



BROZER

ISLAND OF WAR AND WINTER

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A Fantasy Braunstein

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“These things which are new are wont in the beginning to be set forth rudely and formlessly and must then be polished and perfected in succeeding centuries. Behold, the art which I present is new, but in truth so old, so spoiled and defiled by the barbarians, that I considered it necessary, in order to introduce an entirely new form into it, to think out and publish a new vocabulary, having gotten rid of all its pseudo-technical terms (pseudo-categorematis) lest it should retain its filth and continue to stink in the old way, but since till now ears have been little accustomed to it, it will be hardly avoidable that many will be offended and frightened away at the very threshold.””

—François Viète

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WHY IS OUR BRAUNSTEIN SCENARIO FREE?*

By Gabe Mamola and “Contorted Trash”

The true Common Good, contrary to the collectivist chants of zombies and globalists, consists of those goods which are not reduced by being distributed. Such common goods as justice, health, education, faith, and leisure are not only *not* used up the more that people enjoy them, they are *increased* by being shared.

ROLE-PLAYING GAMES ARE JUST SUCH A COMMON GOOD. The more that individuals and communities play such games—and play them well, play them with excellence!—the more this profoundly human hobby thrives—and the more those societies in which such games are played are enriched.

This is why the *trend*, seen across huge swathes of contemporary culture, to transition not just tabletop roleplaying but every possible leisure activity to a digital pay-to-play panoptic platform, where participation can be surveilled and taxed, monitored and charged rent, **represents** a disgusting **usurpation** of what, as common goods, belong *more* to ALL than to ONE!

We all know why this is happening. And we can’t fight it everywhere. But we can fight it here.

Movements like the OSR and other indie scenes within the broader RPG community developed with a DIY—at times even punk—ethos as a reaction to the extreme corporatization of D&D and RPGs in general. RPGs are a very difficult product to build a profitable business model on; once someone understands the principles of the game, and grabs a set of dice, they’re set for life—so long as even the faintest breath of creative spirit animates them. Consistent market growth—despite corporate monopolies and monetized gaming “cultures”—is a near impossibility. This is a central tension within

the RPG hobby space, a tension between those who want to build communities and friendships through PLAY—and those who would like to sustain themselves through publishing. The ethoi that these two approaches inherently entail are, in their purest forms, in direct contradiction with each other.

IN THE LIBERAL AGE OF CONSUMPTION, RPGS WERE MARKETING AS CONSUMABLES. IN THE NEO-FEUDAL AGE OF SUBSCRIPTION, THEY ARE SUBSCRIBED TO BY SERFS WHO ARE *HAPPY* NOT TO OWN THEIR OWN MEANS OF LEISURE.

But here, friend, is something that you do not have to pay for and which, once fully understood, will teach you the foundational PRINCIPLES of role-playing games. (It is possible that you may even find yourself freed from the acquisitive urge to horde heavy shelves of unplayed retroclones and “ROOLZ-LYTE PAMFLITS”)

THIS

IS

A

BRAUNSTEIN!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

A Braunstein is a game, or, more properly, a mode of play that involves **multiple actors operating in conflict under a fog of war** that pits players against one another in a highly fluid and dynamic RPG environment of thrilling chaos. This modal chaos is endemic to the game—it cannot be removed through railroaded modules like can be done with conventional D&D. And, it is precisely this player vs player chaos that gives any Braunstein (INCLUDING THIS ONE!) its replayability. The same scenario will play out significantly differently every time it is played.

* The print editions of Brozer, while not free, are offered at-cost with the minimum allowable price set by the printers.
—P. Alexander

David Wesely, its creator, is still running his Braunstein scenario set in the fictional republic of Banania annually at Arnecon and other conventions more than 50 years after he first conceived of and ran it! And by all accounts, the enjoyment that those who have played with him derive from the scenario is something more than mere historical interest.

This game is not just fun in and of itself, but will dramatically alter and improve how people interact with their favorite game systems, even the stupid ones. It can take a shriveled-up, lost cause of a campaign and breathe new life into it with ease! Braunstein play contains the very essence of RPGs in a distilled form. This is because it is the Mother of RPGs.

The Braunstein is the womb of our hobby. Would you sell your own mother?

Major David Wesely introduced into our world an activity worthy of the Midwestern wargaming culture he was steeped in, worthy of the American imagination, and worthy of the sacred character of human leisure that crowns the seven-day week. It is a new (relative to the history of human culture) COMMON GOOD.

This booklet is offered for

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FREE! in its entirety! to give those who are interested what they need to play a Braunstein for themselves &, in so doing, derive an understanding of HOW to apply the PRINCIPLES of GOOD ROLEPLAYING contained in the Braunstein mode of play.

Consider it our, the BROSRS's, contribution to the **Common Good**—and our attempt to pay to David Wesely the best that we can offer (and that his generous discovery deserves): honor as the head and originator of a new and vital tradition within the human arts. While David Wesely created the Braunstein long ago in the midwestern gaming scene, the RPG consumers of recent years left it muddy in a gutter. The BROSRS has picked up the crown of the Braunstein, reverse engineered it back into relevance with years of real campaign play and debates. We wish our gaming forefathers would have passed this crown on to us, that we wouldn't have had to rediscover it. But we did. And there is no chance we will make the same mistakes of our gaming forefathers by letting the Braunstein rot in obscurity. So the Braunstein is ours now; but also yours!

Now, go PLAY, young Brozer, and play well . . .

—Gabe Mamola and “Contorted Trash,” 2024

RUNNING YOUR FIRST FACTION BRAUNSTEIN

By Jeffro Johnson

The Braunstein!

You might have heard a few things about this iconic game. Way back in the bad old days before D&D was even published, something really extraordinary happened in the basements of the die-hard wargamers of the American Midwest. David Wesely had an idea for a new type of game. Instead of playing entire armies, the players would take on the personas of individual characters. Each player would speak to the referee one-on-one in succession and the game state would gradually develop with each player having only a fraction of an idea about what was actually going on.

Some people call this the first role-playing game, but this was unlike any RPG that you are likely to have played. Tabletop RPGs are cooperative. I am reliably informed that introducing “player versus player” conflict into them is destructive to both continuing campaigns and the friendships that develop among those that play them. But back here in the primordial soup that would ultimately produce Dungeons & Dragons and an entire industry of hobby games, it was every man for himself.

Funny thing is, David Wesely had to lie in order to get people to play this thing. He pretended that it was just a set of freeform interactions that would inform a miniatures battle they would play later in the evening. In reality, there was to be no miniatures battle at all. These freeform interactions like something out of an out of control Diplomacy turn were the only thing he was genuinely interested in at the time.

But this initial foray into an entirely new genre of game was not the end-all be-all of the concept. Many more experiments would be done over the years following this first attempt. Some of them

would even be published, like GDW's En Garde and Boot Hill and Gangbusters from TSR. Nevertheless, the implications of the Braunstein in the broader context of RPG design gradually evaporated as games and gaming developed into something intrinsically different from what the OG gamers in the Midwest had been doing.

Fast forward to today. Braunstein had lain in the dustbin of RPG history until Griffith Morgan who, like some modern day Hilkiah, had rescued it from obscurity by showcasing it in a documentary that outlined the true history of the origins of D&D. It was astonishing. And for a notorious and scrappy group of tenacious AD&D gamers, the idea turned out to be the answer to every problem they had ever faced when dealing with the challenge of keeping a continuing RPG campaign going week after week after week.

They tried to share the good news with the rest of the world, but no one would listen. At first people insisted that there was no wrong way to play D&D. Then people declared that no one had ever played D&D the way that they were doing it. Then people declared that they had *always* played that way. Then they were told that they were playing it wrong. And then finally and ultimately, they were told point blank that they could not even say the word “Braunstein” or even talk about in relation to the games they were running. They would be taken to court for IP theft... just as soon as somebody could figure out a way to make a fortune off of the Braunstein IP.

All of a sudden, a lot of people that would have otherwise ignored this little corner of online gaming discussions and let yet another internet slap fight pass them by perked up and began to wonder just what precisely all the fuss was about. Well, I'll tell you. *It is multiple independent players operating in conflict under a fog of war.*

That's it! That is what Braunstein is. It's a very, very simple idea. It is also unlike anything that anyone has been doing with D&D for forty years at least. You think that is an exaggeration? Well, hey, I can prove to you that it isn't. Just ask people that play a lot of D&D what they think of "PvP". They all say the same thing. "Oh, we used to do a bit of that, but there were too many hard feelings and we agreed to not allow it." And so it went. At table after table, countless adventuring parties transformed into a Fellowship of the Getalong Gang. Everyone locked-arms and then strolled off into whatever narrative their Dungeon Masters had devised. The Big Bad Evil Guy and all of his allies and minions in the tower just over the next hill were all run entirely by the referee. As often as not, their stratagems and even their stats were all rigged just so that the players could beat him with their last hit point.

I'm not sure who exactly decided that that was D&D. Arneson didn't play that way. Heck, the old D&D rules from the 1970's didn't describe a game like that, either. But somehow and for a long time it was very, very hard to discern just what exactly those rules said. The thing that everyone had decided that D&D was was just too self-evidently The Way™ for anyone to even be able to imagine that it was anything other than what it had become. At least, that was the case until our aforementioned group of scrappy and notorious AD&D gamers came along and flipped the table on business as usual in tabletop RPG campaigns. [See "How to Win at D&D" for more details on this. – editor]

But never mind that for now. How exactly do you run a Braunstein? Well, it turns out that there are all kinds of ways you can do it. Every way seems to produce the same chaotic gameplay dynamics and astonishing events that we hear about in the legendary Braunstein games of old. However, there are tradeoffs to each approach.

I. You can get all of your friends over to your house or on a discord server. You can then meet with them one at a time to discuss what

their character is doing. While you are doing that, all the other players are plotting and scheming and negotiating in the other room or voice channels. Time can be fluid and strange with this method with the precise order of events happening based on loose referee rulings and judgment calls. Freeform gameplay like this can end up leaving some players in the cold. With in-person games with a strict time limit, however, this approach allows the referee to focus on the most interesting gameplay elements, devise a climatic scenario around them, and then provide players with a satisfying conclusion before everyone goes home.

II. An alternative to this is to set up very strict turns that may even represent a specific length of game time. Taking a page from En Garde and Gangbusters, players turn in written orders that detail their intentions for the turn. The referee surveys these orders, determines what things need to be played out and then calls together players that are in conflict with each other in order to determine the outcomes of any schemes or battles. This method may feel fairer to more players, but this may come at the cost of requiring more referee time and effort to keep things moving. The big downside to this method is that if even one key player disappears for a weekend or else consistently drags their feet on getting their instructions in, everything else in the campaign can be held up for who knows how long.

III. A final approach is to attach the game calendar directly to the real world calendar, communicate with all players virtually through discord chats, cell phone instant messages, and/or social media direct messages. Any action can be declared to the referee at any time and for game purposes at the precise second that the referee receives a comprehensible and actionable order. This method can most easily scale up to handle large numbers of players and can produce the most intricate and multifaceted gameplay events, but it is easily the most demanding upon the referee. This style of play doesn't just cause referees to burn out. It can be so demanding on players that many of them

will end up only playing once a year after such an experience.

Which approach is best for you? That will depend on your resources and the nature of your friend group. At the moment it appears that Method III has fallen out of favor. Method II is likely easiest on a referee that is running things in a virtual or “sessionless” campaign. I think I would recommend Method I if you are intent on getting significant conflicts resolved in under six hours with a decent sized group of people all together either in person or on a Discord voice channel.

How precisely you go about running a Braunstein isn't really that important. Again, there are a lot of ways to set one up. There is more than one way to do it. But however you go about it, there is one thing that is absolutely critical. *You have to get the players to interact with each other and they have to interact a lot.*

This is not a typical roleplaying game where everything about the world is routed through a single game master who has a clear preplanned scenario in mind and each and every action in the game is inspected by him and overseen by him and adjudicated by him directly. This is a game where multiple scenarios develop out of the players' interactions with *each other*. If the players aren't interacting, then the game WILL NOT WORK!

There are many ways that this can go wrong and the canny referee will take measures to head these things off. Many players taking up a faction for the first time after years of playing in conventional style D&D campaigns will reflexively pull back. The idea of building up a stronghold or a kingdom is so compelling, many players will get lost in devising each and every aspect of its culture, terrain, and fortifications. Whole groups of players are liable to get so hung up on this stuff that they will collectively demand that the referee dedicate the entirety of his free time to more or less overseeing a dozen or more ongoing solitaire games. This is clearly a poor use of referee effort and not the best

option for harnessing the talents of a large group of high-quality players.

Sometimes people don't interact because they just don't know each other. If you are playing online, then make sure that the player rosters are pinned somewhere. If you are running with a weekly written order cycle, don't assume that people are thinking about your game all the time. You are going to have to bang the drum a little and make sure people are staying engaged. If a big enough chunk of your players have checked out thinking that no one will notice if one or two people phone it in, then your game is toast. You will face the ignominy of having run a big time Braunstein event that stalled out due to player inattention and referee incompetence. *Don't let it happen to you!*

Seriously, though, the reason that these types of games are the talk of the town is that something magical happens when the players flip from being attuned to whatever is in the referee's head to suddenly becoming intrigued and obsessed with what is going on in several other players' heads. This stuff can get intense. Weird coincidences will happen. Things will transpire that are better than anything a referee could come up with on his own. People will freak out when their fortunes reverse or when the ally that they depend most upon turns out to be setting them up to take a fall.

This is not like other games.

Something happens when you get a critical mass of people acting independently, scheming, plotting, negotiating, forming alliances, breaking alliances, and stabbing people in the back. Yes, it's true that there are moments where people get so in character as they roleplay their dealings that you could dismiss the entire exercise as a glorified LARP. And it's true, when orders of battle are drawn up when a group of forces have met in hex 1807, no one would fault you for insisting that this was a wargame that is not terribly different from the BattleTech campaigns people threw together way back in the nineties. And if someone peeked in on the game and noted that every single

interaction that came to the referee's attention was resolved by following as painstakingly as possible any and all of the rules that are contained within the AD&D Dungeon Masters Guide or Classic Traveller Books 1-3, then there are few people that would be willing to contradict you if you were to declared that this was still just a roleplaying game and there is nothing really special about any of it.

Yet the fact remains, this is not like other games. When you combine collaborative setting development, independent activity, negotiating in character, very earnestly attempting to play a role in character, navigating a conflict involving eight or more sides each with subtly different objectives, making daring strategic decisions under fog of war and then playing out the titanic battles which emerge from those choices—*something special happens*. Everyone has done individual elements of this type of gaming in board games and RPG campaigns and con events. But very few people have combined them all once, mastered them, and then moved between the various play modes as developing circumstances dictate.

You are about to become someone who has.

What can you expect to discover? That something tremendous was missing from Dungeons & Dragons for a span of about forty years. That the gameplay dynamics that emerged when Major Wesley first began experimenting with Braunsteins will happen at your table, too. That players are liable to get hooked on games that utilize these ideas, texting each other constantly and blowing up the referee's direct messages. That sections of the old D&D manuals that you never had a use for have suddenly become essential to holding everything together.

The biggest thing you have to get ready for is the capacity for this type of gaming to get completely out of control. Players will start making things up, working out things about the world, and deciding that certain things have happened without running every detail of it past you first. People will start asking you about what precisely is happening in

the campaign and you will find that you no longer have all the answers. It's going to feel very different from the way it was when you ran role playing games before. You are no longer the all-powerful Dungeon Master with godlike powers over an imaginary world. You have been reduced to being a mere *referee*, sorting out conflicts and disputes between players as they are brought to you.

