. When the British Empire was driven out of Egypt and the Sinai Peninsula, they lost control of the Suez Canal, which was a vital link for shipping from Australia and India to the Home Islands. Even after uprisings cost the British most of their overseas possessions, supplies from their remaining possessions were important to the war effort. Loss of the Suez forced ships to sail around Africa, from India this added almost 3000 miles to the journey. Shortly after the war started, the British sent an expedition from the Home Islands to retake the Suez Canal, aided by an ANZAK (Australian / New Zealand) force that came up via the Red Sea. They found the canal effectively unguarded and took it easily in June of 1915. With the chaos and fighting all around them, there was no local force large enough to push them out, but small scale raids and sabotage attempts were common, both for prestige and to capture military supplies. The British formed the Desert Mounted Corps from the Anzac Mounted Division and two British cavalry units to patrol and interdict raiding parties. By 1917 there are also French and Indian forces in the DMC.

HISTORICAL NOTE

Historically, the British, German, and Ottoman Empires fought a series battles in Palestine and the Sinai Peninsula from January 1915 to October 1918. It started when the Ottomans invaded Egypt (a British protectorate at the time) in an attempt to seize the Suez Canal and cut off a vital Allied supply line.

The Desert Mounted Corps did exist, and were a part of the campaign to drive the Ottomans out of the Sinai and Palestine.

BETWEEN A ROC & A HARD PLACE

Word of the pegasi spread through the Middle East, and finally reached the True Egyptians, one of the Egyptian Nationalist Pagan factions fighting in the chaos of the Middle Eastern wars. In mid-1916, they inquired through their fey contacts about mounts, and pleased to learn that there are several varieties of Sphinxes and enormous birds similar to the legendary Roc. They

purchase several young Sphinxes and train in the desert. A few months later a Moslem Egyptian force raids a British Army outpost guarding the Suez Canal, defeating the British and capturing a large stock of weapons. The True Egyptians use their Sphinx air cavalry forces to attack them as they return with the loot, defeating the victors and seizing trucks, weapons and ammunition. Word of this spreads throughout the Middle East.

Soon there is increased fighting around the Karnak gate as factions from all over the region seek to hold the gate, either to acquire or block others from acquiring Sphinxes. The fighting is in vain, for the wily Faery traders use other temporary gates to sell Sphinxes and young Rocs to eager purchasers. It soon becomes a matter of prestige to have Sphinxes, or better yet a Roc or two. In many cases the mounts are held back on defense, too costly to risk in an attack.

GAMEMASTER NOTES

A roc can pick up objects as heavy as an elephant, a small whale, or a truck. A tank is too heavy to pick up, but a roc can flip one over. A roc can be fitted with a harness and can easily carry a dozen men using climbing gear to clip themselves to a flight harness. With some effort, they could be trained to pick up a bomb in each claw and drop them on command. A Dragon certainly has the strength to do the same, but while they are willing to carry a small crew, a large one is beneath their dignity.

MIDDLE EASTERN PORTALS

Little is known about the region of Faery opposite the Karnak Portal. It is assumed to open to a desert region similar to North Africa, but many feel that is simply wishful thinking.

NOTABLE CHARACTERS

GENERAL EDMUND ALLENBY

Nicknamed "Bloody Bull," Edmund Henry Hynman Allenby commanded the British forces in the Sinai, taking and holding the vital Suez Canal.

When WWI broke out, then Major-General Allenby was sent to France to command the cavalry division of the British Expeditionary Force. While he initially distinguished himself, he was blamed for the cavalry failure at the Battle of the Somme in the summer of 1916. He was replaced and returned to England. Prime Minister David Lloyd George wanted a solid commander in charge of the Sinai Expeditionary Force, and he found that man in Allenby.

Allenby's orders were simple. Retake the Suez Canal, and hold it. Allenby took it easily enough, and held it through WWI and the Dragon War, fighting off constant raids with very irregular reinforcements and resupply.

HISTORICAL NOTE

General Allenby was one of the most successful British commanders of WWI. He led the Egyptian Expeditionary force which took Palestine from the Ottoman Turks and advanced north to Damascus (Syria).

General Allenby's role in Kaiser's Gate was more defensive.



T. E. LAWRENCE (OF ARABIA)

Thomas Edward Lawrence was his name, but he was commonly known as T. E. Lawrence. Lawrence had an early interest in archeology. While on his 1909 summer break from Jesus College, Oxford he started a walking tour of crusader castles in Syria, which at the time was still controlled by the Ottomans. By the time he finished his 1000 mile walk Faisal's uprising was in full swing and most Europeans had fled. Lawrence ended up at a dig in northern Syria where he stayed until late 1911, by which time he had learned Spellbinding from a visitor from an intermittent portal.

Lawrence stayed in the Middle East until Faisal's pan-Arab coalition drove the Ottomans out of Syria. Upon his return to England he belatedly finished his degree and started postgraduate work. He was recruited for General Allenby's Sinai Expeditionary Force as an expert in the region. Lawrence used his contacts from his archeological digs to form an alliance with several of the pagan factions.

HISTORICAL NOTE

Historically, Faisal's father Grand Sharif Hussein made an alliance with France and Britain to gain independence from the Ottomans and form a pan-Arab state. Lawrence met Faisal and his brother Abdullah in 1916. Lawrence and Faisal worked together in the revolt to co-ordinate the Arab attacks with British Strategy, and later in the failed attempt to build the pan-Arab state after WWI ended

KAISER'S GATE Faisal I tried to create a pan-Arab before WWI started, using magic as his ally instead of the French and British. The British viewed Faisal as the enemy, as his forces had driven them from Egypt and Sinai, and Lawrence worked with the Pagan factions, not the Moslem ones. The British and the French had no need to help a revolt against the Ottomans in Palestine; it had already taken place.



ADVENTURE HOOKS FOR THE BALKANS/SINAI /PALESTINE REGION

HOOK ONE – EGYPT

The Allies have nothing that can stand up to the Central Powers dragons. But maybe a Roc would have a chance. The PCs have been sent to the Middle East to acquire a Roc and bring it back to France or England. Buying the Roc is just first step, then it must be flown home. Diplomacy, stealth, bribery, and some combat will no doubt be required.

HOOK TWO – SUEZ

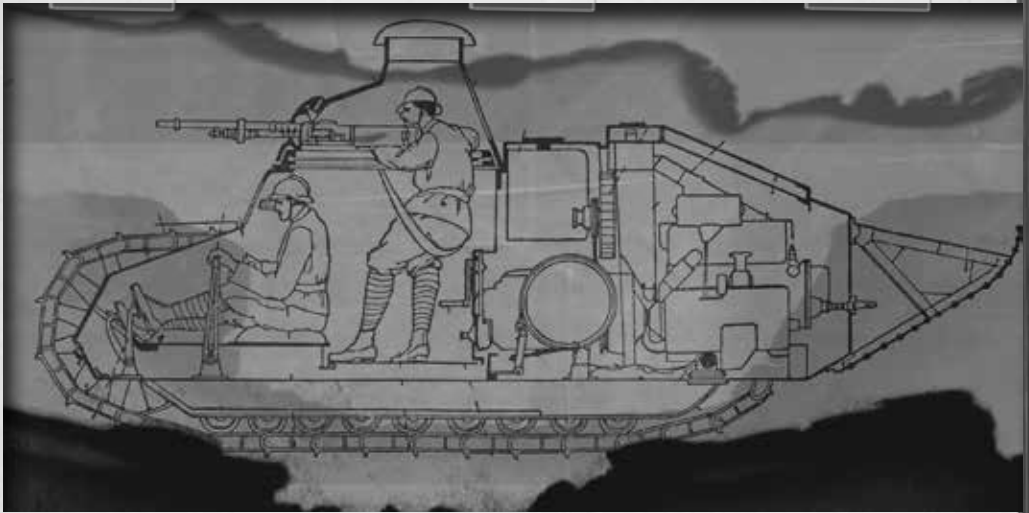
The Central powers and the Allies know that if the Suez Canal is closed, the Allied war effort will suffer greatly. The Germans send an expedition to make allies, hire, or bribe one or more of the Arab factions to sabotage the Canal. The British seek to hire one or more factions to at least stop raiding, or better yet as allies against the other factions. The Arab factions want modern weapons, armored vehicles, and supplies to defeat their enemies. They also might gain

much prestige by defeating the British. At the headquarters of one of the larger factions, the British and Germans both seek to make an alliance. The PCs could be with the Central Powers, Allied Powers, or the Arab faction seeking the best deal from either side.

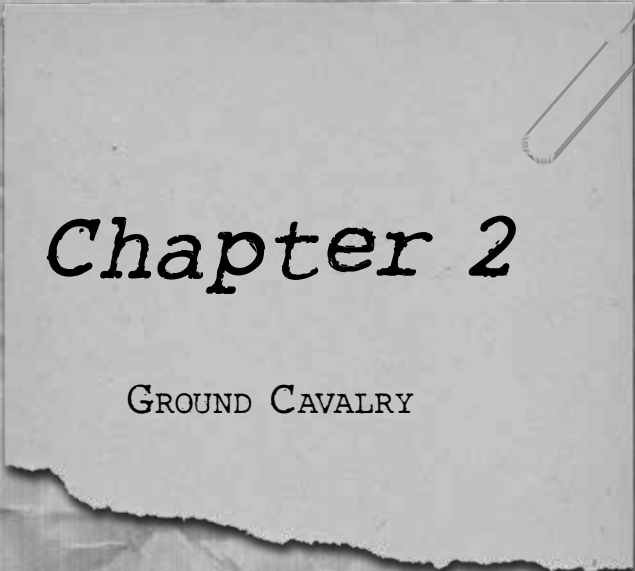
HOOK THREE – MIDDLE EAST

Before the war started, many expeditions sought ancient knowledge of magic (see Charles Nelson Hildebrandt in the main Kaiser's Gate book) particularly in areas which were the cradles of civilization. Unfortunately for Westerners, in the early days of magic many of those areas had uprising against the Europeans, which made such expeditions dangerous. But there is still much ancient knowledge to be found, knowledge of value both military and monetary.

The PCs are a private or government backed group of "archeologists" seeking knowledge of magic in ancient ruins, temples, or tombs. Dangers include rivals, other outside groups, local warlords, government police, travel to remote regions, and the possibility of ancient magical guardians.

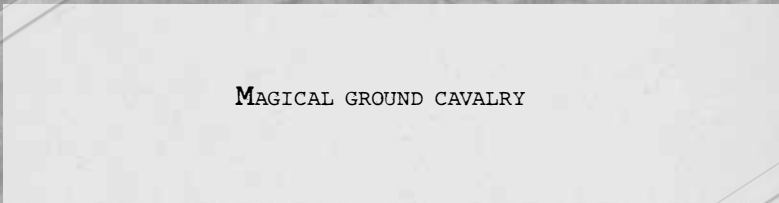






Chapter 2

GROUND CAVALRY



MAGICAL GROUND CAVALRY

"Oberst Huber!" barked von Moltke. I snapped to my feet and gave a crisp salute as my commander stormed into my office. "Ja Herr Commandant!" My superior, Helmuth Von Moltke was known as Moltke the Younger, for all that he was almost sixty years old.

"At ease, at ease. Have you read this report? Of course you did, you wrote it." Von Moltke sat down with a sigh. "The verdanten Fey have raised their prices again."

I nodded, and pulled a bottle and two glasses out of a desk drawer. "What can we do? They have, how do the Americans say it, the market cornered. We need horses. They have them."

"Do you think they are lying? About their suppliers?" Moltke picked up the glass and eyed it moodily.

I shook my head. "Remember those early reports? How they thought Hessen was a great city? Their population is smaller; I don't think they are lying about their horse supply. And even if they were, what can we do? The market is still in their corner." I finished my drink and poured myself another. "The Allies buy from the Americans, import horses from Australia... any word on our expedition to Sinai?"

"Nothing," Moltke shook his head. "We can't cut off their supply there. We are holding them at Somme and Verdun, but we need something to break the stalemate. They have more Griffons than we have Wyverns, they have tanks, Golems. We have the edge in Spellbinders, and in fighting spirit, but all we can do is hold them. You know what we do, we get supplies, men, send them to the front. But it gets harder every month. One day we are going to turn around and their won't be any more."

He looked up, "Why did I come in here, oh yes. In your report, there was a line, something about the delay last week? Why was that? I have to tell the Kaiser something."

I frowned, and picked up my copy. "Hmm, not sure. It wasn't in the summary the translator gave me...", pressing a button on my desk, I called for my assistant, Schütze Koch. "Bring me the full translation."

A few drinks later, Koch entered and saluted. "I have it here."

"Gut. What caused the delay?" I asked.

Koch flipped through the thick document. "It said..., that the stables were in use by Manticores and they don't like horses. Actually, they do like horses. To eat."

Moltke muttered, "As if we knew what a Manticore was."

"I assumed it was a name of one of the orc tribes." Koch shrugged.

Something about that name, I'd heard it before. Manticore. "It's a, a monster." I said slowly. "Body of a lion, head of a man, scorpion tail, wait. Wait. The stables were used by Manticores? They are, domesticated? They can be ridden?"

Moltke whispered. "Mein Gott. We asked about flying mounts. We asked about horses. Did we ever ask about other mounts?"

Brigadegeneral Huber,
German Imperial Cavalry Corps
in *To ride the Lighting*

CAVALRY IN WWI

Before World War I opened, all the major combatants had horse cavalry. In 1914, Russia had thirty-six cavalry divisions, the US Cavalry consisted of fifteen regiments and in 1917 eighteen more were added. The British continued to use horse cavalry charges, even in the face of machine gun fire. The advent of the tank didn't end horse cavalry for the British, they often used cavalry in conjunction with tanks, with the tanks spear-heading the attack and the horse cavalry trying to exploit the opening made by the tanks.

Even as the use of horse cavalry faded, horses were still used to haul artillery, pull ambulances, and deliver supplies. Six to twelve horses would pull one gun, while two pulled most ambulances and supply wagons. During trench warfare the ground was so torn up that only horses could transport anything, trucks would simply be mired in the mud.

By the middle of 1917, Britain had procured over half a million horses and over 200,000 mules. Germany captured over 375,000 from the French, but it wasn't enough. Casualties were high. At the height of the war, 1000 horses a day were sent to Europe to replace British losses. Over the course of the war, Britain lost 484,000 horses. Roughly a quarter were from battle, the rest from disease and exhaustion.

Britain and France imported horses, from the US, Australia, India, and New Zealand, but the Central powers didn't have that luxury. They had to turn to a different source...

INTO THE MEAT GRINDER

Tanks were a way of bringing weapons, usually several machine guns and small cannons with their operators on an attack and protected them from enemy fire. The Central Powers needed three things, a way of taking out tanks, a way of having their own mobile pillboxes, and a replacement for horses to pull artillery, ambulances, and supply wagons. They finally settled on two beasts, Drakes and Manticores. Drakes were big and tough, tough enough to mostly ignore machine gun fire, and strong enough to take out a tank. Manticores were faster, more agile, and some could launch volleys of spines against infantry. This built in "machine gun" looked impressive, but in the field was of limited use, as they could only launch a few volleys per day. But they were tough, strong, and aggressive.

In response, the Allied powers mounted naval guns on their tanks, deploying the Mark I (male) and starting development on more heavily armored tanks, which led to the eventual deployment of the Mk A, Mk V, and the FT17. The British also sought their own land cavalry mounts, but had little luck. The Marhlbenders brought with them many tame sea creatures, including Giant Crabs. The sea elves only used them along shores or near rivers, but that was because the Marhlbender riders needed water every few hours. The allies learned that if the Crabs were kept reasonably damp and allowed to submerge every day or so they'd fine.



GAMEMASTER NOTES

All the fey mounts have the Heroic Companion quality; they have 3 wounds like wild cards. At your option, fey horses also have that quality, making fey cavalry or riders lucky enough to acquire a horse from Faerie more effective.

NOTABLE CHARACTERS

BRIGADIER GENERAL KARL HUBER

Karl Huber was born to a middle-class merchant in southern Germany. His brothers showed keen interest in the family business, but Karl was always fascinated by the military. His father encouraged him, having an officer in the family would improve their social stature. When the Bavarian Forest portal opened, Joachim Huber was one of the first merchants to trade with them.

Karl doesn't make the grade to join the German Sorcery Corps, or even a Cavalry posting, he is assigned to logistics. Logical given his merchant background, but very frustrating to a young man seeking glory. When the war breaks out, he is assigned to the Russian front. He does well, and sees some combat when his supply column is hit by raiders. This also nets him a powerful patron, his supplies lead to a key victory over the Russian forces.

When the armistice is signed in January of 1915, he is transferred for a short assignment in a training battalion, to give new officers some instruction from the battlefield. He is there when the French deploy their first gryphons. He immediately started pulling strings to see if he could be assigned to any air cavalry the Imperial German army might deploy. His patron comes through and Karl is assigned to one of the first training groups.

Unfortunately for Karl his luck ran out. He is savaged by his mount, although unlike many he lives. To fight boredom during his convalescence he writes several proposals for training improvements. They make their way to the desk of the Deputy Chief of the General Staff. General Helmuth Von Moltke read it. He likes some of the ideas, and he also appreciated boldness combined with diplomacy. As soon as Huber is able, he is assigned to work as an aide to Von Moltke. They rapidly develop a good working relationship.



It was during a discussion about the horse shortage that Huber stumbled upon the idea of acquiring Manticores and Drakes from the Fey merchants. He oversees the training program, and after many requests, is assigned to the field to lead one of the fey cavalry regiments. He fought with distinction against the French, and later in the Dragon War. He died in an ambush in the Bavarian Forest, his Drake actually jumped off a cliff into the Saußbach Gorge and landed on a Dragon, bringing it down and throwing a Dragon Army counter-offensive into disarray. His body was never recovered, but some say he or his spirit haunts the gorge to this day.

HOOKS

HOOK ONE - GERMAN

The British combination of tank and golem has proven to be very effective, much to the frustration of the German military. But now the German have something new. The PCs are part of a new German cavalry unit, of manticores supported by a few drakes. The goal is to engage a British combined tank and golem unit, and utterly destroy it.