Don't panic.

Your players don't know everything that is going on, either. They still need you. Everything appears completely chaotic, but a whirlpool-like Lorenz attractor is at work drawing key players into a particularly dramatic conflict. In the early stages of a Braunstein, the referee will be struggling to convey just what exactly is going on, describing what the players' roles are, trying to set up key one-on-one interactions that encourage people to get moving. When a critical mass of players begin engaging with each other directly, the referee will switch to just trying to keep up with all of the things that are happening. Somehow and eventually, the players' collective activity will take a turn. The many independent threads of activity begin to converge in maybe two or three areas of the game world concurrently.

Some players are going to be left out in the cold. Maybe they will have played too cautiously. Maybe cutthroat players will take them out of the game on turn one in a ridiculous scene that plays out in a completely unexpected manner. Maybe they did every single thing right and the titanic events have just happened to have passed them by. It happens. Hey, Tyche's a fickle mistress! Don't get worked up over this. The players this happens to will forgive you eventually. Maybe. Either way, you will have so many people begging to play with you, you won't notice if they don't!

Seriously, though, when these Braunstein games reach a crescendo-like intensity, it becomes time for a referee to take a much stronger hand in the proceedings. He will identify the flashpoints of the

most intense activity and then meet with each participant involved with them to nail down and clarify what they think is happening there and what they intend to do. If other players are on the fringes of these proceedings, he will investigate to see if there is any way that he can involve them in the developments as a sort of wild card actor—the more the merrier, after all. Finally, he will take the faction details and the player decisions and translate them all into something that can be adjudicated with whatever RPG ruleset is being used to run the event.

This is an art, not a science. You want to be true to the intent of the players. You want to incorporate as many players as possible and as many things that have been introduced into the campaign as possible. If there is anything that has soaked up session time or any sort of unresolved adventure hook that can be brought to bear upon the proceedings, it should be done. If there is any conceivable excuse that any variety of Chekhov's gun element in the game ceases to languish on the sidelines or else remain part of a static backdrop, then it should have a fair chance of going off as the various forces of the players collide. As far as is possible, too, you want to be faithful to the game rules that you are running with and everything that has ever happened in the campaign thus far. Finally, you want to be sure that everything the players are bringing to the table are consistent with their roles, their characterizations, and everything that has become "canon" about these individuals over the course of play.

It's not as hard as it sounds. If you have run RPGs where the players have any amount of autonomy such that they routinely go outside the bounds of anything you have prepared, then you should be right at home developing these sorts scenarios from Braunstein style gameplay. The only real difference is that you have players facing off against each other rather than players cooperating to overcome a world of NPC's which are all played by the Dungeon Master. If it helps, just pretend that there aren't really any NPC's involved in the session but that instead, the players are all serving

as NPC's for every other player in the game!

You will have your hands full, however. You are liable to be running two or three of these types of scenarios at once. This might be concurrently if you are running the game sessionless. If you have everyone together either online or in person, you may end up running one situation while everyone sits around waiting for you to bring everybody back to the main group. Either way, if there is a way to get some kind of dedicated battle referee that you can hand things off to while you go check in on other players, then you should look into that. If your group as a whole is adept enough and trustworthy enough, you could conceivably delegate some scenarios to the players that are involved to sort out amongst themselves.

Probably the most crucial thing is being willing to call the game when it becomes clear that some new status quo has been achieved. Braunsteins tend to go hot and then cool down quickly after a few decisive things have occurred. Things tend to work well with them when everyone is just starting out, but the more obsessive people get with the proceedings, the more important it is to bring things to some kind of conclusion as quickly as you can. It will be way more fun to have a climatic battle when everyone is still excited about the game than it will be to have to chase people down and bully orders out of them when they are past ready to move on to other things.

Now, if you are a student of RPG history, some of this may sound a little odd to you. You might recall that the original Braunstein was a one-shot while what I am talking about here is incorporating Braunstein scenarios into ongoing RPG campaigns. You might be aware that players have described the rules for adjudicating the convention games that Major Wesely has put on as more or less amounting to "just ask Wesely"—while I am here saying to just use the RPG system of your choice instead. Heck, you might even recall that the point of the original Braunstein was to trick a wargame club into trying out an experimental game. There was supposedly going to be a

miniatures battle that was going to get played out after a sort of freeform pregame, but Wesely had no intention of following through with that. Meanwhile, I am saying that Wesely's Braunstein concept works brilliantly for just that very thing—generating battle scenarios of all types ranging from man-to-man shootouts on up to large battles with hundreds of men or monsters on a side.

It's fair to ask if this really can be a Braunstein if the details and the contexts are so different. But seriously, it's kind of dumb if you think about it. A D&D campaign is comprised of lots of individual games. You could have different parties executing dungeon delves all over the map. You could also have people running strongholds playing out miniatures battles at multiple places on the very same map. It is not a tremendous stretch of the imagination to consider setting Braunsteins of various types within the continuity of such an ongoing campaign. Indeed, there is plenty of evidence within the old rulesets themselves that D&D was originally intended to be played in something like this manner from its inception.

David Wesely couldn't know that D&D would ultimately develop from the off the wall game that he had come up with. He also couldn't anticipate the extent to which the RPG industry and the scene which would spring up around it would forget the gameplay principles which were embodied in his unorthodox game design. And he would never dream just how happy people would become after struggling to unlock the secrets of the early D&D rulesets only to stumble upon the fact that Braunstein is some kind of awesome silver bullet that solves all of the problems and difficulties which are posed by long-running D&D campaigns.

Somebody else had to figure that out. If anyone else had before now, they sure didn't explain how to replicate whatever great gaming was supposedly going on at their tables. Sure, now that Braunstein play is the new hotness in tabletop RPGs, everyone suddenly has somehow always played that way—even though they mysteriously

have no magazine articles or blog posts outlining how to do it and championing its unique properties over and above more conventional approaches to running D&D campaigns.

For our part, we hope everything in this game module gets you on your way in experiencing this completely new form of gaming. Or perhaps we should say a completely *old* form of gaming.

Enjoy!



BROZER: ISLAND OF WAR AND WINTER

By @BDubs1776

Setting

Far to the north of your campaign setting is a churning ocean of wurms and icebergs. It's where freezing winds blast the faces of PCs whilst streams of magenta lights sway overhead in the star dotted night. Upon this torturous sea, lying as a dead emperor in a tomb sits the ISLAND OF BROZER.

This is an island forgotten by civilized men for ages. Did they ever truly know it?

Did civilized men of the west ever know about the Mists of Ages which crawl across the snowbanks of Brozer? Did they ever know about the Grand Rift which splits the center of the island, leading deep down beyond our world and into Hollow Earth itself?

The Yuun Dineh people know. A tribal people who made peace long ago with the Mists of Ages and the weirding magicks and creatures which crawl screaming from the Grand Rift. The Yuun Dineh have thrived for generations.

As has the Council of Six; a prehistoric people who claim to descend from Atlantis itself; who know the Lost City is buried somewhere deep in the Hollow Earth where they will someday return.

But many new factions have arrived on Brozer. Prefect Drakon has been here for some time, coming from the far off Roman Empire to colonize and tame the island. A very serious and Lawful man of Rome, he was unfazed when most of his ships were eaten by the sea wurms. He focused for months on building a town on the coast; a base from which he might launch deeper into Brozer and tame its land and people for the Empire and gods of same!

There are many other factions found on Brozer; including interlopers from other times, planes, and from space itself!

All are vying for dominance on the Island of Wind and War. Which will win?

Action

Recently there was a red light in the night sky. Over some hours it grew in size until the denizens of the isle realized the blazing light was in fact a great mountain falling on the world. The explosion when it hit the island deafened all denizens for hours. As the ringing in ears was falling away the various faction leaders were brought pieces of the great meteor which broke off in flaming tails across the sky landing hither and yon. Their advisors realized this stone glowed burgundy with power.

Those faction leaders from space realized it could possibly be used as fuel. Those with weirding magicks realized this meteor could power their studies and castings. Greedier factions realized it was worth a fortune. Others realized it should, at a minimum, be kept away from Evil hands!

But, in most cases, it is desired by all. And a massive chunk of it, soon named the McGuffinstone, lies in a crater pulsing with dark energies. Who will claim it? Who can keep it?

Will it be CThaylor of the Deep? Rumor has it the one-hundred-foot-tall cosmic horror sea goddess edges ever closer to Brozer, drawn to the McGuffinstone!

Running this Module

This section is for the Referee with pointed information on running Brozer itself. This will give suggestions and best practices which may reiterate some advice in earlier sections and Jeffro's essays.

The Basics

The first thing you want to decide is if you will be using Brozer as a single session event, to launch a new campaign, or if you're dropping it into a currently ongoing campaign.

Most of the below advice will be directed at a Referee who is running a Braunstein style session for his first time and doing it as a single session event. We will place some quick advice at the end of this section for ways to modify your approach if this is launching a

new campaign or part of an ongoing campaign.

In all cases, you should print the previous page “Brozer: Island of Winds and War” as a handout for your players. Each player should also get a copy of their Faction information. Note that every faction has a page of description elements for Roleplay and a page of Resources. We did this to make this work as useful at the table as possible.

You should also hand each player a copy of the Faction Breakdown; which gives a quick story based description of each Faction in *Brozer*. We have found that it wastes valuable game time to have players completely in the dark about the general makeup and personality of their potential allies and enemies. In a real ongoing campaign your players would likely know most of the characters involved in a session Braunstein but in a modular work like this, played for the first time, it is best to help players jump right in.

Every Faction player should be told what other factions are being played and by whom. You can say something to the effect of “Joe is playing the Rat King, Bob is playing the Romans” or whatever, as part of your first comments to players as a Referee. While we advocate for Fog of War as heavy as the Referee can adjudicate; it should not be a mystery to a player who they are playing against!

“Which Factions should I hand out to players?”

We recommend handing out one Evil faction for each Good faction to assure PVP convergence. An equal amount of each main Alignment point (Good, Neutral, Evil) will probably make for the best experience. Fantasy tabletop gamers are so familiar with the full-on co-operative “get along gang” approach to gaming, having an equal number of each alignment point will help assure (and teach them) to be more competitive. A Braunstein style session and campaign thrives on competition!

We have separated the Factions into Primary and Secondary with the opinion that the Primary Factions are the easiest for new players to understand and will work well when put up against one another.

“How do the Factions speak to each other?”

We recommend coming up with some story or magic

element which allows Faction leaders to speak with each other without their actual character being in the same room in the game world. This will encourage the scheming, plotting, alliances and breaking of alliances which makes Braunstein play fun!

You can use the “Mists of Ages” concept (think: Northern Lights plus mists) as an excuse to let Players directly communicate. For some reason (it doesn’t matter) the Faction Leaders can tap into these “Mists of Ages” and communicate IF THEY BOTH AGREE TO. It’s not spying, it’s like a phone call (remember those?).

One faction Leader, The Rat King, breaks the rules on the “Mists of Ages” style of communication. He’s instead able to send psychic messages around via his spy network of rats. If you don’t use our “Mists of Ages” concept to let Faction Leaders communicate easily, The Rat King becomes much more important. Every other Faction Leader will want this guy’s help passing along information!

If you do use the “Mists of Ages” to allow Faction Leaders to communicate easily, we advise buffing The Rat King in some way. One possibility might be allowing him to tap directly into the Mists of Ages to put any user of it to sleep for a day once a day through the Mists. Or be able to try an assassination attempt using the Mists of Ages in the same way. The chance of this working could use the Assassination Table from your fantasy gaming system of choice.

As a Referee you can inform the player of The Rat King about this an hour or so into the session as if he just realized this power; timing this revelation with when the session may be getting slow or boring. This will add some spice or more intrigue to what may be getting stale!

Inciting Incident

A Braunstein scenario needs an inciting incident. The McGuffinstone is ours. If you think of a better one you should use it. Once you begin play you’ll see players may ignore the inciting incident entirely, focusing instead on elements of a faction’s description (hated enemies, grand schemes or whatever) that interest them most. You should embrace this!

In a long-term ongoing campaign with 1:1 Jeffrogaxian Timekeeping, many inciting incidents will occur. Your job as a Referee of a real campaign is to keep your eyes open for these and deliver a great Session Braunstein when it happens. This module, then, can be a training tool!

“What does the McGuffinstone do?”

It does whatever you need it to do. If a Faction Leader comes to you and says “I think the meteor can be used to cast a Wish spell” you ponder this claim and (if they get the McGuffinstone in hand) you decide on and roll a percentage chance that this is in fact true. Some Faction descriptions have ideas of what the Leader thinks the McGuffinstone might do for him.

“Where is the McGuffinstone?”

You should decide. Look at the Factions that are being played in your Session Braunstein and pick a location on the map which you believe will cause the most PVP Convergence. It may be best to put it close to a particular Faction. It may be best to put it right in the middle of all the Factions being played. It’s really up to you, the Referee. Your goal is to spur on PVP action, not PVE turtling. Focus on this!

In fact, a Braunstein session is nearly impossible to mess up. While running it you will think you’re doing a terrible job. You’re not. Your players are likely having a blast! Embrace this too.

“How do I make my own Factions?”

You may wonder how the BROSr came up with all the great Factions in this work. How we came up with the size and strength of the armies and the like. It’s easy! You make it up.

Most of the stats and resources for the factions were rolled up randomly using the manual of monsters from a particularly famous advanced RPG game.

For this module we came up with the Faction idea first and then determined with monster entry would best fit the faction then rolled those. Goals and Enemies and the like were determined as the Faction

and game world was being generated.

In a real ongoing RPG campaign players who generate a Faction will likely have some past campaign plot point or NPC to go off of and will simply need a little guidance on generating it for play.

“How do I decide who won the Brozer Braunstein?”

As a Referee you’ll need to use your best judgment. The BROSr has tried many different ways of “scoring” Braunstein sessions but fast and loose has proven to be the best. Having a scoring system of “claiming this hex resource for 5 points” or “do this or that for 10 points” has been more likely to cause players to take very stupid actions, turtling up, and playing this more like a board game than an RPG. Terrible!

When you run your session Braunstein it will likely be obvious who won it and it will also likely be clear who was second or third place.

The way a Faction leader wins the session Braunstein might be a completely new objective and goal he gives himself that has nothing to do with what’s written in these pages. But you may not be able to deny the player won!

If you’re running this as part of a real ongoing RPG campaign we recommend rewarding the first through third place winners with experience and free training for their legacy PC. Make this reward public at the beginning so players are encouraged to play their Faction role to the hilt even if it might hurt their legacy PC.

Conclusion

If it isn’t already clear; you and your players will soon realize Braunstein style play is FOUNDATIONAL to tabletop roleplaying. Not only that; it’s much more fun than conventional approaches to gaming.

So it’s time to become elite. It’s time to leave the conventional behind. It’s time to BRAUNSTEIN.

A BRIEF INTRODUCTION ON THE FACTIONS AND FACTION PLAY

By P. Alexander (Cirsova)

I was brought in relatively late on the project with the task of doing cleanup on factions, organizing information, and trying to standardize the text a bit better, all while putting Brozer into layout.

Each faction was written by a different author who had a somewhat different approach in creating a faction, even within (and sometimes outside of) the guidelines that Bdubs provided. I've tried to bring factions into a somewhat similar look and feel without losing the unique flavor each contributor brought to their faction.