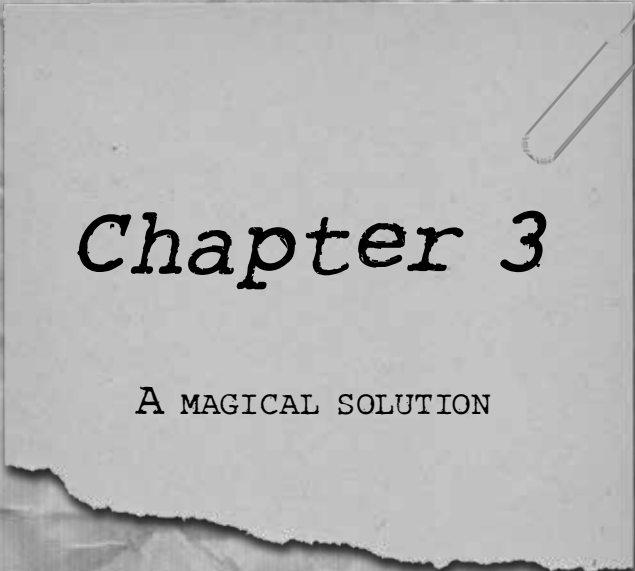
HOOK TWO - ALLIES

First flying dragons, and now these Drakes? Fey agents have given some information about them, they are very aggressive. British high command have hit upon an audacious plan. If they can convince the Germans that the Drakes are too aggressive, hopefully they will abandon them. The assignment for the PCs is simple, infiltrate enemy lines, work your way to the Drake compound, add a specially formulated Hunger potion to their drinking supply, then cover the commander's horse with a potion formulated to make it smell delicious. And do it all without being caught or even noticed.

HOOK THREE - DRAKE HUNTING

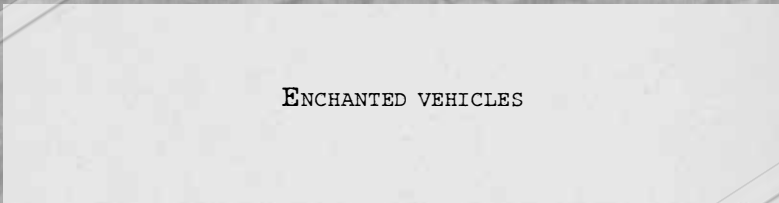
A drake in a local cavalry unit has been acting strange. Sleeping long hours, and when she was awake, aggressive, and far more aggressive than usual. One night she simply broke free, ripping loose from the chains and smashing the stable walls like paper. German scouts followed her wake of destruction; she smashed through two villages and ate most of two herds of sheep before settling in a ruined castle high in the Alps. Fortunately for the Germans, she's appears to have laid eggs, the first Drake to do so. Unfortunately for the Germans, the Allies have gotten wind of it as well. The PCs are a squad, either Allied or German, tasked with retrieving the eggs before the other side does. Complications include the overly protective mother, well fed and alert, the opposing military forces, and the approaching winter storm.





Chapter 3

A MAGICAL SOLUTION



ENCHANTED VEHICLES



IMPERIAL WALKERS

Russia signed an armistice with Germany in January of 1915. By early 1916 Rasputin's Midnight Agency has neutralized most of the anti-Czarist conspiracies in Russia, and had expanded operations to monitor events around the world and in Faerie. They report back on the Tanks and Golems used at Verdun, and the battles between griffons and wyverns. These reports woke in Czar Nicholas Romanov of Russia a burning envy. He ordered his Army to develop tanks, and spoke with Rasputin about air cavalry mounts and golems. Rasputin had no luck with aerial mounts, unfortunately the Thuskog Wastes had no such beasts, but he did hear of enchanted wagons used to traverse those wastes. Horses and similar mounts seldom survived the brutal environment, but these wagons needed neither food nor water.

Rasputin buys the knowledge of these enchanted carriages and has the Imperial College of Sorcery in Tunguska experi-

ment with different designs. He makes it clear that a bright future awaits anyone who can improve upon the initial designs. Most of the students and researchers focus on magical flight, or spell-bound engines for a tank-like vehicle. But the biggest success comes from a young spellbinding engineer named Grigori Ilianovitch. He read the reports of how tanks on the Western Front frequently got bogged down in the mud, and how horses were still used to pull artillery and for ambulances. Inspired by fairy tales of Baba Yaga and her chicken-footed hut, he built a walking hut.

The field test was an overwhelming success. Rasputin loved the idea of a magical walking tank, and setup the test in an area of rocky terrain, broken only by peat bogs and muddy slopes. None of the magical wheeled vehicles had a chance. The Huts go into production and Grigori experiments with larger designs.

BAPTISM BY FIRE

After the failed assassination in February of 1917, Rasputin had used spellbindings to split the Socialists into warring factions. Some of the violence spread to the streets of Moscow, and some groups tried to flee into the countryside. Coincidentally, a small unit of the Huts is near Moscow for a demonstration for the Czar. Instead of a planned demonstration, the Huts were used for crowd control in the streets, and to chase down stragglers in the woods. The Czar was most impressed.

WAR IN CHINA

When the Russian generals are shown the Huts, none are foolish enough to protest the orders to use them. One General does hesitantly suggest they be tested in battle, pointing out that the British have made several design improvements to their original tank. "Street-fighting isn't same as war". Rasputin took the suggestion surprisingly well; he wanted to ensure no mistakes when Imperial Russia re-enters the European theater of war. Some of the violence from the Japan-China war spilled over into Siberia. It was enough of an excuse to go to war.

In August of 1917, Russia launches several retaliatory raids into northern China. Some were cavalry raids, others used the Huts and cavalry together, and others were only Huts. The Huts were an overwhelming success. Just the sight of them panicked some of their foes, and like golems, they were resistant to magic. Over the next year, more Huts are made and their pilots received their baptism of fire in the China War.

HISTORICAL NOTE

Russia and China did not fight in this period; Russia was focused on the European theater, and China was fighting Japan.

THE DRAGON WAR

In December of 1917, the Dragon War started in Europe. Rasputin and Czar Nicholas read and discuss reports by the Midnight Agency, planning how best to use the war to Russia's advantage. They watched, building up the Russian military and magical power, as the Dragon Army is gradually pushed back into Germany. When Würzburg fell, it is clear that the Dragon Army will fall back to the portal in the Bavarian Forest. Czar Nicholas sends four Brigades from the Imperial College of Sorcery. Fresh troops, well trained spellbinders, and hundreds of Huts play a key role in the year long fight to push the invaders back through the portal. It also sends a clear message to the world, that Russia is a force to be reckoned with.

NOTABLE CHARACTERS

GRIGORI ILIANOVITCH

Grigori grew up mesmerized by his Babushka's stories. Russian folktales are rich with villains, heroes, and witches, and he was thrilled and delighted by them all.

When he grew up, he outgrew such childish things. He was a seventeen year-old studying for his college exams when the Tunguska event happened. As stories of magic and fey creatures spread, he was reminded of those childhood fairy tales. But he paid little attention; he was focused on his engineering studies. He graduated college and was drafted into the army as an engineering officer as part of the build up for the 1914 invasion of East Prussia.



He fought, and survived. He saw firsthand the power of the German spellbinders, and was one of the few who lived to tell about it. When Russia pulled out of the war, he talked to other survivors, and wrote a long, detailed report on military spellbinding. The report impressed his superiors, so much that when the Imperial College was founded, he was sent there.

At the college, he learned spellbinding, and was particularly intrigued by enchanting. He worked with others trying to apply mass-production methods to enchantment. Alas, they had little success, but when the magical vehicle project came up, he got involved. While others worked on strengthening and armoring the enchanted carriages, Grigori remembered how the trucks would often get bogged down in the mud. Recalling his Babushka's stories, he made a small walking platform as a prototype, and then builds a larger, armored one.

Rasputin loved the idea. The vehicles were tested on rocky terrain with bogs and muddy slopes, none of the wheeled enchanted carriages has a chance. Production started with three basic models, and Grigori continued to experiment with more designs.

HOOKS

HOOK ONE – CHINA

Rumors and garbled reports of giant four legged monsters have reached various Allied or Central powers intelligence agencies. The PCs are agents hired or sent there to find out what is going on. Just getting to China will be hard enough, then working their way from the coast to the northern border will require various amounts stealth, diplomacy, and combat.

HOOK TWO – RUSSIA/CHINA

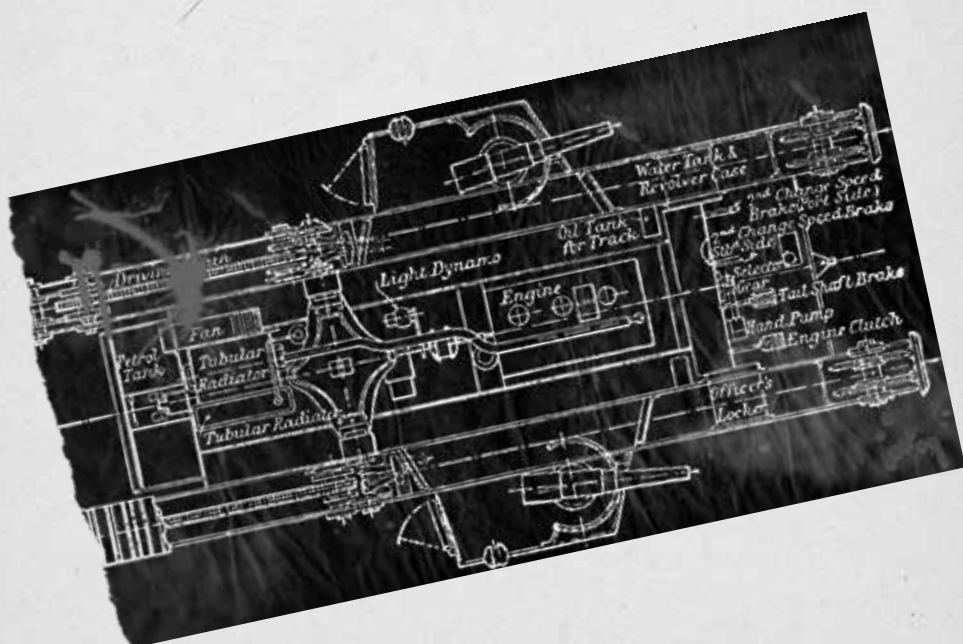
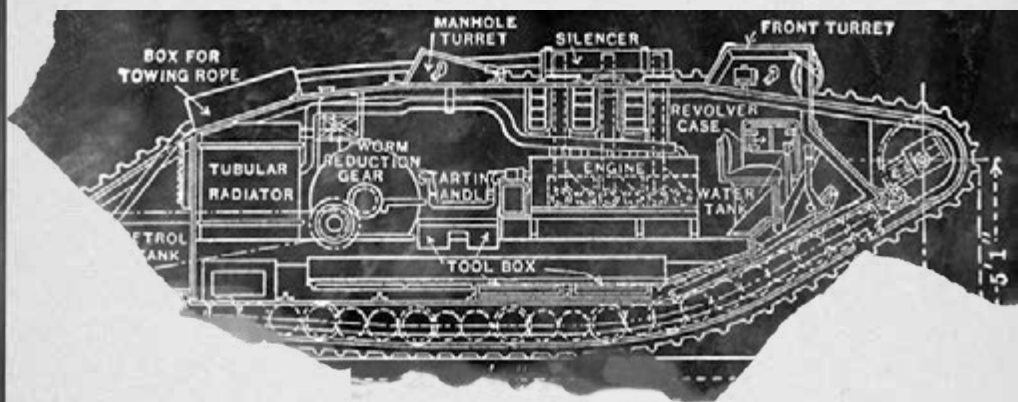
A Hut driver has deserted, taking his Hut with him, and everyone is trying to find him. The Russians are embarrassed and want to capture or kill the driver, and retake the Hut, as quickly as possible. The Allies want to capture the Hut and learn its secrets, as do the Japanese. The Chinese want to capture the pilot for a public trial and execution to boost morale. The PCs could be working for any of those groups, or even be an independent band of mercenaries who plan on selling it to the highest bidder.

HOOK THREE – RUSSIA

The Battle of the Bavarian Forests was the open debut of the Huts. Few knew what they meant to post war balance of power. A potential defector has sent a message to the Allies saying he wants out, and he'll bring information on the huts with him. The PCs are a group of agents who need to get into Russia, make contact, and get him out. One problem, he wants his family as well, and isn't sure where they are.

PART 2

SAVAGE SETTING RULES



SECTION I: CHARACTERS

There are a few new concepts and edges, and one new race.

CAVALRYMAN

In past wars, you rode a horse. You might still be on one, or you are riding a manticore, drake, or giant crab. If you work hard, survive, and are lucky enough, you might even be assigned one day to a flying mount.

HUT PILOT

You control a new weapon on the battlefield, an enchanted walking hut. Towering above your foes, you can rain down destruction upon them, to the glory of Imperial Russia!

EDGES

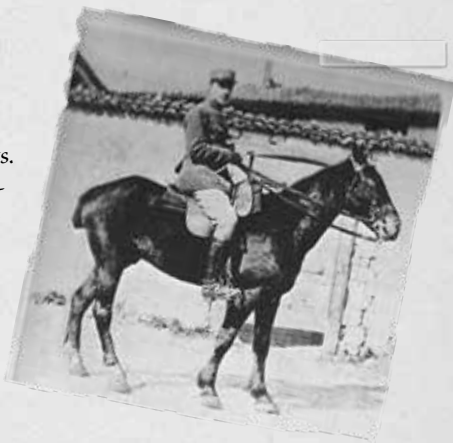
CAVALIER (PROFESSIONAL)

Prerequisites: Novice, Ace, Riding +d8

Similar to Airborne Cavalier, but for ground mounts.

You can guide your steed with knees and voice commands, leaving your hands free to perform another action, such as firing weapons or wielding magic without suffering a multi-action penalty. If the mount has a fey origin, the rider will share an empathic link with the mount up to one mile. However, the rider may not see through the mount's eyes.

Note that in general, Riding is not an action unless you attempt a maneuver which requires a Riding Roll.



EQUINE FRIEND (WEIRD)

Prerequisites: Novice, Spirit d8+

Similar to Beast Master but only for equines (horses, pegasi, etc.). Such animals will always be friendly to your hero unless your hero attacks them or something enrages them. Like Beast Master, your hero can bond with an equine. If it's a trained domesticated one, it will have +2 to resist fear. A wild animal will (for your hero and your hero only) act like a trained domesticated one.

Note that if you lose their bonded animal, you can easily replace it with a domesticated horse (just buy one), finding a wild Pegasus or similar animal could be quite an adventure.

GOLEM CREATOR (POWER)

Prerequisites: Novice, Arcane Background (Spellbinding), Knowledge: Arcana d4+, Spellbinding d8+

Your hero has been taught the secret of Golem creation. Unlike enchanters who are kept safe behind enemy lines, you have to lead your creations into battle. This makes you a high value target, as your death will cause your Golems to be uncontrolled.

In general your hero will have at least one Golem under his control, check with your Game Master for further details.

If your hero is incapacitated, each Golem must roll a Spirit check, minus any wound penalties your hero is suffering, -4 if your hero is Bleeding Out, -6 if your hero is dead.

- **Total of 1 or less:** Berserk. Golem attacks the nearest target and continues fighting until destroyed.
- **Failure:** Dissolve. The enchantment is broken, the Golem begins to dissolve into a pile of clay
- **Success:** Dormant. The golem simply stops what it is doing.
- **Raise:** Continue. The golem continues with its last orders. Note that a golem has a Smarts of d4, not d4(A), it's not as dumb as an animal. It will, for example, continue fighting a squad, or after disabling one tank go to the next, defend itself if attacked. If it runs out of valid targets, treat as Dormant.

HUT FU (COMBAT)

Prerequisites: Seasoned, Drive d8+, Fighting d6+

You have mastered the art of melee combat with your Hut. You can use your hut to deliver a kick attack with your Driving skill, damage is equal to trample damage.

RACES

SATYR

Description: Satyrs have the legs of a goat, including cloven hooves and a tail, while their upper body is human with curled goat horns on their head. They average 5'6" tall and around 120 lbs. Satyrs are found only in the Pindus Mountains of Greece, although there have been unconfirmed sightings in the Dinaric Alps in Albania and Serbia. They generally wear no clothing, their legs are covered in goat fur, and they don't seem to be bothered by cold even on their unclothed human halves. Satyrs practice a Spellbinding called Pan Piping, which is rarely if ever taught to outsiders. Most bands of Satyrs include a spellbinder.

Satyrs are healthy, and start with d6 in Vigor, instead of d4

They are used to the cold of the high mountains, they have +4 to resist any cold environment or magical effect.

However, they are vulnerable to iron (and steel), taking +2 damage from weapons made of iron. This generally includes knives, swords, etc, but not bullets (unless custom made).

Satyrs are impulsive and easily distracted or bored by inactivity. They love "wine, women, and song," and will pursue any or all given the opportunity. These traits give them a -1 to Charisma.

SECTION II: MAGIC

MAGIC RITUALS

In several places in the main **KAISER'S GATE** book, magical rituals or large magical effects are described. For example, on page 36 a teleportation portal is mentioned. In the Battle of Cuba, Ensign Crenshaw uses illusions to trick the Germans into thinking that reinforcements are arriving. There is a ritual mentioned in **KAISER'S GATE** on page 145 that let's your hero summon a Spirit Owl to deliver a message. There are rituals to make zombies or golems, close a fey portal, or enchant items. What if the PCs wish to do something similar?

In general, rituals serve one or more of the following purposes. They can let a spellbinder use a Power they don't have, they can let a spellbinder ignore some restrictions on a power, or they can bind a power into an object.

For example, the Teleport power has fairly short range (10" per 3 power points), the caster travels, and bringing anyone else gives the caster a level of fatigue. The teleportation portal created by a ritual greatly increases the range of the Teleport power, allows other people to use it, and allows many more people to use it, all without fatiguing the caster. The Kabbalah spell-binding has Summon (Clay Golem) as a power. The golem creation ritual let's any spellbinder cast Summon (Clay Golem), and makes that spell permanent, until the Golem is destroyed.

LIMITATIONS

Rituals generally take time to perform, anywhere from minutes, to hours, or even days. They often require rare or expensive materials.

HOW DO YOU GET THEM?

Like possession of magic items, knowledge of rituals is usually decided by the Game Master on a case by case basis. A particularly useful Ritual might require you to buy an Edge such as the Golem Creator edge above. Some might only work at specific locations or times.

HOW DO YOU USE THEM?

The ritualist(s) use the materials, words, motions, often at particular times, then roll Knowledge: Arcana. Anyone can assist, even a non-Spellbinder, but any roll of a 1 by an assistant gives -1 to the final roll.

SAMPLE RITUALS

Here are some sample rituals. Many require "a marker method"; chalk, a sharp knife, blood, a way of making lines or symbols. Chalk is faster but might be smudged, blown away, etc. Some materials needed are simply expensive, rare herbs, gold, silver, etc., but available to be purchased. Others are rare and unusual and not reliably for sale; dirt from a grave of a saint or murderer, ash from a lightning struck oak tree, roots or leaves of a specific plant gathered at midnight under the light of a full moon in spring. Governments and corporations employee teams that scour the world for such ingredients. They also employ spies to find out what their rivals are gathering, to get clues about the rituals being done.

CREATE GOLEM

Requirements: around 600 lbs of clay, rare and expensive marker methods, and a few days of work

The ritualist starts with the clay and forms it by hand, marking it with Kabalistic symbols. The symbols are then worked into the clay, all but the final one on the Golem's forehead.