Really, though, the two most important things for each entry is the basic vibe / feel of who the faction is and the number and character of the troops they possess. There are some items, semi-system neutral stats, and other stuff for flavor, but if need be, you can throw all of that out, go by named characters' class and level or the troop type and extrapolate out what you need from whatever system you're running.

If you're a 1e guy, look at a monster manual entry for a wilderness encounter; largest size encounters will typically give you a sample command structure with a leader and mooks. That's really the core element of faction play for use with Braunsteins.

The factions of Brozer are divided into two groups, Major and Minor.

I personally recommend starting with the Major groups, all of which feature fairly robust troop lists and strong commanders, and adding in Minor factions if you have more players, particularly experienced players up for unique challenges. These factions are much smaller but have some fairly interesting facets that could make them power brokers and kingmakers in the battle for Brozer. Note that even within the Major factions, there will be imbalances of power, leading to asymmetrical scenarios and asymmetrical warfare, but it really is anyone's game!

If you're just trying Brozer out for the first time and looking for a very simple introduction to the concept, the Conclave of Six acts as a mini-Braunstein unto itself.

Each faction takes up a single double-sided page. If you want some real fog of war, don't share the whole book with your players. Print the factions as hand-outs or tear them out of the book and hand them off to players.

Don't let players get too hung up on any baked-in intrigues or backstories; they should be able to just run with the obvious themes each faction represents. Brozer is about the concept, not the metastory; the factions are samples to get you started and get you and your players' imaginations turning.

FACTION BREAKDOWN

Major Factions

Chaz and the Elves: Chaotic Neutral. Mysterious elves of folklore and deep magic whose goals are indecipherable. Difficult to find and difficult to trust.

Conclave of Six: Neutral Good. Ancient union of six cavemen tribes. They have a naturalistic and simple worldview; looking to maintain their hunting ranges.

The Exquisite Inquisition: Good but rumors say they are open to a dark shift! Insanely zealous Inquisitors of the Roman pantheon. Their goals are to subjugate natives and destroy all heresy on Brozer.

Ferigno the Green Dragon: Chaotic Evil/lazy. Ferigno is a green dragon and an embodiment of elemental evil. His goal is to acquire more treasure and confound the forces of Good.

Frogtown: Neutral evil. Horde of Frogmen who want to turn the island to a giant cozy swamp and build moonpools.

Norland Reavers: Neutral Evil to Chaotic Evil. Crew of pirates looking to take slaves, riches, and sacrifices for their dark sea goddess Cthaylor.

Prefect Drakon: Lawful Good. Faction of militaristic Romans looking to bring the humans of Brozer under the Lawful umbrella of the empire.

Minor Factions

The Green Martians: Neural Evil. Large four armed aliens from beyond the stars. Their goal is to port more of their number to Brozer through their teleportation navigation tech. Take captives of Good forces.

Isus Glisel: Chaotic Evil/insane. Powerful snow nymph of siren songs attended to by ghostly blizzard knights. Her goal is bringing the great frost giant Vallug back from suspended animation.

Pilgrims of the Holy Destruction: Lawful Good. Recently arrived peasants with their guard on a holy pilgrimage to destroy an evil artifact with the power of the McGuffinstone.

The Rat King's Court: Lawful Neutral to True Neutral. Weirding psychic rats that infest the island and act as spies and assassins for those who pay.

Sir Broger de Braunville: Lawful Good. Medieval knights who arrived on Brozer in a spaceship. They are looking for a way to fix/power up their ship to go home to England.

Swoleceror Summit: Lawful Good. Wizards of great physical strength and training led by Hans Frazen. Looking to acquire magic scrolls and artifacts to keep them out of the hands of the weak.

Yuun Dineh: True Neutral. Druidic eskimo looking to prevent the rise of Vallug te Frost Giant and Kill Isus Glisel the witch.

MAJOR FACTIONS

CHAZ AND THE ELVES

By @BDubs1776

Description: The elves under the command of Chaz are less Tolkien and more folklore. They are mysterious and not to be trusted; as they have no real value system that humanity can intuit. They are fine warriors and wizards both, but most practice thievery for greed or laughs. They both loathe and love humanity in equal numbers. They fear the pure sound of bells as much as they are angered by hunters and loggers. They are “Chaotic Neutral” to indicate their unpredictability and lack of concrete values. Play them as such!

Leader: Chaz (T11/MU6) is an Elf of olde. He loves the forest but is no hippy. He hates humanity with a fiery passion but will work with them until they're no longer useful (this doesn't take long). He is unpredictable, starry eyed, and greedy for recognition among the mortal races and Elf King.

He came into the fields we know near the degenerate human city of Trollopulous. He grew in fame and power with his adventuring party of lesser races (human, dwarves and the ridiculous gnomes among them) while gathering unhappy elves of the city to his cause while he leveled into prominence.

Chaz is uncertain how he found himself on the frozen isle of Brozer. One day he was in BROvenloft ripping off the Elf King of some hippogriff mounts when he went too far east into the twilight and arrived on a peak overlooking snow drifts. It is of no consequence. Chaz has decided this island is as good as any to establish an emerald city made only for fey. Time is long and humans are stupid; he will thrive as he always has.

Equipment: Leather Armor +2, Short Sword +1, Cloak of the Elves, Wand of Illusions, Brooch of Shields, 10 arrows +2, Bag of Tricks, Potion of Healing, Potion of Giant Strength, Scroll with a L6 Spell

Officers, etc: Chaz's officers are primarily elves trained with the mixed skills of fighters, wizards, and thief. The latter being most important because Chaz's elves are grasping, greedy, and can't be trusted. Among the least trustworthy to humans is Druggo the Halfling. A mysterious short little drunkard of great greed whom Chaz trained in the specialized elvish thieving arts back when they were both poor adventurers.

Druggo the Halfling: T10

Equipment: 1 dagger +2, hammer +2, Cloak of the Elves, 4 bolts +2, Crossbow of Speed, 1 potion of Human control

Floydio: F6/MU6/T6

Equipment: Sword +1, Shield +1, Splint Mail +4, Potion of Flying, Potion of Climbing, Scroll of Spells (L3, L5, L9(!)) [Editor Note: Determine the Level 9 Spell on the Scroll Randomly or with your Referee at the start of the session]

Trayvoy: F4/MU8

Equipment: Javelin +2, Shield +1, Cloak of the Elves, Rope of Blending, Ring of Invisibility, Ring of Fire Resistance

Rodnet: F4/MU7

Equipment: Leather +1, Shield +1, Potion of Superhero, Potion of Animal Control

Tupo: F5

Equipment: Spear, Sword, Longbow, Chain Mail

Unnamed Officers:

2 F3/MU3

2 F2/MU2

4 F3

4 F2



Troops:

Magical Elf warriors and a small group of Hippogriff riders.

The **Elf stat block** is as follows:

1+1 WD, HC as armor/shield shown below.

Abilities: Surprise their opponents 67% of the time by moving silently in nature. Invisible by blending into nature if they do not move at all. +1 attacking with Bows. Can move, missile fire, and move again in a round. They are 90% resistant to charm and sleep spells. They can see in the dark 60 feet.

20 sword and bow, scale mail.

30 sword and spear, chain mail and shield.

20 sword, chain mail and shield.

10 two handed sword, chain mail.

30 spear, chain mail and shield.

30 bow, scale mail.

20 hippogriff riders. Spear and bow, ring mail.

160 Female Elves: See "The Broken Sword" for information about how to play them.

Location: The Elves have established a fine tree fort among the nicest pines they could find on Brozer. After its completion they enjoyed many months of mirth-making and weirding songs to celebrate the swaying northern lights.

Goals: Chaz wants to establish an emerald city made only for fey. He also wants to open a portal to Elfland so more elves can come under his eventual kingship. He wants to eliminate the Exquisite Inquisition as they are humans with an unwarranted antipathy towards elves and fey. Unacceptable!

Notes: Chaz's elves are based primarily on "The Broken Sword" and "Three Hearts Three Lions" by Poul Anderson, my favorite fantasy author. These elves also crib deeply from "The King of Elfland's Daughter" by Lord Dunsany. I recommend reading at least one of these before attempting to run Chaz and his elves.

THE CONCLAVE OF SIX

By P. Alexander (Cirsova), w/Ryan Howard

Description: The Conclave of Six is an ancient union of six tribes of Cavemen. Their origins trace back to a time where the island was verdant and lost civilizations reigned on the Earth. Each of them represents the remnants of aborted colonies, shipwrecked explorers, and ill-fated treasure hunts from that time long-gone. These Six Tribes carried their old conflicts for generations, but found that only through union with each other could they survive. When the Great Frost overtook the island, these tribes moved into the caves and discovered the hidden secrets of the Hollow Earth that the island hid at its core.

The Tribes have largely lost the memory of their old nations, but identify themselves with the symbols on their old standards. The Wolves, The Suns, The Spears, The Bulls, The Falcons and The Bears. Each Tribe has a leader, but the Conclave is led by a man who claims to have been the first man to ever set foot on the island, The Invincible Seventh.

Leader: Caius The Invincible Seventh's (F14) claim to immortality has some truth to it, and he WAS one of the first men on the Isle of Brozer. A member of a long-lost colony that degraded into the people of the Conclave, Caius once set out on an adventure beyond the shores of Brozer. In a far-off land, he found a magic life stealing sword that conferred some of the benefits of immortality to him. When he at last returned to his homeland after many mortal lifetimes, he was shocked to find his people had completely degenerated into dwindling jungle tribes. Determined to lead the people of the Conclave back to civilization, Caius acts as the head of the six tribes, patiently guiding them on the long road ahead of them.

Given the relatively small size of the tribes, Caius acts as a judicious leader; any major blow to the tribes could set back his ultimate goal by

generations.

He primarily uses his life stealing sword on the "Great Hunts" he leads the tribes on, showing his prowess and reaping the benefits of slaying the jungle's deadliest megafauna.

While Caius has broad knowledge of civilization and technology, the cavemen of Conclave are in no position to take advantage of much of it. For instance, while they could care for metal implements and tools, they would be unable to manufacture or alloy them. Caius has had the most success in teaching husbandry and simple tactics to some of the tribes, all of whom are well-disposed to the capturing and taming of wild beasts of the primeval jungle.

Officers, etc.:

Each cave is ruled by a Chief (F5), his three Lieutenants (F4), and a Shaman (C3).

Troops:

Each cave has additional or special troops based on their tribe as follows:

- **Wolves** - 20 wolves, 2 dire wolves, 3 F3 Wolf Trainers
- **Suns** - 4 Saber-toothed tigers, 2 F3 Tiger Trainers
- **Spears** - 5 F3, 50 Cavemen + all Cavemen of the Spears tribe may use spears and may fight in formation.
- **Bulls** - 10 Bulls, 40 Wild Cattle, 4 F3 Herders
- **Falcons** - 1 Roc, 10 Falconers, 1 F3 Roc "Keeper" [The Roc cannot be directed beyond the Rift]
- **Bears** - 30 Cave Bears, 3 F3 Bear Trainers

In addition to the "special" troops each tribe possesses, all caves have the following:

- 10 F3 [Essentially Caveman+1; one for every 10 Cavemen]

- 100 Cavemen
- 100 Females [fight as Cavemen-1, morale -2 except when defending caves and children]
- 50 Children [ranged combat only and cannot leave caves]

Cavemen are armed with the following:

Spear + Stone Axe - 10%

Stone Axe Only - 20%

Spear Only - 20%

Club - 50%

Women & Children:

Short spear - 20%

Sling - 20%

Thrown/Improvised - 60%

Each caveman is equal to two normal men and add +1 to damage for their strength. Women fight as F1[Cavemen-1] and children as normal men. Women and children do not add strength bonus.

Tribes that Caius stays with can recruit any Lost World Encounter creature types they can "capture" once a month during a Great Hunt.

All tribes may attempt to recruit their special type once per month. [Note: there is only one Roc.]

Location: Near central mountain/jungles, access to as many adjacent terrain types as possible.

Goals: Most of the Cavemen have a naturalistic and simple worldview that manifests as Neutral Good. Their primary goal is to maintain their hunting ranges. Most of the tribes are not expansionist, however the Bulls often require increasingly large grazelands as their mastery of herd domestication grows. The Cavemen especially hate the Tharks and the Pirates who raid for slaves. They dislike but respect the Tribal Chief. They like that Frogtown Frogs are lazy and like to be left alone.

Notes: The Conclave of Six is largely a

reimagining of the United Caveman Federation from Jeffro's Trollopulous game. Thanks to input from Ryan, the tribes are less homogenous than they were in that particular game, however this also means that the Conclave is potentially its own mini-Braunstein. The different lifestyles of the differing tribes can lead to either synergy or friction. Both the Bulls and the Spears are advancing towards civilization, one through domestication of livestock, the other through organization and martial skill. Together, this is a powerful combination. Without external pressures to unite them, would the Bulls face predation from other tribes? Is that Roc stealing their cattle?!

This element of internal tension is key to preventing the Conclave from being a static faction in isolation despite the overall worldview of the cavemen.

This faction is heavily inspired by the 1962 film, "Fire Monsters Against the Son of Hercules/Maciste Against the Monsters", in which a tribe of nomadic sun worshippers are raided for their women by a tribe of moon-worshipping cavemen and their cannibal allies. While the earlier incarnation of the United Caveman Federation also owes a lot to Grug Wojak memes, this version is potentially a little more serious.

The differing caves give a player a lot of flexibility as to how to approach the tribes' philosophical underpinnings and thus flexibility for numerous playstyles. This faction could be run either as dynamic and potentially warlike or freewheeling and lackadaisical, or anything in between, depending on which of the caves grabs your fancy. It even allows for a player who is willing to play against his own interests in the name of fun, should any one cave prove more interesting to play than the caves as a whole or should any one chief prove more worthy than Caius. A Conclave civil war could be an excellent means for drawing other nearby factions into a conflict in which the cavemen as a whole will ultimately come out ahead.

THE EXQUISITE INQUISITION

By RDubs

Description: During the turbulent years of the 11th century Earth, a group of zealous inquisitors was exiled through a cursed portal by a coven of witches, thrust into the wilds of Brozer, this group of Clerics discovered the power that can be harnessed through the exquisite pain of Fae creatures while interrogating them to locate more of the foul creatures. Developing the harvesting into an art the Order of the Divine Tear was formed. Unbeknownst to The Order, their belief in the True Gods has been corrupted through the use of the chaos infused crystals, grown from Fae tears, which have corrupted their faith. Dreams and visions have begun to let chaotic gods communicate with the Clerics subconsciously. The results of this communication are still unknown.

The Inquisition, while a faction of their own, now form the spiritual heart of Drakon's expeditionary force. These priests are relentless hunters of all things chaotic or fae, particularly despising elves and other magical beings whom they see as affronts to the divine order. The Inquisitors are known to capture fae creatures and torture them to extract their tears, which they alchemically crystallize to power their sacred weapons and strengthen their own divine abilities. They wield faith as a blade, enforcing their god's will with a mix of fervent preaching, brutal exorcisms, and militant lawfulness.

If the player should decide to partake of these crystals or ingest of crystalline powder, these clerics begin a slow shift from Lawful to Chaotic while instantly developing an addiction to the chaotic powders and crystals.

Martial troops are made of Romanesque soldiers supplied by the Prefect Suromus Expeditionary force while Clerical troops resemble Catholic clergy from the 11th century

Grand Inquisitor Catalan was told by **Enforcer Juan Milano** that while he was raiding a faeborne village, in a moment of zealous mania, he licked the tears from an Elven Maidens cheek as she watched her mate burn. He claims he was instantly gifted with a vision that depicted his death in the next Hut he would visit. This vision was confirmed by **his patron Deity** during prayer so he ordered the next hut torched. To his shock, five warriors ran out covered in flames then dropped at his feet. The blades they wielded were deadly, covered with a thick substance that looked very much like Wyvern venom.

This account has spurred **Grand Inquisitor Catalan** to explore the cause of Milano's vision. His first attempt did spur him to send his riders, along with Milano, to a location that revealed rebel elven forces. A dream days later has led **Catalan** to treat with an apothecary in order to strengthen this effect. These efforts have made the capture of multiple elves to be used in these experiments necessary, but the powder that results from this Apothecary's process has proven of the utmost use in trooper test subjects. Perhaps the inquisitors and enforcers can make use of this.

Catalan has been informed that the Apothecary has been successful in forming the powder into a hard, crystalline mass that he would like to test on various items. He awaits the order.

Each use of the crystalline powder grants the user a glimpse into the future. Should crystals be developed they will add additional movement, a +1 bonus to hit or a +1 bonus to HC determined by a random roll. **Your Referee will provide you the answer to one well-formed question he deems to be within reason, **note:** Each use of Powder requires a roll to determine if the Characters alignment shifts one step toward Chaos. A shift in alignment disallows spellcasting or the ability to be*

the target of spells from the Inquisition.

Leader: Grand Inquisitor Arnauta Catalan (C11) seeks to rid the Isle of Brozer of all ungodly creatures. He will refuse to treat with non-humans that are not subservient to his cause. Faeborne creatures are at risk when in his presence, as their dark energy enrages him.

WD6, +1 to Attack Roll, HC 4 (Chainmail+Shield/Bracers of Defense HC4), Equipment: Ring of Djinni Summoning, Brooch of Shielding, Staff of the Adder, Crossbow of Speed, Hammer +2, Ring of Mammal Control, 0, 4 Bolts +2, Medium Warhorse, Packet of Crystalline Powder

Officers:

All Inquisitor officers have +1 to their Attack Rolls, HC 4 (Chainmail + Shield), and medium warhorses unless otherwise stated.

Inquisitor Ramírez de Guzmán: C6, Potions: Polymorph Self, Extra Healing Potion, Healing Potion, Giant Strength, 4 Bolts +2

Inquisitor Tomás de Torqmada: C5
Potions: Super-heroism, Animal Control

Enforcer Juan Milano: F6

1 Spell Scroll lvl 1-6
Potions: Human Control, Levitation
Javelin +2

Enforcer Julio Tomatillo: F6

HC 0 (Chainmail +4, Ring of Protection +3, Shield)

3 F5, 4 F4, 4 F3 with the following additional equipment:

3 Dagger +2, Crossbow of Speed, Hammer +2,

Mace + 1, 2 Sword +1, 3 Javelins of Lightning, Javelin +2, 12 Bolts +2, Dust of Appearance

Potions: 2 Human Control, 2 Levitation, 2 Heroism, Super Heroism, Animal Control 2 Invulnerability,

2 Spell lvl 1-6

Troops:

300 Heavy Footman, HC4 (Chain + Shield)

40 Heavy Cavalry, HC4 (Chain + Shield), medium warhorse, Sword

10 Heavy Mounted Archers, HC 4 (Chain + Shield) medium warhorse, composite bow, sword

80 Lancers, HC 7 (Leather + Shield), lance, sword light warhorse

20 Light Mounted Archers, HC 7 (Leather + Shield), light warhorse, composite bow, sword,

20 Light Mounted Crossbowmen, HC 7 (Leather + Shield) light warhorse, light crossbow, mace

4 ballistae

3 light catapults

1 heavy catapult

Location: Walled Fortress near the coast, no more than 4 hexes away from Prefect Drakon

Goals: Subjugate natives, assimilate what survives the crucible of extremism. Destroy all Chaotic or heretical forces encountered. Zero tolerance for anything but Law. Ally with openly Lawful. Insist on oaths, no fence-sitters. Proselytize the faith heavily and claim territory.

Note: *The Inquisition is not yet aware of the effects of the tear crystals but should they begin using them, over time they will need to feed their addiction and serve dark masters.*

FERIGNO

By Macho Mandalf

Description: Ferigno is a Green Dragon, an embodiment of Chaos who has recently arrived on the island from the Hollow Earth. He delights in inflicting frustration on all who oppose him; including monsters and humans in the service of Law, and adventurers in particular. He has made a pact with an otherworld entity (see BOB) which has increased his power still further. He has a dragon's typical desire for treasure, but also a curious fascination with adventurers, and has used his ability to transform his appearance to pose as one.

Leader: Ferigno of course. Despite his chaotic nature, he is a loyal ally to those who are of a like mind, and will not hesitate to form a pact in order to advance himself and increase his power.

Ferigno is a Huge Ancient Green Dragon 10 WD, HC 2, No. of Attacks 3, Damage 2d3/2d3/2d10. Special abilities:

- Vine Aura: Units engaging in melee with Ferigno on the ground save vs Paralyze or are entangled by nearby vines for 2d4 turns
- Invulnerable: only hit by magic weapons
- Shape Change: (become humanoid form) at will
- Breath weapon: 3/day for 80 damage. 5" long, 4" wide, 3" high toxic vapor cloud
- Resistance to magic 50%
- Dragon fear

Spells: per day 4/4/2

1. Sleep, Enlarge, Charm Person, Friends
2. Alter Self, Mirror Image, *Deathless Minion* (used to create undead vinelings), Invisibility
3. Dispel Magic, *Hide from Scrying*** (prevention of discovery or information gathering by crystal balls or other scrying devices, clairaudience, clairvoyance. Duration: 1/2 day.)

When in humanoid form Ferigno will wield the

following items from his treasure hoard: Longsword of Dancing, Platemail +2, Shield +1, Cloak of Elven Kind; Hammer +3, Dwarven Thrower; Scarab of Enraging Enemies (19 Charges).

Officers: BOB the Wraith of Ages. BOB is a Wraith who came from the mists of Brozer. He appears to come from our modern world, wearing a denim jacket and jeans and sporting a crooked Kubrik grin. Some believe he may be the reason for the weirding Brozer mysts and mortals' inability to escape the island by sea. For his part BOB speaks little. It's unclear why he's aligned with the dragon but as of yet neither have betrayed the other. In addition to BOB Ferigno schemes with the Gnoll Leader Bloodfang and Shaman Yakkar.

BOB: WD 8, HC 4, Damage 1d8 and energy drain (level lost), Move on foot or fly. Special abilities:

- No damage from normal weapons.
- Half damage from silver weapons,
- Full damage from magic weapons.

Vineling Chief Ficus: 2 WD (12 HP), HC 7, Damage 1d6+1. Special abilities:

- Entangle with poison spell like ability
- Growth of Plants spell like ability

Gnoll Chief Bloodfang: 6 WD (28 HP), HC 3, +3 weapon damage

Gnoll Shaman Yakkar: 4 WD (20 HP), HC 4, +2 weapon damage. Divine Spells per day: 2/2

1. cause light wounds, detect good, detect magic, darkness, protection from good, resist fear
2. augury, chant, detect charm, resist fire, snake charm, speak with animals

Troops:

Vinelings, undead humans tied and animated with vines from Ferigno's natural magics mixed with BOB's dark powers. They can be turned as undead but never make morale checks otherwise;

they obey BOB and Ferigno perfectly. Gnolls, these creatures, part man and part jackal, climbed out of the rift from the Hollow Earth and were convinced to give allegiance to Ferigno. They are naturally bigger than human men and attack with feral abandon.

Undead Vinelings can use their viney bodies to move freely in trees and undergrowth and gain +2 to HC when they do so:

- 100 1 WD, HC 5, Damage 1d6
- 8 Champions 1+1 WD (8 HP), HC 6, Damage 1d6+1. Special: Entangle spell like ability. Growth of Plants spell like ability.

10 Ghouls: 2 WD, HC 3, 3 attacks, Damage 1d3/1d3/1d6 + Paralyze.

Adult males Gnolls can fight weaponless for 2d4 damage; but also carry thrown javelins (1d6) and sickle glaives (1d10) with an additional bonus for strength:

- 60 2 WD, HC 4, +1 weapon damage
- 8 Champions 3 WD (16 HP), HC 5, +2 weapon damage
- 1 Subchief 4 WD (20 HP), HC 4, +2 weapon damage
- 10 Females 1 WD, HC 7, 1d6 weaponless damage or spear 1d6
- 40 Welps 4 HP, HC 8, 1d2 or harsh language

Location: Ferigno's lair, located deep within a forest, is formed by felled trees stacked up against the ruin of an old tower. Along the trees and under them is a labyrinth of dying foliage. Only the vinelings may charge in the lair due to all the ground cover which doesn't effect them. Around the lair is a wooden palisade containing the gnoll village; to most observers this is all that is notable

about the place.

Ferigno's lair contains the following treasure:

7,000 CP, 6,000 SP, 6,000 EP, 8000 GP, 1000 PP; 1 ornamental item, 6 trinkets, 2 topaz worth 500 gp, each; 1 diamond worth 1,000 gp, 2 bone baseball caps worth 20 gp each, 1 alabaster gnome statue worth 700 gp, 1 silver party mask worth 600 gp, 1 jade statue worth 900 gp, 2 crates of glassware worth 200 gp each, 13 jackalskin rugs worth 90 gp each, 30 loads of pelts worth 450 gp, 20 cord of hard wood log worth 100 gp

Sword +1, Cursed; Longsword of Dancing, Platemail +2, Shield +1, Oil of Etherealness, Cloak of Elven Kind; Hammer +3, Dwarven Thrower; Scarab of Enraging Enemies (19 Charges); Cursed Potion of Delusion; Potion of ESP.

Goals: Treasure, having left much treasure in the Hollow Earth, Ferigno wants more. He also wishes to discover any knowledge which he can use to his advantage in making life miserable for his enemies. In relation to these goals; he hates the forces of lawful good and has a special enmity for the Roman guy Drakon. Under no circumstances will he take part in action that aids this enemy; however, he is no dummy and will not easily be led into attacking Drakon unless the odds of success are high. His dislike could easily spread to the inquisition if they throw in with Drakon. He has an affinity for the green creatures of Frogtown, but is ambivalent to their goal of radically changing the island. Equally, the green skinned Tharks are seen as ally material. Of the neutrals, Ferigno respects the information network of the Rat King and will likely seek to exploit it. He sees the Elves as a dangerous wild card to be treated with caution, and has no opinion on the tribal humans.

Notes: Ferigno does not have any strong Appendix N influences, hence the detailed attitudes provided above.

FROGTOWN

By Kes

Description: Every world has a Frogtown, and on the Isle of Brozer, this manifested in a fissure opening up in the island and a horde of vicious Frogmen bubbling up out of the Underworld. Already naturally belligerent against the hated “dryskins” of the surface world, they found themselves surrounded by things called “snow” and “ice” and they hate it almost as much, even if making yellow snow and throwing it at dryskins never gets old. They intend to channel that hatred into reshaping their hex and ultimately the island, into a paradise more to their liking: a TundraSwamp.

Leader: Froganza is the leader of this colony of frogmen. A hulking bullfrog whose brutish appearance hides the cunning and petty mind of a Sixth Grade Bully. A favorite punishment for criminals and outsiders is forcing them to lick flagpoles, then while the victim is stuck, beating them with sticks.

WD: 19, HC: 5, +2 Damage on all attacks
Equipment: Leather Armor, Shield +2, Sword +1, Ring of Water Walking, Boots of Running and Jumping, Pipes of the Sewers (summons the smallest types of Giant Frogs in your campaign world).

Troops: The majority of the Frogtown army consists of rank-and-file frogmen. They are of similar strength to human soldiers but with special abilities such as jumping and camouflage. The common frogs are strong jumpers, but rather stupid and impulsive decision makers.

Officers, etc.:

One-Eye is the marshall of Frogtown’s military forces. Not as large or as deceptive as Froganza, but still a physical menace feared by the troops under his command. 11WD, 7 HC, +1 Damage on all attacks

Equipment: Leather Armor, Shield, Sword +1
Cursed, Cloak of the Manta Ray.

Big-Eye is the shaman and magical advisor of Froganza. A powerful spellcaster and seer who favors swampy, slimy, and amphibious spells.

C14, 9 HC

Equipment: Potion of Human Control, Staff of the Mage, Horn of Bubbles, Vial of Endless Salmarsh

The Muscle Shoals Boys are five elite troops are better trained, equipped and disciplined, and wear fancy helmets indicating they are better than the ordinary frogs.

8 WD, 8 HC

Equipment: Leather Armor and Spears, fancy helmets

The Blind Murmurers within the Sunken Temple of the Frog God (and at other underground religious shrines) the priest-caste of four seemingly blind frogmen have control. They are actually quite stupid, but the rest of the frogmen don’t realize this and venerate them as wise shamans.

4+2 WD, 3 HC

Special Attack: Blinding Stare (May open their eyes fully to emit a blinding light. Victims within a range of 30’ or less must save or be blinded for 11-20 turns. Anyone with infravision must save at -3.

The Great Froggod lurks buried deep within the Sunken Temple. It (he?) is a tentacled, froglike “god” with an enormous appetite. Regular sacrifices keep it satiated, but extreme circumstances could bring it to the surface world to cause havoc. The Frog God will not leave its underground lair except under the most exceptional of circumstances.

16 WD, 2 HC (tentacles, 4 HC (body), 6 WC (tongue)

Special Attacks: Tongue Attack. (On a 19 or 20, or 14 to 20 for a size Small creature) an attack with the tongue will swallow a victim whole and will suffer an immediate 4-16 points of damage from stomach acid. Victims can only attack inside the belly with a dagger or similar small stabbing weapons smaller than a short sword. Each successive round deals 4-16 damage to the victim. The victim will be unconscious after the second round. If the victim is reduced to -10 HP or less, they are fully digested and cannot be resurrected.

Special Defenses: Immune to normal fires

Troops:

80 Normal Frogmen: 1 WD, HC 8 due to leather armor.

Hop: All Frogmen can hop forward or upwards adding +1 to their attack and dealing double damage. Unless employing a long weapon such as a spear, their attacks will always take place after their opponents.

Camouflage: If Frogmen are motionless in an area that allows them to blend in, a frogman is 75% unlikely to be noticed, which also applies to detection by infravision. When attacking from a camouflaged state, the frogman has a 50% chance of surprising its victims, or an 83% chance if using the hopping attack.

Location: Frogtown bubbled up from the great rift down the center of Brozer. It's possible they and their drive for Moon Pool magic may have opened up the rift in the first place.

Goals: Brozer is a cold island covered in snow. Frogtown hates that, and will, through manual labor and any magical means they can find, attempt to convert first their hex and then the rest of the island, into a humid, swampy, tropical mudhole just how they like it. Given time and resources, they will attempt to explore the map and/or make alliances with similar evil factions and will begin constructing Moon Pools in appropriate hexes for teleportation transportation and to spread their influence (see: "The Moon Pool" by A. Merritt for inspiration).

Notes: Frogtown's obvious visual touchstone, and initial aesthetic is drawn from the 1988 Rowdy Roddy Piper classic, "Hell Comes to Frogtown" combined with various frog memes from the internet, including Apu Apustaja memes. As for Appendix N references, the Frogs should be treated as strange and alien as the frogmen in "The Moon Pool" by A. Merritt (though evil instead of benevolent) and their culture and landscape should reflect the lost civilization of "The Face in the Abyss" (also by Merritt and without the dinosaur-riding). If given time and the opportunity, the Frogs will attempt to build "Moon Pools" of their own which act as large teleporters that can transport individuals and small units from one hex to another with a known Moon Pool of its own. There is an inherent silliness to anthropomorphic frogmen, and the faction should be played with a mix of bloviating posturing and short-term thinking maximized for comic effect, but also with a lot of secrets held close to the chest. The faction player needs to know more than they let everyone else know, including allies. If faced with a difficult choice on what course of action to take, choosing the funniest option is usually the correct one.