This ritual is exclusive to British ritualists, and followers of the Kabbalah tradition. It effectively casts Summon (Clay Golem) without maintenance.

ENCHANT (ITEM)

Materials: various. Materials generally include expensive items, anywhere from 25-75% of the sale price of the item, and one or more rare / hard to find items

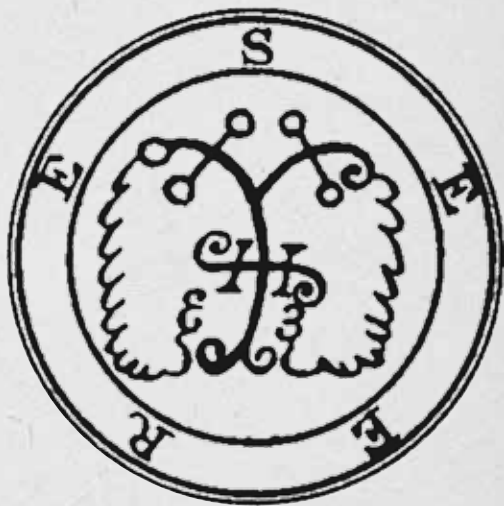
Each enchantment is its own ritual; most enchanters only know how to make a few items.

TELEPORT CIRCLE

Materials: a marker method, candles made from wax from two hives at least 10 miles apart (longer distances can give a bonus at the GMs option)

This ritual is done in two locations. A circle is marked and the candles are placed, then cut in half. At the other location, the circle is marked again, with the same markers, and the candles halves are placed in the corresponding locations. As the final step of the ritual, candles are lit at one end. On a success, anything in either circle is sent to the other. The lit and unlit candles also exchange places. On a raise, the candles are still lit. A ritualist can blow out one, and only one candle, and the circle can be used again by relighting it. As before, on a success the travelers and objects teleport from one end to the the other, and the candles exchange places as well. Any bonuses to the original Knowledge:Arcana roll applies to all subsequent rolls. The Circles can be reused as long as the Ritual Rolls succeed with a raise, and as long as the candles don't burn down.

TN is 4 for a small burst template, 6 for a medium burst template, and 8 for a large burst template



SPELLBINDING DISCIPLINES

PAN PIPES (ELEMENTAL)

This spellbinding is virtually unique to Satyrs, who seldom teach it to outsiders.

Obligation: All castings are done by playing a set pan pipes hand made by the spellbinder.

Novice: Cantrips (music), Dancing Feet (Slow, victims dance but they can do other actions), Sleep Song (Slumber)

Initiate: Dance (Confusion, if Shaken, victims dance and do nothing else), Scary Song (Fear)

Adept: Charm (Puppet), Song and Response (Mind Reading, sing a question, target sings back the answer)

Master: Pummel (blast of music), Wild Child (Baleful Polymorph into a goat)





SECTION III: EQUIPMENT

Per **SWD** standards, Toughness and Armor is Front / Sides / Rear.

GROUND VEHICLES AND MOUNTS

TYPE	Acc/TS	TOUGHNESS	CREW	COST	NOTES
Attack Hut	6/12	14(4)	8	Military	Trample: 2d8
Drake	Pace 6	17(4)	1	Military	See entry in SWD
Giant Crab	Pace 8	12(3)	1+3	Military	See entry in Section V: Creatures
Manticore	Pace 8	9	1	Military	See entry in Section V: Creatures
Mobile Pillbox	4/10	18/16/14 (6/4/2)	9	Military	Sluggish. Trample: 2d10
Scout Walker	8/18	9(3)	1+1	Military	Agile. Trample: 2d6

WALKERS

Russian built walkers are not a single enchantment like golems are. They are a combination of small enchantments and mundane mechanics. In game terms, they are treated as a vehicle in combat. For overland travel, treat walkers as creatures; compared to wheeled or tracked vehicles they will be slower over highways but faster over difficult terrain, just like horses and other mounts. Crew sizes tend to be smaller, as the magical components of the engine requires no maintenance or care.

In general they have square bodies and 4 legs. They can crouch so passengers and crew can board or disembark, or to try to hide, or while parked. Most have a hatch on the bottom; some have side hatches for quick egress. The back legs are thicker and provide most of the movement power; the front legs are thinner and more agile to help with maneuverability.

WALKERS IN COMBAT

In combat walkers are treated like a vehicle for movement and maneuvers, and for damage. For Out of Control results, Roll Over and Flip means the walker is Prone. For Critical hits the game effects are the same as the table says, for description, Engine is damage to the rear legs, and Locomotion is damage to the front legs.

OVERLAND TRAVEL

Creatures move at $\frac{1}{2}$ pace in miles per hour, with a penalty of up to -3 for bad terrain. Vehicles move at pace mph, times 1.5 on roads, times 0.5 on bad terrain. A creature might well be faster in combat than a vehicle, but slower in overland travel.

For example, a person with pace 6 walks 3 mph, a light horse walks 6 mph. A scout walker (pace 18) walks 9. In Difficult terrain, a man is down to 2 to $\frac{1}{2}$ mph, a horse is 5 to 3, a scout walker moves at 8 to 6 mph.

On the other hand, a Model T (pace 16), moves 16 mph by road and 8 mph off-road. A Mk V tank, pace 12, moves 12 mph on roads (faster than a Scout Walker), or 6 on difficult terrain; slower than a Scout Walker. (At the time of *KAISERS GATE*, there were no interstates or autobahns.)

A prone Hut takes an action and a Drive check to stand up, at -2 if the driver of the Hut wants to accelerate that turn. Include any Agile or Sluggish modifier as well. A crouching Hut cannot move, but if it stands it can accelerate and move normally.

A Hut can move over the area occupied by smaller creatures or vehicles. Anything less than half as tall can simply be stepped over, but must roll an agility check to avoid taking trample damage.

The enchanted components are built to be very durable, but if they are broken parts can be hard to come by. On any critical hit, roll a d6, a 1 indicates that an enchanted part is damaged and must be replaced. Any other result indicates that mundane repairs can fix the damage.

SCOUT WALKER

The Scout Walker is a quick one man scout vehicle. Production models are unarmed, the idea is that they are to scout and report, not engage the enemy, but many have been modified to mount a machine gun. They were built tall for speed and better visibility.

The Scout Walker has a pilot seat and space either for a second seat, or for storage of supplies for longer patrols. It stood 24' tall, 6' when crouched, and was about 7' wide and long. Note that this is tall enough to trample tanks and trucks, a Mark V tank for example was less than 9' tall.

ATTACK HUT

The Attack Hut is the most commonly build Hut. Early models had a disturbing tendency to be knocked over by the recoil of the front mounted 3.7 cm cannon. This almost derailed the project until a pilot hit on the trick of leaning forward as the cannon was fired.

Later models used a 6-pound recoilless rifle (treat as 6-pound cannon) mounted on a topside turret which eliminated the recoil problem. Attack huts also have four machine guns, two front-facing and one on each side. There was also an aerial defense variant which replaced the recoilless rifle with a linked pair of machine guns. It stood 20' tall, 7' when crouched, and was 10' wide and long.

MOBILE PILLBOX

Some say the Czar wanted something bigger than a tank. He asked for a Battleship on land. The result was this walking behemoth. They were used to spearhead attacks and sometimes to secure key defensive positions while traditional defenses were constructed.

The Mobile Pillbox had six legs instead of the usual four. It was armed with three 5.7 cm recoilless rifles, one on each side firing to the front and one on a topside 360 degree turret. The turret was also equipped with a linked pair of machine guns for engaging flying targets. It stood 18' tall, 8' when crouched, and was 20' wide and 12 feet long.

If the 3.7 cm cannon is fired without leaning, the driver must roll a Drive check at -2, failure knocks the walker back d6 inches and off balance (all crew members roll Agility or be Shaken).

To lean and fire, the Pilot and Gunner must act on same card. The driver rolls a Driving check, failure gives -2 to Shooting.

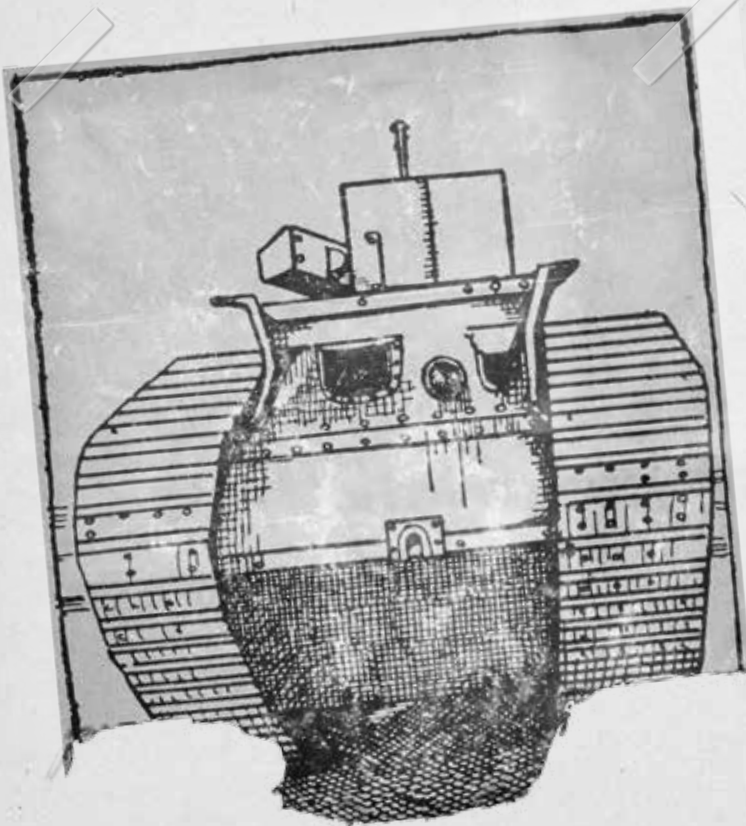
In either case, rolling a 1 on the skill die knocks the Hut prone.