THE NORLAND REAVERS

By Night Danger

Description: The Norland Reavers are a crew of pirates, who lean more towards “Barbary Coast” than “Jack Sparrow of the Caribbean.” Their numbers are comprised of bloodthirsty hooligans longing for plunder and to see Cthaylor rise from the depths once more.

The Reavers will take slaves, riches, and human sacrifices to their dark oceanic goddess Cthaylor from their prey on the high seas. Aesthetically think of highlanders in kilts, with ornate facial hair, but also imagine a sort of “Lovecraftian” devotion to a horrible deity of the ocean that cries out for blood.

They should oscillate between humorous, cartoonish villainy and brutal, esoteric evil. If unsure how often to change between the two, simply roll a d6 each turn, with silly evil happening on a 1-3 and horrific evil happening on a 4-6.

Leader: Captain Angus Macready(F8), age 42, is a pompous, self-important JERK. He vainly preens and maintains his image as a pirate, twirling his moustache and putting beads in his golden tresses, but beneath this peacocking is a slow-witted, short-sighted, violent and hateful man. Given the choice, he will always take the course of action most likely to make his enemies look stupid in the event of success, even if success is unlikely. He fears nothing (to his detriment), and has come to the Isle of Brozer to collect the hide of some terrible arctic beast, to be fashioned into matching coats for him and his beloved harlot Bismireldalina. If he encounters signs that his deity CThaylor is displeased with his actions he will default to raiding nearby sentient populations for easy money, captives and plunder.

Javelin +2, Ring of Mammal Control, Mace +1, Ring of Protection +3, Cloak of the Elves, Pipe of the Sewers

Officers, etc.:

First Mate Gunnar Gunnarsonson: F6

+2 Dagger, Potion of Human Control, Potion of Levitation

Tu’uk the Wise: MU7

Ring of Protection +1, Potion of Fire Resistance, Potion of Speed, Scroll of Protection from Magic, Wand of Illusion, Staff of Striking, Altar of Cthaylor (*See Notes section on the nature of the Altar and Cthaylor*)

Gubbins: F5

Mean John: F4, Mean as he is ugly

Ring of Mammal Control, Potion of Super-Heroism, Potion of Animal Control

Surly Jean: F4, Uglier than he is mean

Potion of Healing, Potion of Giant Strength, Potion of Extra-Healing, Potion of Polymorph Self

Cruel Juan: F4, Meaner than Jean is ugly

Ivan the Unpleasant: F4, Uglier than Juan is mean

10 Arrows +1 (And obviously a longbow), Potion of Heroism, Potion of Invulnerability

With the exception of Tu’uk the Wise, all Levelled Officers of the Norland Reavers wear Chainmail and carry shields and swords.

Troops:

All regular troops are 1WD, with HC and damage according to weapon and armor type.

10 Men in Chain w/ Shield, carrying swords and axes

10 men in Chain, carrying swords

10 men in Leather w/ Shields, carrying swords

40 men in Leather, carrying spears

30 men in Leather, carrying axes

10 men in Leather, carrying heavy crossbows
30 men in Leather, carrying light crossbows.

Location: The ship has weighed anchor along a coast and taken rowboats to make a semi-permanent base camp no more than two hexes away. They have built a shrine to Cthaylor with a blood-stained altar on the beach where they venerate their dark powers.

Goals: The primary goal of Captain Angus is to kill some sort of arctic wurm or monster that he can fashion into a trophy to impress his ladyfriend. The crew is along for the ride as long as plunder, slaves and sacrifices can be requisitioned in tandem with the pursuit of this goal. Religious fervour for Cthaylor is high, and if anything happens to Captain Angus, Tu'uk the Wise will take over and all other goals will be secondary to bringing about the manifestation of the oceanic Elder Being.

They have captured 3 hostages from other factions and are seeking ransom for them, no set price, the goal is to simply filch as much value as possible from the relevant faction. (Designers Note: The referee and this faction player should work out who the hostages are; with an eye towards interesting conflict).

If you feel displeased with the offers made by said factions, feel free to sacrifice the prisoners to Cthaylor while laughing full, hearty laughs and twirling your moustache.

Notes: These guys are not a "serious" force of evil because of the incompetence of their captain. Obviously, any pirate worth his salt should be inspired by Robert Louis Stevenson's "Treasure Island", but in practice Captain Angus will lead the crew in a fashion more closely resembling the Muppets adaptation of this work. Tu'uk the Wise is very much the source of "Genuine" evil among the pirates, and to get an idea of his intentions you

should read Lovecraft's "The Horror at Red Hook" and "The Call of Cthulhu", paying close attention to the police raid in New Orleans in the latter. For further evil cult inspiration Robert E. Howard's "The Devil in Iron" and Alexander Palacio's "The Turquoise Serpent" are both highly recommended.

Altar of CThaylor: This dark altar is a unique magic item that can be used by Tu'uk the Wise (and other spellcasting followers of CThaylor) to bestow great power on followers of the dark goddess. The target of the buff must be within sight of the altar and a follower of CThaylor.

The level of the spell is twice the level of the sacrifice victim (example: a character of level 3, if sacrificed, would bestow a level 6 spell effect). The effects are of permanent duration but fade away on a full moon. Only three effects can be active at a time. Trying for a fourth before a full moon resets it all causes the altar to explode and kill everyone around it. And no buff is cast.

CThaylor of the Deep: She is a dark Lovecraftian octopus goddess. Think Dagon but she's a world-famous singer of banal pop songs. How she can be risen in your campaign and what she would do if she is risen are up to the referee. The player of the Norland Reavers faction can give the referee ideas but it's the referee's choice if and how it all works out. CThaylor's strength will also be up to the referee. In our campaigns she has 24WD, is colossal, makes 6 attacks, and is a 20th level spell caster. You can find these exact stats in the best retroclone out there; a particular book which will soon ship with a stunning poplar slip case.

If you play this module as part of an ongoing campaign and CThaylor rises from the depths, we recommend having her controlled as a faction as part of a session Braunstein now and then. NOT as a mindless weapon for the Norland Reavers faction to wield at enemies.

PREFECT SUROMUS DRAGON INVICTUS, HAMMER OF ROME

By @drakoninvictus

Description: Prefect Drakon leads a Roman expeditionary force to the Frozen Isle of Brozer with the intent to explore the island and bring any humans encountered into the Roman way of Law. The Romans are a humanocentric culture, but demihumans can earn places through merit. Their focus is the preservation of humanity through rigid adherence to Law, order, and faith in their pantheon of deities. The zealous Exquisite Inquisition forms the spiritual heart of the Roman presence on the island, with a separate faction/stronghold nearby. There can sometimes be friction between the Temple and the army, but as long as Chaos presents itself as a common enemy the two remain aligned in their goals.

Leader: Drakon (F14) is rigid, zealous, and strategically minded. He prefers to delegate tactical action to qualified subordinates or adventurers. He is open with rewards and relationships with Lawful factions, but has no qualms about taking advantage of or betraying the non-aligned. He offers no quarter to Chaos and is disdainful of neutrals. He is liberal with capital punishment and has little patience for criminal shenanigans. He insists on oaths to Law for any significant aid rendered to adventurers.

Drakon came to power by force, cutting his way through corrupt politicians to seize control of his Prefecture. He believes there is a war of cosmic proportion always on the brink and will not have his people caught lacking.

Plate +2, Shield +1, Sword +2 Slayer of Giants, Potion of Undead Control

Officers, etc:

Gaius Malleus Maleficarum (F6), a commander and witch hunter. Sword +1/+2 vs enchanted creatures

Naropriyo (F6), a swashbuckler and admiral of the fleet. Scimitar +2

Daria Vaylas (C5), a warrior priestess.
Scroll Spell Levels: 2, 3, 3, 4, 4, 6

Briarwhisper Viaspenicus (F6), an Elven Ranger. Sword +1, Potion of Invulnerability

Lucia C5, Flail +1, Potion of Plant Control

Inthorn F5

Cellepes F5, Plate +1, Battle Axe +1

Other Officers:

Four Captains (F4) (One with Plate+1, another with Sword +1)

5 Lieutenants (F3)

Troops: Roman legion, heavy with chaplains.
300 Roman professional soldiers (WD1)

- 150 Heavy Foot: HC 3 (banded mail + shield), spear, short sword
- 30 Light Foot: HC 7 (leather armor + shield), javelin, short sword
- 60 Bowmen: HC 8 (leather armor), short bow, short sword
- 60 Horsemen, archer: HC 8 (leather armor), composite bow, scimitar, light warhorse

4 ballistae

3 light catapults

1 heavy catapult

12 longships in various states of disrepair
(*Designer Note: I recommend reducing the number of usable ships for Drakon down to 1 or 2 if you have the Pirates faction being played; so Drakon can't easily overwhelm them.*)

Location: Walled fortress, access to shore, no more than 4 hexes from Exquisite Inquisition.

Goals: Drakon's goal is to bring humans under the umbrella of the Empire and present a unified front against the fantastical world around them. If he has to crush the natives and assimilate what remains

into the fold then so be it, but he would prefer to convert them. There is zero tolerance for Chaos in a world where the dangers of such are tangible and widespread.

Notes: Black Company is likely the strongest influence from Appendix N. Drop-in of my longtime Dubzaron patron. Faction is a bastion of Law and antagonist to Chaotic factions. Has diplomatic options with neutral factions, but from a purely transactional perspective. Plays as the straight man, civilized presence. Maybe have market access for trade. Hates beastmen, especially Frogtown.



MINOR FACTIONS

GREEN MARTIANS OF LITTLE PANAR

By James Streissand

Description: Standing roughly 15 feet tall, these four-armed green aliens arrived from Mars by accident mid-raid. A flaming elven vessel appeared in their planet's atmosphere for all to see. It was sure to crash; all Martian raiding parties nearby quickly set off, each hoping the elves would land on their blades first.

The first Martian raiders to arrive were red, narrowly beating the elves to their own crash site. Cargo bays opened and burning elven marines spilled forth to meet the Reds (now short two carriers, with which the elves cushioned their ship) in combat as all remaining crew desperately tried to smother their fuel reserves. Most were killed in the melee and even fewer were left once the blaze was under control. A second raiding party arrived, green Martians who now call Little Panar home.

Escape was the elves' only hope for survival. They began another fold jump and prayed it would finish before Martians slew them all. Scorched wings unfurled, balloons inflated, and boosters fired as the elven vessel was carried upwards. None of the green Martian's skiffs or carriers would rise quickly enough to meet the elves. Instead their bloodthirsty leader Taj Lequor diverted all craft to a cliff near the crash site, where they would launch off and intercept the elven vessel mid-air. Two skiffs managed to ram it, coming to a stop inside. The rest were leashed by the fold-jump and carried on a second miscalculated jump, landing inside the Isle of Brozer. The elves' prayers were answered; their last marine fell after the jump was complete.

Location: "Little Panar" is the Martians' home away from home. The elf fold-ship displaced a cliffside in the Isle of Brozer offering the Martians a unique seat of power. Little Panar can only be effectively approached by sea. Any hopeful troops or adventurers must then either scale a 40 ft cliff to reach a makeshift hangar bay or fight up through

the secondary docks at the water (where captured ships are held), then up a narrow but steep staircase with no ceiling (for raining missiles upon intruders).

Little Panar's primary exports are monster eggs/young, slaves, and their services as raiders and operators. Green Martians frequently attempt to capture spouses, valuable officers, and passing merchants. They dislike capturing heroes, anti-heroes, and other leader-type characters in comparison, who if captured by accident will likely be sold or set as bait in an empty monster lair (65%). Green Martians maintain 4 monster lairs connected to Little Panar.

Troops: 116 green Martian warriors guard Little Panar's equal number of women and children. They are guarded by 17 gorallions as well. When rolling an encounter in Little Panar's hex, there is a 50% chance the result is using an unclaimed lair in Little Panar (assuming it was not encountered in-lair). These lairs are the only means of approaching Little Panar by land. Grates are embedded deep within each lair, always on the ceiling so as to safely drop useless slaves or bait.

Little Panar's current chief is the R8 Taj Lequor, surrounded by at least 3 of the following troop types at all times (unless in a secret meeting):

(3x) F6 Sub-Chiefs
(6x) F4 Sergeants.
(20x) Bodyguards.
2 captive MU6
1 captive I4

Equipment: 25% of green Martians (including all to use radium guns and carry 20 rounds of ammunition each. A distributor (50% chance of being a slave) carries the rest of any group's ammunition. Another 25% wield a spear and two

javelins with their four arms, able to follow any spear throw with a javelin or throw a javelin immediately before a charge or set for charge. The remaining 50% wield a sword and mace each.

Three skiffs remain operational, as does one carrier. The carrier must be repaired as two damaged skiffs within 6 months or be rendered inoperable.

The gorallions are a 6-armed ape species which regenerate as per trolls until afflicted with poison or acid, and attack 6 times every 4 rounds. Their numbers may be increased by hunting down ape and monkey-like creatures of any variety, lycanthropes, ogres, and goblins. If bitten by a gorallion, the aforementioned will follow the rules for lycanthropy as if they were a human (transforming if not cured).

Three damaged skiffs are in the docks along with one damaged carrier. Creatures familiar with or composed of machinery could be used to repair a skiffs with approximately 2d6 months work, magical tools, and 10,000gp worth of materials. The green Martians hold 18,000gp worth of useful materials for repairing these vehicles but don't know it; this planet's composition and gravity gives them some difficulty when it comes to repairs.

Goals: Raiding is the spice of life to green Martians and they wish only to extend this empire of cruelty across the stars. With the help of 6 magic users of 6th level or higher (or half as many illusionists of 4th level or higher), they can use the elf-vessel to bridge with their home planet, transporting 10-100 green martians as per the *gate* spell. One skiff comes through for every 40 Martians (carrying an additional 10) and one carrier comes through for every 80 Martians (carrying an additional 20). There is a 1/6 chance of red martians spilling through instead. These Martians have an additional +1 WD but only 10% will use radium guns. This chance increases to 2/6 and so on until it occurs, resetting to 1/6.

To gather the requisite wizards and never be

placed on the defensive, Little Panar's Martians try to incite rebellion in the other factions through capture. Officers, spouses, and those beloved by their communities are prioritized whereas leaders are not targets for capture (though Little Panar can be paid to kill them). Not only does the capture of a leader tend to rally loyal troops and give disloyal troops a chance to desert, it robs the Martians of a chance to truly turn the target against themselves. A good castellan is either priceless or not missed at all. Any attempt to rescue his wife on the other hand can only muster a smaller force. Worse, the castellan can't afford to abandon her lest his leadership be questioned and risk open rebellion!

More likely the rebellion will end once the Martians' captives are returned to their community (50% chance if dead, 75% chance if returned alive). Rebellions themselves have a 50% chance of paying the ransom outright (provided they have the funds). Taj Lequar's muse for this cunning strategy is a chaotic elven magic user named Vythian the Beautiful, who bargains with Lequar in secret every full moon to prophesize his future, enable contact with Mars, and trade for secrets or elven prisoners. Vythian the Beautiful's objective is to spirit the elf fold-ship away to his home in Jupiter's clouds (free of any Martians).