FLYING MOUNTS

For details see Section V: Creatures.

FLYING MOUNTS

TYPE	ACC/TS	TOUGHNESS	CREW	CEILING / RANGE	CLIMB	NOTES
Pegasus	15/45	8	1	22,500/400 mi	+3	
Roc	10/50	15	1+11	15,000/300 mi	+1	Various Weaponry arrays, as desired.
Sphinx	10/20	9	1	18,000/300 mi	+1	



MAGIC EQUIPMENT

MAGIC ITEMS

ITEM	POWER	COST	NOTES
Amulet of Wind Talking	25 word message up to 4 miles	5,000	Exclusive to German Army
Amulet of Wind Walking	Fly	2,000	Standard issue to Central Powers Wyvern riders
Amulet of Thunderbird	Summon Ally (Thunderbird)	10,000	Often used by Agents of the Eyes of Coyote
Amulet of Water Adaption	Elemental Protection (water breathing)	1,000	Used by British and German commandoes
Amulet of Zombie Control	Zombie	5,000	Widely used by Russian and French forces.
Carrier Raven Bullets	25 word message up to 2 miles away, one use, no roll	unknown	Widely used by British Army, made by Scandinavian mystics
Divine Longsword	Smite	Priceless	Produced by Vatican's Holy Artificer
Divine Bullets	Magic Heavy Weapon	+100	Produced by Vatican's Holy Artificer
Dragon Fang	Skill d12 Summon Ally	750	Made by Greeks.
Dragon's Tooth	Summon Ally	500	Made by Greeks.
Dragon Pouch	Makes Dragon's Teeth and Dragon's Fangs	priceless	Only a few are known to exist, all held by the Greeks
Elemental Prison	Summon Ally (specific elemental)	3,000	
Elemental Ring	Blast (one of cold/earth/fire/water)	2,000	Common weapon of gryphon and wyvern riders, and combat units of Allied and Central Powers
Elemental Rod	Bolt	2,000	Used by the RAF
Flying Carpet	Fly with cargo or a passenger	1,000	Used by Egyptian pagans
Goggles of Nightvision	Eliminate all vision penalties dependant on light	1,000	Common among Dragon Army pilots
Null Magic Sphere	Prevents use of supernatural powers or items in a specified area	100,000	Produced in Scandinavia, Native Confederation, and several other locations
Opera Gloves of the Leech	Touch attack vs. Spirit shaken (raise = wound), vigor check to regenerate wearers wounds	2,500	
Phantom .45	Bolt (reload trappings)	4,500	Sold by Scandinavian mystics to armies of Europe and US
Pocket Mirror of Scrying	Divination Power (scrying trappings)	2,000	
Pocket Watch of the Leech	2d8 to all living in 2" radius. Inflicting wounds heal user	1,000	
Poison Staff	If target wounded, make vigor check or take a second wound	2,500	Widely used by orc and dark elf wizards in the Dragon Army. Captured staffs were used by united European forces and could be found on the Black Market after the war
Ring of Erzulie	Speak Language and Puppet	5,000	Exported from New Orleans, in wide circulation

ITEM	POWER	COST	NOTES
Ring of Wind Walking	Fly	1,000	Standard issue for Allied gryphon riders
Rod of Fireballs	Blast (fire)	3,000	Standard issue for Imperial Russian air force
Rune Charm	+1 bonus to all resistance checks vs. magical attacks	2,000	Hand-made by Scandinavian mystics and sold. Used heavily by army of Thor's Rage.
Selkie Cloak	Environmental Protection (Water breathing and swim speed = Swimming)	Priceless	Several were given to the British military by the selkie king.
Selkie Dry Bag	Can hold a sidearm, rifle, and grenades dry	500	Created by selkies
Tattoo of Protection from Bullets (Broken Arrow Tattoo)	One use of Deflection power, recharged by same spell	300	Common during Great War
Tesla Shield	Deflection Power	5,000	Used by US military in Mexican Invasion
Winged Sandals	Fly	1,500	Used by Geek aerial cavalry
Zombie Killer .45	+d8 damage to undead, no reload (see page 123)	3,500	Used by German Zaubereikorps after the Battle of the Marne.
Healing Potion	Healing one wound (no roll)	600	
Surge Potion	+1 die size to an attribute (chosen when it's made) for one minute	500	

DRAGON'S TEETH

When the Royalist faction in the Greek Civil War hired mercenaries, they included a group of "monsters," including chimeras, cyclopes, and other powerful creatures. With few military spell-binders, the VNDG forces needed something to counter them. Luckily, one of the many researchers into Greek artifacts uncovered the secret of making Dragon's Teeth. Made exclusively by Greek artificers, some were traded to Allied forces.

When dropped into loose soil and watered, each tooth will grow into a warrior or other creature. Treat as Summon Ally. One use. **Cost:** 500

DRAGON'S FANG

Rumor has it these are made from the teeth of Fey creatures. They work as Dragon's Teeth but have a caster skill of d12. **Cost:** 750

DRAGON POUCH

The source of these items remains a mystery. They are highly sought after, not just to be used, but to be studied, many wish to discover the secrets of an enchanted item which makes more enchanted items.

These rare items will enchant an ordinary tooth into a Dragon's Tooth or sometimes even a Dragon's Fang. To use, place a tooth from a living person, (human, elf, orc, etc.) into the pouch. (A tooth taken from a corpse doesn't work) After 24 hours, roll the item's power, on a success it transforms into a Dragon's Tooth. On a raise, it's a Dragon's Fang. The magic fades if the teeth

are removed from the pouch, apply a -1 penalty per minute a tooth is out before activation.

Rumor has it that on one instance, several teeth in a pouch activated spontaneously, the creatures leaping out of the pouch and attacking the unfortunate pouch owner and his squad. The story, which is denied by the Greek military, is that the tooth donor died of a heart attack which caused the accident.

According to legend, if you place a tooth from a real Dragon inside, the results are spectacular. **Cost:** Priceless

ELEMENTAL PRISON

These are small, metal containers, usually similar to a mundane metal item, a brass bottle, a lamp, etc. If opened, an Elemental will emerge; treat as a casting of Summon Ally. On a failure, the elemental will attack or flee. On a success, it obeys the holder of the Prison. If the elemental dies, a complex ritual can bind a new Elemental into the Prison.

Most contain either an Air Elemental (Djinn) or Fire Elemental (Efreet), but few contain an Earth Elemental (Jann) or rarest of all, a Water Elemental (Marid). **Cost:** 3,000

ELEMENTAL ROD

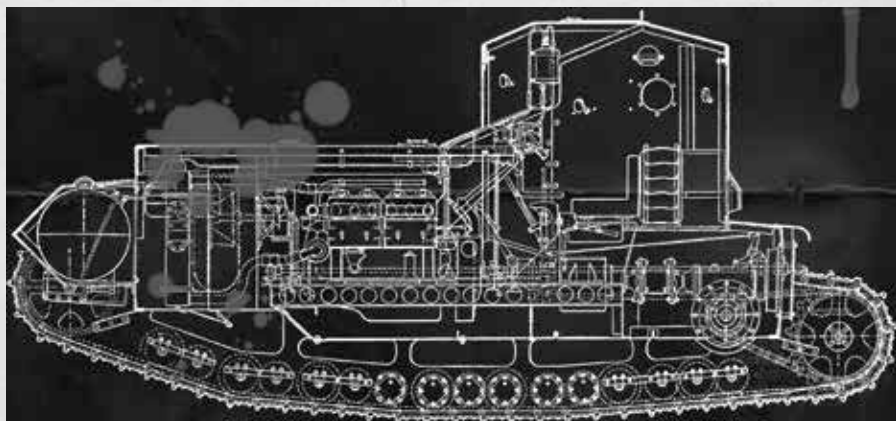
These weapons are mentioned on page 54 of the main **KAISER'S GATE** book. Unlike the Rod of Fireballs used by the Imperial Army (per page 122 of the main **KAISERS GATE** book), these Rods cost Bolt. The RAF issue Rods use lightning trappings, but others are possible. **Cost:** 2000

FLYING CARPET

A favorite of the Egyptian Pagan factions, this carpet can Fly, as the Power. They vary in size; most can hold two passengers, or one and some extra supplies. Note that there is no seatbelt or enchantment that keeps the passengers on board, if you fall off, you fall. **Cost:** 1000

WINGED SANDALS

These were standard issue to Greek aerial cavalry. Grants the user the Fly power. If the activation roll is a raise, the character's Pace is doubled. **Cost:** \$ 1500



SECTION IV: SAMPLE NPCs

RIDERS OF THE ALLIED POWERS

FISH STEW

Motto: *De sous la mer* (French: "From beneath the sea")

Fish Stew was the nickname for a mixed commando of amphibious Giant Crab cavalry. At first used as an insult, Victor Orvin and other Frenchmen took it as their own. Originally a Marhlbender platoon, they were reinforced by some Allied spellbinders for extra firepower, and a few snipers and other specialists. They initially operated on the Somme, and then as their fame grew they were split. The second group operated on the Verdun.