ISES GLISEL

By HjeuphosAcre

Description: For as long as stories have been told, the translucent spires of Ises Glisel have stood silent at the end of Brozer Island's great rift. Tucked away in a deep mountain valley, and scoured by centuries of blizzards, the roots and halls of Ises Glisel's crystalline city stretch far beneath the ice, where countless glimmering humanoid forms serve the beck and call of a mistress heard only on the tumultuous winds. At the mouth of the valley, a lone hero kneels in an eternal vigil. In his hands lay a weapon of great power, the blade known as Tyrung. Long ago forged to fend off a terror from the deep, its power is said to have sealed the beast, but also doomed its makers to exile, trapping them behind a seal of their own making.

The long-forgotten heroes of Ises Glisel now haunt the valley as ice cold and scintillant creatures of vaguely human shape. These are the *Gelid Knights*. Utterly devoid of any facial features, their bodily forms have long been altered by the magic of Ysenna and Ises Glisel, making them immune to cold and capable of fluid-like contortions due to their frigid, gel-like flesh. While Tyrung's seal bars the pass to the valley, they wait without need, cold and quiet as the spires they long ago protected.

Leader: *Ysenna, Siren of the Spires*, I11

A shimmering, spectral nymph of the north, who uses her siren song to lure others into an unending service. She is a capricious and vexatious spirit, untrustworthy in dealings, and only consistent in her own ambition to rule the island. She avoids direct fights, and prefers manipulating others when possible. Until her forces are freed she is the only one able to move about freely, and mostly makes use of Phantasmal Force or other magic and illusions to advance her whims.

Equipment: Dagger +2, Ring of Protection +2, Bracers, Spell Scroll (L3), Potion of Healing, Potion of Fire Resistance

Officers, etc.:

Vallug the Frost Giant. Long bewitched by Ysenna's song, Vallug guards the valley of Ises Glisel and awaits the day that he may again rampage freely in her name.

WD:11, HC:4

Melee Attacks: Giant Axe (4d8)

Ranged Attacks: Rock Throw (2d10)

Other Traits: Immune to Cold

Notes: Vallug is magically bound to the valley of Ises Glisel until the seal of Tyrung is broken.

Tharmur, the Old King. Once a leader of men, he used the power of Tyrung to seal away a terrible force. Tyrung has since kept him suspended in his endless vigil for untold years. If Tyrung is taken from him, and its seal is undone without destroying his body, he may yet live to fight again. For who? That remains to be seen.

WD: 9, HC: 2

Melee Attacks: Special*

Equipment: Shield, Plate +1

Tharmur will serve anyone who returns Tyrung to his hand. If he is recruited or converted some other way, he begins with no weapon.

Tyrung is a +3 long sword, but acts as +6 against foes closely aligned with fire/heat. It deals an extra d6 frost damage on hit, and can extinguish flames in close range.

Knight Commander Cheld (Gelid Knight)

WD: 7, HC: 5

Melee Attack: Long Sword +1

Lord Knight Snaiwaz (Gelid Knight)

WD: 8, HC: 5

Melee Attack: Long Sword +1



Knight Commander Frustaz (Gelid Knight)

WD: 6, HC: 5

Melee Attack: Long Sword

Troops:

50 Gelid Knights

WD: 1+1, HC: 7

Melee Attacks: Long Sword

5 Gelid Knight Sergeants

WD: 2, HC: 6

Melee Attacks: Great Hammer

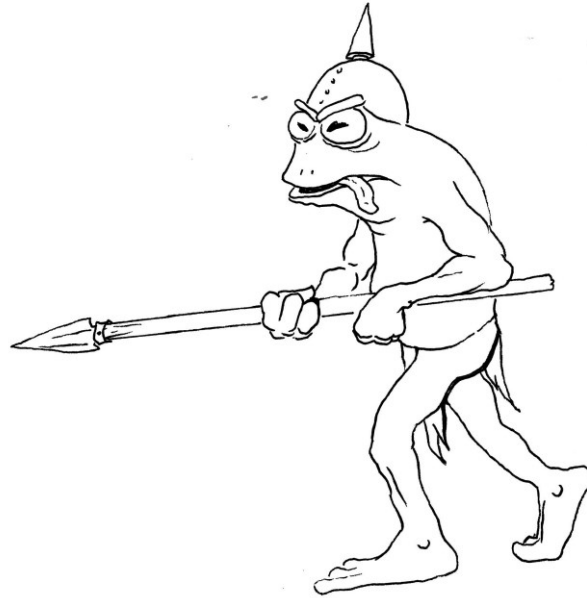
2 Gelid Knight Captains

WD:4, HC: 5

Melee Attack: Great Sword

Due to the unflinching focus and obedience of the Gelid Knights, they do not check for morale, and each round may either make two attacks, or one attack with a +2 to their to-hit.

Location: Isolated and wind-scarred valley surrounded by cliffs/mountains on one end of the great rift.



Goal: Lure players into service or traps. Use them to reclaim Tyrung/break its seal. Ysenna likely knows of the Cthaylor/kong thing and may view Tyrung as a means to deal with it. Expand into and take the island with frost giant, troops, and converted units/players after the seal is broken/sword is removed.

Notes: Kushat from Black Amazon of Mars, run by Atali from Conan (Frost-Giant's Daughter/Gods of the North)

Would be fun to play as a weird or mysterious figure, leaning more into manipulating other factions or players into doing what you want, and making promises you won't keep. Siren songs on the wind might tell them what they want to hear and sow rumors of treasure here and there. For enemies, it might be hard to make a move on Ysenna without also giving her some advantage, like breaking the seal to even enter the valley. Most anyone "new" to the island would be seen as some upstart obstacle to her plans. Perhaps Tyrung and the seal caused the Great Frost that the cavemen speak of?

PILGRIMS OF THE HOLY DESTRUCTION

By Fluid the Druid

Description: These are Pilgrims who venture to visit the McGuffin Stone. They dress in white hooded robes emblazoned with Red Crosses. Otherwise, the pilgrims seem much like normal unheroic men—if somewhat giddy with the thought of completing their pilgrimage. The fighters among them wear similar white surcoats with red crosses. They are on a holy quest (they tell everyone) to destroy an ancient evil artifact in their possession that they carry in an ark that contains its evil. They believe the McGuffin Stone can be used to destroy this ancient device. It is their task to find that McGuffin Stone and expose the artifact to it to become illuminated unto the means of neutralizing the artifact. Every member of the pilgrims is LE PRF.

The pilgrims are peaceful and will try to avoid battle. The guards will protect the ark over the pilgrims. However, if individuals or small groups travel with them into the wilderness, they will attempt to swarm them with their daggers to overbear, capture or kill them. If forced to fight against troops or other monsters, they never check morale and will attack with fanatic ferocity with their daggers.

Leader: Abbess Emlynn (aka “Lynn”) the Pure (CL8). Nun Abbess. She will be the main point of contact with the pilgrims who will keep to themselves. She will introduce herself as “Lynn”.

WD 8, HC -2 (Plate +3 & Shield, Protecto Ring +1) Mace+1

Note: Emlyn is possessed by a Penanggalan with all the abilities of that creature. She inhabits the body of a LG PRF Nun. Note: magic will detect her as **LG PRF**.

Emlynn has two body servants to assist her, Aaron

(CL5), and Hamon (CL3). Both have maces, clubs, and Plate & Shield (HC2). Aaron has a Ring of Fire Proofing.

The two carry her in a palanquin along with a chest and vessels that smell of vinegar.

Officers, etc: Morgan le Fae is a powerful wizard (F4/MU10) who is accompanying Emlyn. She will introduce herself merely as “Fay” and just another pilgrim. She is the true mastermind behind the expedition.

HC4 (Plate & Shield)

Equipment: Protecto Ring +3, Ring o’ Spells, Amulet of missile deflection, Illusion Wand (96 charges), Potions: 2 x super cure, 2 x shape change, fireproof, speedo
7 silver, 2 gold, 100 gp garnet, 25,000 gp ruby.

Tome of Spells: 1) invis valet, understand languages, be charming, hold door, find magic, read magic, 2) make forget, Lock Door, 3) gustiness, invis 10', call monsters, 4) ice blizzard, make hole, make like a tree, 5) Contact Planar Creatures, Poison Fog.

Invis Ring

Guard Samson (F8), HC1 (Shield+1, Plate), Hammer +2, Autoloader Crossbow (10 Quarrels +1), Potions: Strength, Curing

Guard Joshua (F7), HC 2(Plate & Shield), Spetum, Long sword

Guard David (F7), HC2 (Leather+1, [high agility]), Long sword+1, Dagger+1

Mattahias (F6), HC4 (Chain & Shield), Potions: fireproof, speedo, climbo, flyo, super cure, shape change

Gideon (F6), HC1 (Chain & Shield, Protecto Ring +3), 3x Electro Spears

Judas Maccabeus (F6), HC 4 (Chain & Shield), Spear, Long sword, Scroll: safety from magic (cursed), Potions: climbo, flyo

Additional guards include Omri Jephtah (F4), Mesha (F2), Ahab (F2), Nemo (F2), and Saul (F1). Each is HC4 (chain & shield), armed with Spear and Broadsword.

Dismas (T7) leads a group of "Pilgrim Tricksters". HC4 (Leather), Short sword +1, Dagger, Cloak of Teleport Nearby, Potions: super brave, animal friendship, human friendship, levitation.

His tricksters include:

Gastas (T5), HC5 (Leather), Cloak of Camo, Short Sword, Ring of Animal Control
Barabbas (T3), HC6, club, sling
Judas (T1), HC6, dagger, club

Troops:

80 Pilgrims (WD1-1, HC10, LE PRF, dagger, fanatic never check morale, 3D8 copper each).

Location: Starting location, roll randomly for any of the known ports. They will arrive by ship and without delay head into the wilderness seeking the McGuffin Stone. Instead, they will head to the most active volcano seeking lava.

Goals:

Openly known Goal: They bear an ancient evil artifact that they wish to destroy.

Secret Goal: It is not an ancient evil artifact but King Arthur's sword *Excalibur*. It is sealed in an Iron box the is locked. The lock is also trapped with a poisoned needle. In addition, the box has been Wizard Locked (by a WD 8 Wizard), and the box has been marked with symbols of *Fear & Hopelessness*. The box is kept in an Ark which is carried by four of the Pilgrims and surrounded by the pilgrim's guards. Excalibur is a Holy +5 Longsword of lopful vengeance.

THE RAT KING'S COURT

By Jon Mollison

Description: The best Braunsteins all have at least one faction that operates outside the normal rules of conflict: a neutral third party to act as information brokers, and trustworthy enough to make services worth the gold they charge. The Rat King's Court is not that faction.

While it may serve the important game function of allowing for limited access to spycraft and message delivery, the Rat King has goals of his own. As with espionage and intelligence agencies everywhere, the Rat King's Court serves his own interests. He may be a useful source of information, but one should never forget the old adage of "trust, but verify" when dealing with him and his agents.

And his agents might not be everywhere on Brozer, but giant rats are. Any one of which could act as the mouth of the Rat King.

Leader: The Rat King has no name. The Rat King needs no name. His physical appearance is that of a dozen giant rats whose tails are knotted in a Gordian mess. Unlike mundane rat kings, these tails are fully conjoined. Though capable of limited movement in a roiling, clumsy mass of giant rats, he is physically very vulnerable. Even a child could stomp him to death in a moment, and should his whereabouts ever become known (see Location below) he risks being instantly killed or worse—bound to servitude to his captors.

His physical restrictions are counterbalanced by powerful psychic abilities. The dozen giant rats are not just linked to each other as a hivemind, but also have the ability to reach out across the miles and communicate instantly with others of their kind. While unable to read the minds of non-ratkin, he has used his link to other giant rats and wererats to assemble a small and powerful force of spies who do his bidding.

Officers, etc.: The Rat King's "Officers" have no faces of their own. Instead, they take on the faces of the Officers of other factions. They do not speak for the Rat King for fear of exposing themselves, but use the giant rats around them to speak on the King's behalf. *The Rat King will have one wererat spy for every two active players/factions.*

For more information on how the wererats operate, see Infiltration, below. Should the need for direct combat occur, the wererats will act as the stats given for the Officer whom they replaced.

Troops: The Rat King is protected in his home lair by 3-18 giant rats. In addition to these giant rats, each wererat is attended by 2-12 giant rats that lurk about in the shadows. It is these giant rats who act as the mouth of the Rat King. Using them, the Rat King can speak with any faction at any time, but these creatures are too stupid to engage in espionage in their own right. They cannot gather information, being too dull-witted to know what matters, but serve the dual purpose of allowing the Rat King to deliver messages among factions without the slow trekking about the world, and to provide cover for his Officers.

Location: Unlike the other factions on the Isle of Brozer, the Rat King's starting location must be declared prior to the start of the game. He may select any faction's home hex as his starting location and should nominate a location within that hex for his lair. If the player chooses to make his lair within (i.e. the basement or attic of) the seat of power itself, he treats that location as subject to Infiltration.

Infiltration: Before the game begins, the Rat King player should also nominate half of the opposing players to serve as host to his wererat spies. Even before the game begins, his agents have been active in the Frozen Isle. As a result, any of that

faction's Officers is not as listed, but is rather a wererat agent. This entitles the Rat King player to eavesdrop on any conversation between that player and either another player or even the referee.

The Rat King need not announce which Officer is secretly a wererat. It is enough to announce that the faction is infiltrated.

Instead of worrying about tracking and role-playing the interactions of replaced Officers, an infiltrated faction—and a player whose faction is infiltrated will know it from the fact that another player is present and eavesdropping—has two choices. He might opt to take advantage of having the Rat King's ear at the cost of the Rat King knowing his secrets. Alternatively, he might act to root out the mole-rat in his midst.

The cost of excising the wererat spy is left as an exercise for the referee. At a minimum, killing the wererat will also remove a random Officer from the faction roster, as that character was killed and replaced long before the game began. Whatever the ultimate cost, that player will find his camp bereft of giant rats and will not be able to access the Rat King's intelligence network or instant communications until he has made restitution to the Court Rodentia.

Assassination: The wererats can, in times of extremity, act as assassins. When ordered to do so by the Rat King, due to their abilities to transform and experience as spies, they operate

as 6WD assassins. Any failed assassination attempt reveals the identity of the wererat to the faction in whose camp he operates.

Goals: The Rat King's primary goal is survival. He counts every time he survives to see the next dawn as a win. Beyond that, he operates in the shadows to maintain the balance of power among his two-legged peers. He does not seek treasure or reward, but only safety and security. As such, he understands that true victory for himself comes when none of the other factions can count themselves as unambiguous winners. He may sell himself as a useful ally, but his usefulness ends should his client look to take a commanding position in the fight for the McGuffinstone.

He has no interest in shiny things such as gold and baubles. His fees are instead to act as both a source of information and a means of influence. His agents will demand high prices initially, and walk them back to find out just how much a faction covets information. That will tell the Rat King something about his client's own goals. With spies in a faction's camp, he will also have a very good idea how wealthy his clients are and will tune his prices accordingly in order to strip them of their wealth and thereby reduce their ability to secure victory on their own terms.

If no one wins, the Rat King wins.

Notes: The Rat King is based primarily on the folklore of Western Europe, the best folklore from which to draw inspiration.

SIR BROGER DE BRAUNVILLE

By Max Scruby

Description: In the year 1345 the village of Mansby was gearing up to assist the King of England in his war against France. They were rudely interrupted by the arrival of an interstellar scout craft, which the noble Sir Broger quickly overwhelmed and commandeered for the war effort. Unfortunately, the sly captive Bronithor, the pilot of the craft (dubbed the Crusader by the villagers) diverted course, and instead of arriving in France as planned the Baron Broger and his people were caught in some sort of interstellar anomaly and have crash landed on the Isle of Brozer.

Leader: Sir Broger, Baron de Brauneville, is a just leader, a skilled warrior, and a shrewd strategist. He wants what is best for his people, the Faith, and England. Fights as an F9 "Lord" in full plate (HC2) wielding a massive +3 two-handed sword or a lance when fighting on horseback.

Sir Broger's Standard provides +1 to hit and damage to troops within 6"

Officers, etc:

Sir Browain Montbelle, a fine warrior with a cunning streak that makes him well suited to leading guerilla actions. Fights as an F4 "Hero" in full plate plus shield (HC1) and longsword, or lance when mounted. Due to his skill at woodcraft, a force he is leading will surprise foes in a forested area 50% of the time

Red John Hameward, a master archer serving Sir Broger in a leadership role, he's rougher around the edges than Sir Browain but he's steadfast in the face of any foe. Fights as an F4 "Hero" wielding a +1 longbow or a footman's mace in close quarters, and wears a mail hauberk (HC5).

Lady Catherine, Broger's devoted wife and adviser, key in maintaining the morale of the lost

villagers. All English units will fight at +1 in her defense.

Brother Parvus, a monk with an incredible talent for translation.

Bronithor, the Baron's alien captive, who is familiar with the controls and weaponry of the alien spacecraft, and can be communicated with through Brother Parvus. Generally quite cowardly and will not attempt escape unless an obviously superior chance at survival and recovery of the ship presents itself.

Troops: 4 sergeants and 8 assistants (fight as F1, equipped as the troops they lead)

20 mounted knights (WD 1+1), HC 2 (Full Plate), warhorse, lance, arming sword, warhammer

40 English longbowmen (WD 1), HC 8 (padded armor + buckler), longbow(+2 to hit), sword

30 footmen (WD 1), HC 5 (chainmail), pikes

In addition to the trained troops there are a similar number of non-combatant men and their families (bringing the total number of villagers to around 200), who are able to complete various tasks such as fortification. The forces of Mansby are able to fabricate medieval siege equipment such as rams, mantlets and trebuchets with access to wood.

Alien Weaponry:

The forces of Mansby have looted the arms locker of the craft, and in addition to their existing weapons they will employ a variety of alien weaponry in combat when appropriate.

Hand Cannon

Range: 100 yards

Damage: 3D

Treats all targets as hit class 10 (ignores armour)

Handheld Explosives

Range: 30 yards outdoors, 30ft indoors

Damage: 2D

These devices will affect all units within a 10ft radius of the impact point

Large Explosives

These can be fired from siege equipment or the ship's bombards, and will have a range matching the weaponry they are fired from. The blast radius for the majority of the explosives is 30ft, dealing 3D of damage. However, there is also a small atomic device on the ship that if detonated will have a blast radius of 300 yards, killing everything within 200 yards and 50% within 300 yards with debris, and causing blindness to anything watching the blast from within 1000 yards.

Location: based out of the crashed Crusader scout ship

Goals: seek out the means to locate and return to England. Spread the Faith. Protect the people of Mansby.

Notes: This faction is cribbed from the Poul Anderson novel "The High Crusade". The story involves many independent actors with opposing goals operating under a fog-of-war, and so the faction is expected to fit right in with a Braunstein scenario. The Baron and his men have no qualms making alliances with unusual entities and playing other factions off each other, although their

preferred allies are those with philosophies closest to Christian doctrine (Lawful and/or Good aligned factions).

It's likely they will attempt to open friendly diplomatic relations with the Prefect Drakon and the Inquisition, believing them to be some offshoot of the Roman Catholic Church. The Swolecerors will appeal to Broger's knightly instincts with their feats of strength, and call to mind the myth of Arthur for the men, so he will also be sure to make contact with them and seek out their advice with the other factions. The English will be suspicious of the native tribes of the island and see them as pagans, but if the opportunity to work together against an evil foe arises they will. The elves will be naturally mistrusted. Any of the evil or evil seeming entities such as the Rat King or the Frogmen will be seen as foes to ward off and defeat.

Sir Broger's men are a small force very far from home, so in all conflicts they aim to keep losses minimal and impact maximal. Shock-and-awe and guerrilla warfare are the two main methods by which this faction wages war, followed up by swift diplomatic moves before the limited extent of their actual force can be discovered. They will avoid revealing the location of their ship and the noncombatants on board, and will use rather than trade the alien weaponry in their possession.

SWOLECEROR SUMMIT

By @NotJohnDaker

Description: The Swolecerors (and you BETTER capitalize the 'S' when you are writing or speaking to them) are wizards who work out their bodies, as well as their minds. They are boisterous and paternalistic towards the weak, but are ultimately on the side of Law and Good.

They use magic that enhances their allies (or themselves) and are more likely than the average wizard to wade into melee. They have spells they have invented like "FIST", "Flying Elbow", "Summon Celestial Luchador", & "Zillifrent's Frothy Protein Shakes"

Take a Frank Frazetta or Boris Vallejo painting and add a wizard hat to imagine what they look like. All Swolecerors have higher-than-average STR. They often inscribe their spells on weight plates, instead of spell books. The motto they live by is "The brain is also a muscle".

Leader: Hans Franzen (9F/9MU), the Supreme Swoleceror, Baron of Biceps, Gains-Getter, Barbell Booster, and many other titles. He is the biggest, strongest, and smartest Swoleceror of them all. A man of great strength and great mirth, he often has a smile on his face. In his mind, the purpose of having strength is to protect the weak and flex his muscles.

He doesn't know how he got to Brozer, but the first thing he did (after chugging two protein shakes) was to build the Great Gym. He will ally with anyone pure of heart and will welcome anyone into his ranks who are willing to work out.

Equipment: Spellbook with all Swoleceror spells, as well as spells appropriate for a MU9. Weightlifting Bar (Treat as Staff +2, can only be used by Swolecerors). Ring that casts FIST 1/day (See Swoleceror Spells).

Officers, etc.:

Zillifrent the Magnificent: (MU7) Equipment: Spellbook of all Swoleceror spells + spells appropriate for a MU7. Staff +1, Returning Dart +1.

Hodgeson the Forlorn: (MU7) Equipment: Spellbook of all Swoleceror spells + spells appropriate for a MU7. Two-handed axe +1 that slays any wicked creature it strikes on a failed saving throw, so long as the axe wielder is within 1 mile of the Great Gym.

Cohn Jartr: (F6), HC10 Equipment: Two-handed sword, crossbow+2 that he can wield one handed

Ah Nuld: (F6), HC8, Equipment: Two-handed sword+1 and bow, leather armor

4 Swolcerors: (MU4), HC 10, Equipment: Spellbook of all Swoleceror spells + spells appropriate for a MU4. Staff, javelins

Troops:

40 Warriors: 1 WD*, HC 8 (leather armor), Two-handed sword, bow

*So long as Hans Franzen is alive and on the battlefield, warriors are treated as F1 (1+1 WD rather than 1 WD), do 1 extra damage with physical weapons, and automatically succeed all morale checks.

Location: The Great Gym. It is not a wizard tower, but a giant gym out on the open plains. There is room to work out and study magic.

Goals: Acquire magical scrolls / artifacts, so that they stay out of the hands of the weak. Slay wicked creatures to show off their strength (preferring the biggest or most notable targets). Invent new spells that mix the martial with the magical.

Notes: Will dislike any evil factions, but will have some respect for strength among their enemies. They are stealing a bit from the Dying Earth stories, besides the obvious fact that they are magicians. Think of the physical troubles the characters get into and how some conflicts can only be solved by brute strength. Also, they have "mighty thews", as Robert E. Howard might say. In battle, they should be used to hit the enemy hard in one area. They are not guys with shields who hold the line (although they respect that); they go into the fray to do the most damage they can in such a way as to make the enemy flee from their might.

Swolceror Spells: Swolcerors know the following spells in addition to the normal spells known. They may never learn any Necromancy or obviously evil spells, however they may use any weapon as a Fighting Man. All spells require Verbal and Somatic components and a 1 round casting time.

FIST: 7th level spell

Range: 10" + 1" per caster level

Duration: Instant

Saving Throw: Save vs. Spells for half damage. Nerds (as defined by the GM) don't get to save.

Area of Effect: All creatures within 2" of the point of impact

The Swolceror yells "FIST" and punches the air. A giant fist strikes a point within range and all creatures within range take 6d10 damage.

Flying Elbow: 1st level spell

Range: 6" + 1" Duration: Instant

Saving Throw: None

Area of Effect: One target

A ghostly image of a Swolceror appears and strikes the target in the head with a flying elbow, OH YEAH! If the game has a Pummeling table, each Flying Elbow uses that table. If not, roll 1d10: 1-4=1d4 dmg, 4-7=1d6 dmg, 8-9=1d8 dmg, 10=2d10 dmg.

For every 2 levels of experience, the Swolceror gains an additional Magical Flying Elbow i.e. 2 at

3rd level, 3 at 5th level, 4 at 7th level, etc.

Summon Celestial Luchador: 6th level spell

This spell summons a Luchador from the Heavens. It will serve the caster, but for every day (after the first), there is a cumulate 5% chance that the Luchador will return to the Heavens. (5% on day two, 10% on day three, 15% on day four, etc) If the Luchador is asked to do anything evil or underhanded, it will refuse and add 20% to the chance to return to the Heavens.

Celestial Luchador: WD 8, HC 3, Move: 12", # of Attacks: 1, Damage: 4d4 (punch or kick) or grapple, Magic Resistance: 20% chance to ignore hostile spell cast against it, Alignment: Lawful Good, Special Abilities: Can fly for 2 combat rounds (cannot fly again until it touches the ground) and is immune to falling damage. If attacking after falling, increase damage done to 8d8.

The material component to this spell is a piece of leather from the mask of a luchador who died in the good graces of the Heavens.

Zillifrent's Frothy Protein Shakes: 1st level spell

Range: Self

Duration: 1 hour per level

Area of Effect: Special

The caster creates 2 frothy protein shakes. At 5th level, 4 frothy protein shakes are created and at 9th level, 8 frothy protein shakes are created. They are sealed, so the caster does not have to worry about spilling them. The caster may drink one as part of the casting action. Shakes have the following effects: +3 to melee/ranged damage, 2x max lift for 3d4 rounds. Heal 1d4 hit points (per shake). Effects of shakes do not stack.

The material component to this spell is a small plastic scoop. Any Swolceror who beat their personal record in lifting within the past 24 hours may ignore the material component.

YUUN DINEH THE PEOPLE OF YUUN

By JD Sauvage.

Description: The Yuun Dineh, or “The People of Yuun” in the common tongue, or more commonly yet “The People,” are not the ancient and native inhabitants of the Frozen Isle of Brozer, which the Yuun Dineh name Thuulish. This hardy iron age tribe of semi-nomadic hunters, gatherers, fishers, reindeer and mammoth herders, sea-raiders, and slavers. The clans of the tribe have blended together the traditions of many peoples who have come to this hidden island via mysterious enchanted mists and sorcerous blizzards. However, the core of the Yuun Dineh are the last surviving Hyperboreans. The time-lost last faithful of Yuun, Lady of the Elk, goddess of the Hyperboreans. Survivors of the fall of Uzuldar, they were guided by prophecy and vision through the mists to this place of final refuge.

Leader: High Chief Athammaus the Ageless (F5). He wields the Anathame, an enchanted executioner's sword+1 of black star-iron. Athammaus was once, long ago, the headsman (executioner) of the Hyperborean city of Uzuldar. During the events leading up to the final fall of that city under the advancing glaciers, Athammaus harkened to the visions given him by Yuun and lead the last remnants of her faithful out of that doomed place. In doing so, he abandoned his lover, a priestess of Yuun's rival, the Toad-god. She cursed him with undeath, that they may never be again together, in this life or the next. It is whispered that her name was Ysenna.

Officers, etc.: Chief Orca Raider (F4), Chief Reindeer Warrior (F4), High Elk Shaman (C8), First Mammoth Rider (F3), Keeper of Ironfires (C4), Seeress of Polaris (C6), Keeper of Slave Pens (F3), First Elk Warrior (F3), Second Elk Warrior (F3)

Troops: If The People have a chance to rally their nomadic kin from inland, increase these numbers

10-200% (roll a D20). This requires the lighting of a beacon fire on a nearby peak and the procession of a ceremonial spear to the nomad's hearthfires. The village palisade protects the tribe's noncombatant free-women (61), children (61), and slavegirls (50). If the palisade is attacked directly and breached, free-women will test morale and fight as F0 if passed and surrender if failed. Children and slave-girls never fight.

Troop Numbers

- + 1 F5 (High Chief)
- + 2 F4 (Subchiefs)
- + 4 F3 (Subleaders)
- + 1 C8 (High Shaman)
- + 1 C6 (Seeress)
- + 4 C4 (Subshamans)
- + 48 Able Bodied Tribesmen (F1)

Tribesmen are armed as follows:

shield, spear & mace 30% (14)
shield & 2 spears 40% (20)
shortbow & mace 30% (14)

- + **Total Strength: 61**

Goals:

- + Survival.
- + Ally the Cavemen or failing that, take their women.
- + Retain independence.
- + Prevent the awakening of Vallug the Frost Giant.
- + Kill Ysenna, Siren of the Spires.