VICTOR ORVIN – SPELLBINDER AND CRAB RIDER

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

Skills: Boating d6, Fighting d6, Notice d6, Riding d8, Shooting d4, Spellbinding d10, Stealth d6, Survival d6, Swimming d8

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

Hindrances: All Thumbs, Loyal, Code of Honor

Edges: AB: Spellbinding (Weather Witch), Beast Bond, Cavalier, Defensive Roll, Improved Arcane Concentration, Mounted Ace, Nerves of Steel, Rank: Adept, Steady Hands

Spells: Air Cantrips, Sleet Storm (Obscure), Lightning (Bolt), Environmental Protection, Deflection, Lightning Flash (Stun), Ice Storm (Entangle)

Gear: Amulet of Water Adaption, Selkie Dry Bag, Tattoo of Protection from Bullets

Victor grew up in a small fishing village on the coast of France. His older sister married a Selkie, and from his brother-in-law Victor learned the Pact with the Great Ocean, the Weather Witch Spellbinding. By the time Victor was old enough to enlist, the war had settled into the grind of the Somme and Verdun. Victor, a born swimmer and boater, was assigned as magical support to a special operations squad that did night raids across the Somme. He did a few operations supported by Marhlbender Crab Cavalry and was very impressed by their skills. When the call went out for volunteers to join them, he put his name in the hat and was accepted.

While his lack of riding skill was a minor problem, his experience around the water more than made up for it. He was assigned to a marhlbender commando, nicknamed Fish Stew. It was an amphibious force which was vital at holding the Central powers at the Somme. They often escorted other groups across or launched raids into German territory.

During the Dragon War, Victor pushed for his group to help carry the fight into Germany. Most of the marhlbender were unwilling to venture far from the rivers, but the humans and a handful of other fey were grouped together. Fighting along rivers, lakes, and swamps, their Giant Crabs were fine as long as they could submerge themselves at least once a day. Victor survived the Dragon War, and returned home seeking a quiet life.



Le Petit Journal

ADMINISTRATION
11, rue de Valenciennes, 11

10 CENT.

SUPPLÉMENT ILLUSTRÉ

10 CENT.

ABONNEMENTS

Les abonnements sont payables d'avance

27^{me} Année

N^o 1.742

SEING ET REMPLISSAGE
DÉPARTEMENTS
ÉTRANGER

Les abonnements sont payables d'avance
Sans frais de port

DIMANCHE 10 SEPTEMBRE 1916



SECTION V: CREATURES

CRAB, GIANT

Many creatures came with the Marhlbenders when they came to our world, Sea Dragons, Giant Crabs, and others. While they are amphibious, Giant Crabs cannot swim, but they can go on land, and were domesticated for coastal raids. Unlike normal crabs they can not only survive but thrive in both salt water and fresh.

When the fighting on the Somme and Verdun Rivers grew fierce and the sea war was going well for the allies, Marhlbender commandoes on Giant Crabs were deployed to support attacks and defenses across the rivers. These squads were reinforced with human spellbinders, equipped with magic items to let them breath underwater.

Attributes: Agility d6, Smarts d4 (A), Spirit d8, Strength d12, Vigor d8

Skills: Fighting d8, Notice d8, Stealth d8, Swim d8

Pace: 8; **Parry:** 6; **Toughness:** 12(3)

Special Abilities

- *Armor +3:* Giant crabs have thick shells
- *Improved Frenzy:* Giant Crabs can deliver two claw attacks each round at no penalty
- *Claws:* Str +d6 AP 2
- *Heroic Companions:* 3 wounds, just like a Wild Card
- *Size +3:* Giant crabs are as big as a horse and three times as wide

CYCLOPS

Cyclops are one-eyed Giants. Treat as Hill Giants with the *One Eye Hindrance*.

HARPY

Harpies, like many Faery creatures, are a combination of human and animal. They have the upper torso, arms, and head of a woman, and the wings and legs of a vulture. There are no male harpies. They have the intelligence of a person with the personality of a vulture; scavengers who will avoid a fair fight, preferring to ambush weak or injured prey. They fight with their clawed feet or missile weapons, most use bows they brought from their homeland, but some have acquired guns.

A common tactic is to launch hit and run attacks with missile weapons, or swoop in with claw attacks and wait for disease to weaken their foes.

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

Skills: Fighting d6, Intimidation d4, Notice d6, Shooting d6, Stealth d8, Taunt d6

Pace: 4; **Parry:** 5; **Toughness:** 6

Special Abilities

- *Filthy Claws:* Str +d4. If a claw attack leaves the target Shaken, roll a Vigor check, failure indicates they've contracted a Short Term, Debilitating disease (see *Disease* under *Hazards* in **SWD**).
- *Flight:* Harpies have a flying pace of 12 with a +1 climb



MANTICORE O' WAR

Manticores look like oversized (winged) lions (about 10' long) with a flattened, almost human face, and a tail bristling with spikes. More intelligent than most animals, they can be trained and will readily obey as long as they are well fed with fresh meat. While they have wings, Manticores are not capable of true flight.

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

Skills: Fighting d8, Intimidation d6, Notice d8, Shooting d8, Stealth d4

Pace: 8; **Parry:** 6; **Toughness:** 9

Special Abilities

- *Claws or Tail:* Str +d6
- *Tail:* Manticores come in several different sub-species, differing mostly by the type of tail:
 - *Scorpion Tail:* The Tail delivers a Lethal Poison (-4) attack (see **SWD** page 89)
 - *Spiked Tail:* This tail is covered in thick spikes about the size of an arrow. The Manticore can fling the spikes; treat as a Bolt magic item (use Shooting skill); a 1 indicates the Manticore must wait at least an hour before they have any more spikes ready to throw.
- *Heroic Companions:* 3 wounds, just like a Wild Card
- *Improved Frenzy:* Can make two fighting attacks in the same round with no penalty
- *Winged Pounce:* Like Lions, Manticores prefer to pounce on their prey. Using its wings as a boost, it can do a wing assisted jump of up to twice its pace. It gains +4 to its attack and damage is reduced by -2 until its next action. As a free action, it can do a "run" while flying. It gains a +4 to attack and damage, but suffers a -2 to parry until its next action.
- *Size +3:* Manticores are as big as draft horses and weight around 1000 lbs.

MEDUSA

From a distance (5" or so) a Medusa could be mistaken for a normal human with long braided hair. Medusa can use Stealth (opposed by Notice) to conceal their nature at closer distances. What usually gives them away is their "hair", the braids are actually venomous snakes.

In Faery, they typically carry bows for longer ranged attacks while on earth some have acquired firearms.

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

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

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

Special Abilities

- *Petrifying Gaze:* Treat as an Smarts trick, at +4 if the foe is unaware of the medusa's nature. On a success as usual the target has a -2 to parry (from flinching away), on a Raise, the target meets the Medusa's gaze and is turned to stone. Baleful Polymorph or Dispel will end the effect; the victim will have to roll a Vigor check to survive the ordeal
- *Scary:* If a Medusa reveals its nature, it gets a +2 bonus to intimidate checks.
- *Snake Hair:* As a free action, the snakes will strike all adjacent foes. Treat as Improved Sweep.
- *Bite:* Str
- *Venomous Poison:* See the Poison rules on page 89 of **SWD**

PEGASUS

A Pegasus is a winged horse. In the wild they are shy and seek to avoid conflict if possible; however they will fight fiercely to defend their foals. While they can be ridden, they cannot be tamed; a Pegasus will choose its own rider. Anyone attempting to force a Pegasus to be ridden will be carried high in the sky and dumped off.

A Pegasus is about as big as a horse with a wingspan of 20 feet or more. Like gryphons, they cannot speak, but can learn to understand spoken commands. However, they will only obey their chosen rider.

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

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

Pace: 10; **Parry:** 6; **Toughness:** 8

Special Abilities

- *Kick:* Str + d4
- *Flight:* Pegasi have a flying pace of 15/45 with a +3 climb
- *Heroic Companion:* Bonded Pegasi have 3 wounds, just like a wild card. Wild Pegasi are Extras
- *Size +2:* Pegasi are about as big as a horse



ROC (WC)

The Roc is a bird so large; legend has it one can carry off an elephant. Legend is fact, a full grown Roc can pick up and carry off up to 10 tons. As even the smaller tanks weigh close to 30 tones, they at least are safe, but a Roc can easily pick up and carry off (or drop) trucks.

While they lack the armor and Fiery Breath of the dragons, they are the only creature known to Earth which might be able to face up to a dragon.

Attributes: Agility d8, Smarts d6 (A), Spirit d8, Strength d12+9, Vigor d8

Skills: Fighting d10, Intimidation d10, Notice d10

Pace: 4; **Parry:** 7; **Toughness:** 15

Special Abilities

- *Claws / Beak:* Str +d8
- *Eagle Eyes:* The Roc adds +2 to Notice checks.
- *Flight:* Rocs have a flying pace of 10/50 with a +1 climb
- *Hardy:* The creature does not suffer a wound from being Shaken twice.
- *Swoop:* A roc can swoop past a foe and rake it with its claws. The Roc makes a single attack at +4 to hit and damage, but suffers a -2 penalty to its parry until its next action. Only foes with a held action may make an attack on the Roc as it disengages.
- *Huge:* Attackers add +4 to their Fighting or Shooting rolls when attacking a dragon due to its massive size.
- *Size +9:* Rocs are massive creatures. A typical adult is 30' from beak to tail with an 80' wingspan, and weighs around 10,000 lbs.

SPHINX OF WAR

A sphinx has a lion-like body, wings like an eagle, and the head of a ram. They are not intelligent, although some visitors from Fey have mentioned intelligent, human headed sphinxes.

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

Skills: Fighting d8, Intimidation d8, Notice d10, Stealth d8

Pace: 6; **Parry:** 6; **Toughness:** 10

Special Abilities

- *Claws / Horns:* Str +d8
- *Flight:* Sphinxes have a flying pace of 10/20 with a +1 climb
- *Heroic Companion:* War Sphinxes have 3 wounds, just like a wild card.
- *Winged Pounce:* Like Lions, Sphinxes can pounce on their prey. As a free action, it can do a "run" while flying and gain a +4 to attack and damage. It has -2 to parry when doing a Winged Pounce.
- *Size +3:* Sphinxes are about 10 feet long and weigh around 800 pounds.



The image shows a book cover with a crumpled paper texture. A white rectangular label is centered on the cover, containing the title 'KICKSTARTER BACKERS' in a black, serif, all-caps font. The label is held in place by two small, light-colored rectangular tabs, one on the left and one on the right.

KICKSTARTER BACKERS

Corporal Rank Backers:

Chris Edwards
Reverance Pavane
Sean Dunlap
Dale Russell
steelbrok
John Rogers
Don Lovejoy
Fedric Avian
Tore Schade Svenningsson
Michael Moe
Marc Margelli
The Creator of Kaiser's Gate:
Michael Lafferty
Bob Huss
Mark Kitching
Adam Benedict Canning
Theo
Andrew Bussey
Ken Finlayson

Sargent Rank Backers:

Jeff Scifert
Stephanie Wagner
Mark Carline
Brett Easterbrook
Lloyd Rasmussen
Michael Sprague
Eoin Burke
Bill Ogden
Mark Widner
Derick Larson
Mike Browne
Curt Meyer
Tad Kelson
Angelo de Stephano
Scott R. Dierks
Jeff Troutman
Calvin L. Stancill
David Wolf
Chris Snyder
Spence Sanders
Ed Pegg Jr
Mark Spanjer
Tim Rudolph
Sapper Joe
Kurt T. Runkle
Ethan Gabriel Gonzalo Hernandez
Michael Fliger
David Harriss

Sargent Rank Backers (continued) :

Eric Murray

Travis Bryant

Dave Przybyla

Ignatius Montenegro

Andy Barrett-Venn

Philippe Devillé

John W. Thompson

Matt A. Borselli

Mat Schmidt

Jeff Baker

Kris Redmond

Paul Baker

Sam Wong

Simon Ward

Joshua Cupp

Bill Charleroy



IT IS 2030. THE GILMAN-HAWKING DRIVE HAS GIVEN US ACCESS TO THE STARS. BUT WE ARE NOT ALONE.

THEY'RE OUT THERE: ALIENS, GODS AND MONSTERS. THEY'RE ALSO DOWN HERE. THE MISKATONIC ANTARCTIC EXPEDITION FOUND THE ELDER ONES' CITY IN 1931. THE MI-GO CRASHED IN ROSWELL IN 1947.

IN 1958, AS QUIETLY AS POSSIBLE, NOT KNOWING WHAT WE WERE DOING, WE BENT OCCULT POWERS TO OUR HANDS AND TOOK THE STEP TO MARS. THE THIRD TIME, THE MEN WHO MADE THAT STEP COULD NOT STEP BACK. WE FLED BACK INTO OUR CAVE FOR A WHILE.

BUT ROCKETRY, AND THE SOVIETS, BROUGHT US BACK OUT SOON ENOUGH. COMPETITION TOOK US TO THE MOON. UNEASY TEAMWORK SAVED THE ASTRONAUTS WHO WOULD HAVE DIED THERE AMONG CYCLOPEAN, IMMEMORIAL RUINS.

IN 1994, HUMAN SCIENTISTS CRACKED ALIEN TECHNOLOGY AND OVERCAME THE LIGHTSPEED BARRIER. THEY BROUGHT US THE STARS. THEY ALSO BROUGHT US THE MADNESS THAT LIES BETWEEN THEM, THE MIND-TWISTING UNDARKNESS OF HYPERSPACE.

THE FUTURE IS HERE. MACHINE-MADE TELEPATHY, AUGMENTATIONS, AND UNPRECEDENTED LEVELS OF AUTOMATION HAVE CHANGED THE FACE OF EARTH. BUT THE SCIENCE OF SORCERY, AND OUR PRIMITIVE UNDERSTANDINGS OF WHAT LIES OUTSIDE, HAVE CHANGED MORE THAN OUR MINUSCULE PLANET. THEY'VE BEGUN TO LET HUMANITY OUT.

WE WALK AMONGST GIANTS. TREAD CAREFULLY.

THIS BOOK IS A COMPLETE ROLE-PLAYING GAME OF LOVECRAFTIAN SCIENCE FICTION THAT USES THE **CINEMATIC UNISYSTEM**. IT CONTAINS ALL RULES NEEDED TO PLAY, AND REQUIRES NO ADDITIONAL MATERIAL BEYOND YOUR IMAGINATION AND A FEW DICE.

\$29.99 (SOFTCOVER)/\$39.99 (HARDCOVER)
269 PAGES



Bringing you the best in new worlds.

www.battlefieldpress.com



The *City of Clocks* is a shining beacon of civilization in a world long left to the wild, once home to the ancient races known as the Luminaries and still studded with their bizarre and unknowable technology. It is home to a teeming throng of two million souls; most are human but the City is also home to Constructs, ancient servants of the long-dead Luminaries; Geks, insectoid savants; and Sentenni, desert dwellers who claim a common heritage with humanity. Each of these races bring their own stories and history to the City. Home to all walks of life, from the obscenely rich to the horrifyingly poor, the city is a bastion of culture, art, science, knowledge, and freedom — or so the propaganda of the Parliament would have you believe. The truth is very different.

The Luminaries may be gone, but their legacy remains, both in their technology and in the very blood of man. A seed of power has awakened in humanity, giving a chosen few strange and eerie powers. These Incarna have the terrible gifts that may upset the balance of power in the City forever. The Incarna Heresy, as it is known, threatens to topple the autocrats in the Parliament and usher in a new age of freedom, change, and justice.

A little power can be a dangerous thing. In the *City of Clocks*, power is currency, and those who want it will do anything to get it.

THIS PRODUCT IS SYSTEMLESS

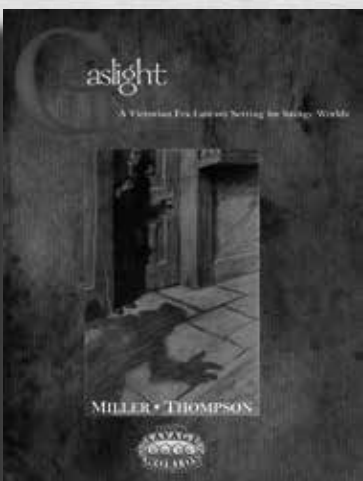
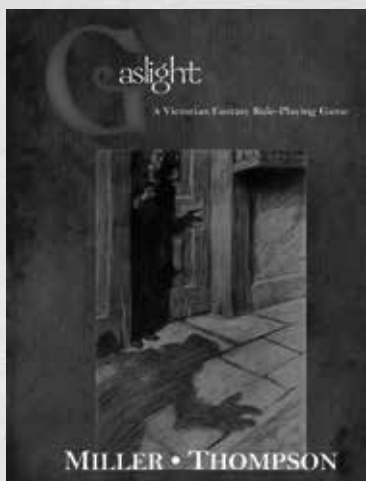
\$ 24.99

122 pages



Bringing you the best in new worlds.

www.battlefieldpress.com



Battlefield Press, Inc presents **GASLIGHT. A VICTORIAN FANTASY** where technology meets sorcery, where fantasy meets history. A world where Humans co-exist with Vampires, where fantasy meets history. Beast Men, Werewolves and Wildlings. A land of secret organizations and hidden agendas. Welcome to a Victorian world of magic, non humans and technology all trying to take their rightful place in society. Meet Vampire Detectives, Beast Men Sheriffs, and Wildling Rogues. Non humans in society exist from their counterparts in Victorian literature. An interesting and unique complete *OGI Role Playing Game* or as *A Players Guide for the Savage World System* published by **Pinnacle Entertainment Group**.

In **GASLIGHT** you will find:

- A history of Gaslight Earth
- Four of the major races that play a part on Gaslight Earth, each with their own set of Talent Trees
- Skills and Feats tailored for the setting
- A talent based class system
- Rules for Social Standing
- Weapons and equipment from the Victorian era
- A detailed Gazetteer and Timeline

OGI version: \$14.95 (PDF)

Savage World version: \$ 9.95 (PDF), \$14.95 (Softcover), \$19.95 (Hardcover)



Bringing you the best in new worlds.

www.battlefieldpress.com

In war there are many secrets, and in **Field Manual: Mounts for Kaiser's Gate** the secret of mounted cavalry is revealed.

Written by Bill Ogden, this **Field Manual** introduces you to the various cavalries being used during World War I. From the Pegasus mounts of Greece to Russia's magical huts, you will find it all. The book includes more than just information on mounts, this **Field Manual** builds upon some of the items alluded to in the original **Kaiser's Gate**.

Just some of the topics waiting to be discovered include:

- Background on the war's origins in Serbia
- The effects of the war in Greece
- Introduction of new **Savage Worlds** characters
- New magic rituals to add to your game
- New magical equipment
- A selection of new creature

All of this and more awaits your discovery.



BPI 1172

\$14.⁹⁵