Troops Description:

The above forces are organized as follows

- + **Orca Raiders** (elite, marine foot): 14 Tribal Raiders (F1) armed with shield, spear, leather shirt, & mace (HC 7), led by Chief Orca Raider (F4) armed with shield, spear, axe, chain shirt (HC 4). These 15 men crew

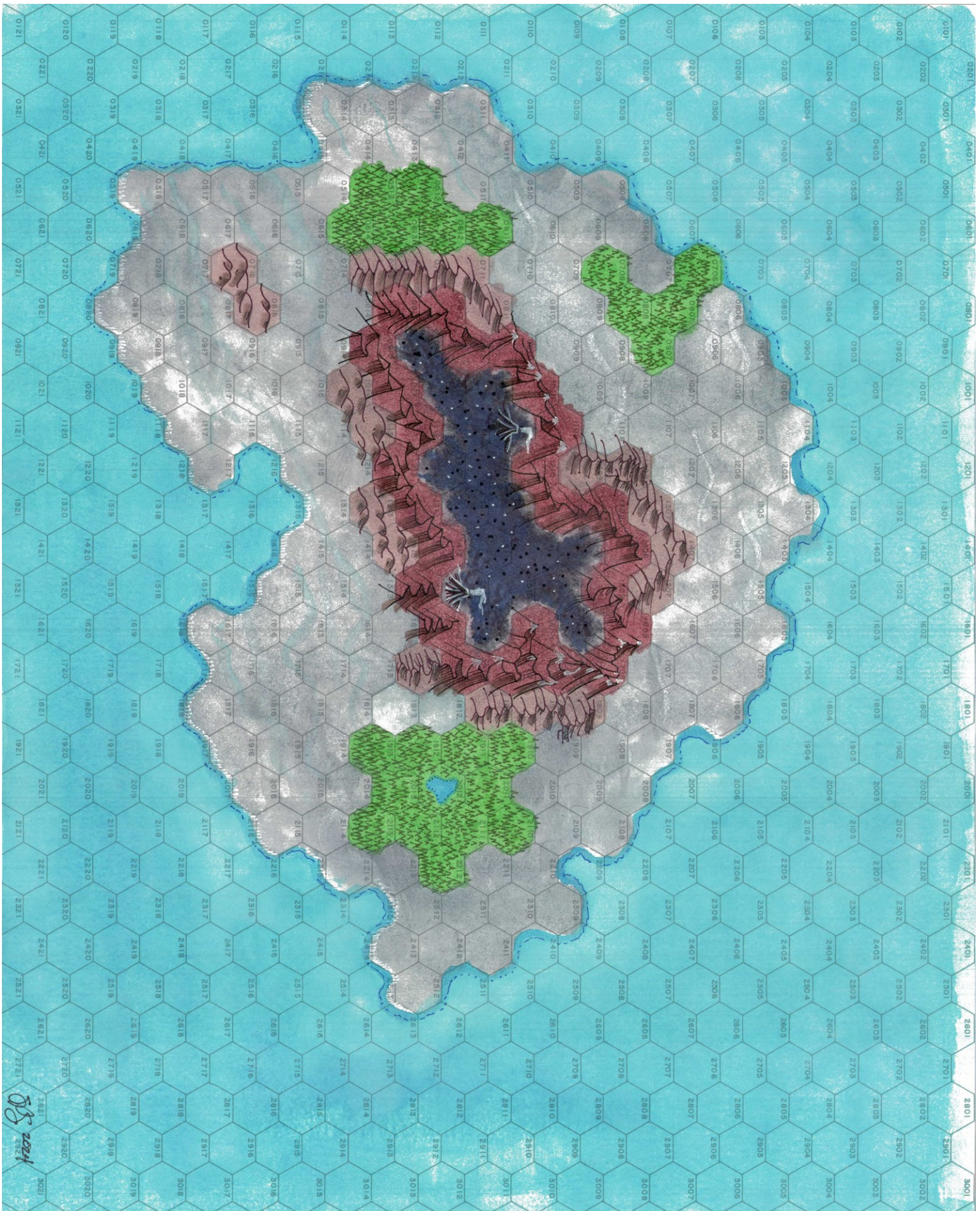
the village's "orca," a longboat fitted out for coastal raiding.

- + **Reindeer Archers** (elite, light ranged cav): 14 Tribal Riders (F1) armed with shortbow & mace (HC 8), led by Chief Reindeer Warrior (F4) armed with shield, spear, axe, shortbow, and chain shirt (HC 4). All are mounted on reindeer.
- + **Mammoth Riders** (elite, heavy shock cav): 3 Mammoth Shamans (C4) armed with shield, club, darts, and leather shirt (HC 7), lead by First Mammoth Rider (F3) armed with shield, spear, axe, shortbow, and chain shirt (HC 4). All are mounted on mammoths.
- + **Elk Warriors** (shield and spear light foot): 20 Tribal Warriors (F1) armed with shield, leather shirt, & 2 spears (HC 7) led by First Elk Warrior (F3) armed with shield, spear, axe, chain shirt (HC 4), assisted by Second Elk Warrior (F3) armed the same. When raiding they are supported by elk drawn sleds and can use skis and snowshoes to cross otherwise impassible deep snow and ice areas.

Location: Village of Yunday: situated on a stone promontory over the bay, the village is surrounded by a rammed earth wall topped with a log palisade with multiple towers. There are two gates; the land

gate, facing the island, and the sea gate, facing the docks. The village survives primarily by fishing and whaling which is supplemented by reindeer herding, mammoth hunting, and small garden plots within the palisade. The land gate is large enough to pass two war-mammoths side by side when fully opened and is flanked by two over built strong towers. Highest on the promontory rock is the High Chief's Hall. Below the Chiefs Hall are the 8 longhouses of the 8 clans of the village. Each longhouse is built around a central pillar of ivory, which is a single mammoth tusk. Each of these tusks is engraved with the legends of that clan. These massive carved tusks would be worth 1000 gold pieces each if sold, but the clans would rather die than do so.

Notes: Sami + Inuit + Haida. Fishing, whaling, reindeer herding, walrus and mammoth hunting, coastal raiding, slave taking, ivory trading. Sworn enemies of Ysenna, Siren of the Spires and her pet Frost Giant. Inspirational reading - Hyperborea by Clark Ashton Smith, Beasts, Savages, and Blood Brothers of Gor by John Norman. These are brutal tribals who live close to nature, red in tooth and claw. Think Apache Vikings. They generally slay men and capture women. But sometimes they also adopt strangers if it benefits them to do so. They respect strength, prowess, and bravery above all.



APPENDIX BRO

The BROSr is one of the most prolific factions of gamers in history. We did our best to compile our thoughts and findings in this work but we have hundreds (thousands?) of session reports, online comments, and streaming videos where we extrapolate on our incredibly successful roleplaying campaigns and findings from same.

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BATTLE RULES FOR OLD SCHOOL FANTASY GAMES

By Jeffro Johnson

Every fantasy adventure campaign will feature titanic battles. The best ones will allow for actual full-on wars that play out over a span of months or years. Bold! Ambitious! Thrilling! But it's never going to happen unless you have a set of wargame rules that can support those levels of play.

But here's the problem. If you attempt to introduce a new set of battle rules to an existing RPG group, no one is going to want to learn it. People are generally playing in an RPG campaign because they prefer RPGs to wargames or board games, after all. Why would they suddenly become die hard wargamers just because they've played in the same campaign for a year and now have D&D characters that have reached the 6th or the 8th or even name-level? It's just not going to spontaneously happen.

Thus it is that countless D&D campaigns feature parties that attain the upper echelons of wealth, success, and power only for the game to stop at that point. High level play just isn't that fun for a lot of people running conventional-style fantasy games. They don't see the point in such powerful characters continuing to go on adventures together as if they were all still a bunch of scrappy ne'er do wells that are so desperate for gold as to risk certain death in the dungeons just to have half a chance in life. And they aren't going to learn some new type of game at this point, either. Heck, most wargame products are purchased by people that never end up playing them with anyone anyway! So time and again people throw away characters that they've spent countless hours developing in a long term rags-to-riches story and then replace them with a new pack of player characters in some other campaign setting.

Sad!

But here's a secret. If you are playing an early

version of the D&D game or a close derivative of those games, then you already have a set of wargame rules that are a perfect fit for these types of scenarios. It's the exact same combat rules you use to adjudicate a battle with sewer rats on the first level of a dungeon. It's the exact same combat rules you use to adjudicate a battle with dog-men in the lower levels of a crypt. It is the exact same combat rules you use to adjudicate a battle with a dragon that has a massive hoard of gold and gems and magic-items.

If you think about it for a moment, it should be obvious. The combat rules of your fantasy game are derived from Chainmail, an honest to goodness set of miniatures rules for medieval miniatures battles played out with figures on a ping pong table. A few tweaks were made to these rules in order to adapt them to dungeon adventures. You don't have to change that much at all to have something that is good enough to handle any sort of battle that will arise in the context of your own continuing campaign or session Braunstein. Even better, if you've been running a campaign for any length of time, your players are already intimately familiar with the workings of these rules. And even better than that, they already are able to plan intelligently in the context of a campaign that utilizes these rules. The outcome of every titanic event that is resolved with these rules will make intuitive sense to your play group. By playing with you so long, you already know that they are willing to stake their player characters' lives on a conflict that hinges on the way these combat mechanics work. You already have buy in for doing the same thing *at scale*. It's time to take advantage of that to make your campaign something your players will brag about for years.

Here is how to do it.

Book Control

These instructions assume you are using one of TSR's Basic D&D rule sets or else one of their derivatives such as Labyrinth Lord or some other retroclone. We have found AD&D's combat system to be perfectly tuned to this task and have felt almost no need to house rule its contents at all. On the other hand, not everyone has the mettle to wade through its rather byzantine organization. In the interests of expanding the potential audience for a hybrid approach to Braunstein, Role-playing, and Wargaming we have opted to meet as many people as possible where they are and offer them something that gives them the best chance of success at the table.

Many people have had some degree of success using Chainmail as a drop-in replacement for their RPG's combat rules. I do not endorse this approach. D&D is a derivative of Chainmail. D&D combat works at scale. There is no need to translate back and forth between the two systems. It is better to play D&D as if it were intended to handle battles with hundreds or even thousands of men and monsters on each side. This is a safe bet because (a) that does turn out to be the case and (b) it works. In practice, it turns out to be extremely useful to just let the stats of an ancient red dragon in a mass combat scenario simply be precisely the same as the ones that are used in a dungeon delving scenario.

Some people see here an opportunity to import as many game elements as possible from Chainmail and Swords & Spells back into the classic TSR-era D&D rules of the mid-eighties. These efforts are hampered from the fact that they are born out of a sort of theorycrafting mindset or else a desire to develop a set of write only homebrew rules. Countless hours at the tabletop indicate that many of these nuances were likely dropped with good reason. They simply aren't that relevant to what most people playing in large ongoing D&D campaigns care about. Campaigns don't need perfectly curated battle scenarios that are balanced and fun and give many opportunities for tactical brilliance. What campaigns need is **battle results**— so everything else that is going on can

keep moving and be informed by the results of key battles.

We are therefore adding back into the D&D combat rules the minimum number of game elements from the older rule sets to allow them to work for the most common battle situations that will arise in continuing D&D campaigns. We suspect that these concepts were not passed on from 70's era roleplayers to 80's era roleplayers because the progenitors of these games took it for granted that these ideas would be self-evident. If that in fact was the case, it is our hope that we can rectify this now.

Scaling and Block Troops

The real beauty of the D&D combat rules lies in their simplicity. Very few people can leave it alone! It's so simple people can't help but want to tack stupid things onto it. Gygax tried to warn us. Don't add critical hits to these rules, he said. Don't change it to have individual initiative rules, he said. But roleplayers resented him telling them what to do. And they had no idea what they were giving up when they began making changes to the rules which Gary had bequeathed to them. The vital thing that they were giving up was scalability. Those core combat rules in the classic TSR-era incarnations of D&D were so simple, so abstract that they were just as applicable to modeling simple battles between a group of low level player characters and a dozen hobgoblins as they were a group of 200 heavy cavalry charging a mass of 400 orcs.

How can you make the jump? Easy! Just imagine that each figure represents ten men. Further, imagine that these large bodies of troops travel around in ranks and formations. A group of one hundred men-at-arms could be represented on the tabletop by a set of ten cubes. If the men are armed with short swords, then only the front rank will be able to attack when this formation is in contact with another formation of troops. If the men are armed with polearms, then the referee may allow both of the two ranks of men to make attacks when these troops have "based" an opposing

formation.

Now, how to handle the attacks and damage when two formations have come in contact during a melee round? The actual geometry of the situation and the weapons involved will determine the number of attacks each side will make. Generally, each figure that is in contact with an enemy formation will get one d20 attack roll. Calculate the to-hit targets as you would normally for the level or hit dice of the unit as adjusted by the enemy's armor class. Pick up several d20 polyhedrons at once now— one for each figure that has been ruled to have an attack. Just as you would imagine, each of the d20's that meets or exceeds the to-hit target counts as a hit.

Damage is handled differently from standard combat, however. Rather than rolling the damage individually from each hit, just go ahead and multiply the average damage value for the weapons by the number of hits. Likewise, hit points are not tracked on a figure-by-figure basis. The mass of troops has a number of hit points equal to its number of figures multiplied by their average hit points. Each time the block of troops receives damage equal to or greater than the average hit points of a single figure from their ranks, one figure is removed from its back rank from the right to the left. If there are damage points still remaining after this, they can be tracked by taking a red die representing the number of damage points that have not yet resulted in a casualty.

Scale Mixing and Hero Figures

Figures that represent ten men can battle with figures that represent a single high level character or monster. While this is trivial to resolve, it is something that is easily mixed up during the heat of play, so be careful with this. The rule here is that scaled up troops multiply the damage they do against individual figures by ten. They divide the damage they receive from individual figures by ten.

For example, a red dragon attacking a group of block troops with his claw/claw/bite routine will roll his attacks normally versus the armor class of the

unit. The dragon would tally his damage normally as well, but before applying it to the block troops, he would *divide* the total damage by ten. Likewise, when the block troops resolve their attacks against the dragon, the referee will need to make a ruling on how many figures may make melee attacks— possibly only one or two figures in most cases. These figures will make their attacks versus the red dragon normally, however if any hits occur, the damage done will be *multiplied* by ten. Area effect weapons such as dragon breath and certain spells work slightly differently. Determine which figures fall within the radius of the spell or breath attack and then apply a total number of damage to the block of troops equal to the number of figures affected multiplied by the normal damage amount of the attack. (I.e., you do not divide the damage by ten as you would for other attacks from an individual figure.)

Individual player characters can be attached to a block of troops as support units. While there are many potential ways to handle this, the simplest is to just declare that they are tagging along on the back ranks and are thus among the last characters within the unit that will be eliminated. Should a block of enemy troops have similar individualized characters associated with them, the best thing to do would be to allow the individual player characters to battle against their enemy counterparts with the standard D&D combat rules while the block troops are fighting each other concurrently. This type of action recalls Théoden battling the chief of the Haradrim and also Merry and Éowyn battling the Witch-king at the Battle of Pelennor Fields. It's really exciting!

Leaders and Morale

The introduction of scaling rules into classic fantasy role-playing games gives us an opportunity to put to rest a longstanding argument: that of the "linear fighter vs. the quadratic wizard." Yes, the magic-user characters start off rather uninspiring with their abilities limited to a single low level spell a day. Once these losers get access to high level spells, they appear set to dominate the campaign world, much to the chagrin of advocates

for the more high-t fighter class. Later editions rectify this by introducing spell-like feat abilities which make high-level fighters more or less interchangeable with wizards. But there is a better solution available to those that are willing to reach back into the early days of the hobby: you can give fighters the ability to lead troops.

We suggest allowing a fighter to lead 10 men for each level he has obtained at levels four and below. For each level he attains after the fourth, he is granted the ability to lead another 20 men on top of that. Further, a fighter's henchmen who are fighters also have the ability to lead troops. Under this rule, it is possible for even first level fighters to play a significant role on the battlefield— perhaps by leading a detachment of ten light cavalry to scout out a location or else to put pressure on a key unit. Mid-level fighters with a few henchmen could form a fairly significant army without anyone having to wait until they reach name level in order to play out an engaging wargame. Other classes which would like to field troops have a means of doing so as well: taking on fighters as henchmen of their own! The demi-human classes are a special case. Note that they all have “Veteran” as a level title even at first level. However, their strict level limits preserve the spirit of a humanocentric campaign which Gygax was so committed to.

Remember that charisma bonuses of fighters should serve as morale modifiers for the troops they lead. Charisma is no longer the proverbial dump stat when you play the wargame elements that are still extant in the earliest iterations of the D&D game. The paladin with a charisma of seventeen isn't just a force to be reckoned with in the dungeons. He is a tremendous element of dramatic fantasy battles.

Total Gaming Enlightenment

The ideas presented here are just enough to get you going. They are very, very simple. You cannot put this game into a box with a bunch of fancy components and then sell it for two hundred dollars. There is just not enough game here to justify that. Nevertheless, I encourage you to give

these dead simple mass combat rules a try anyway. I think you will find that you have everything you need to resolve the ridiculous battles that develop when your friends get together to play out the factions that you have handed over to them in the free for all that scenarios like *Brozer* will no doubt produce.

One thing I would like to draw your attention to is just how good these rules actually are. Go ahead! Test them side by side with the War Machine™ rules from the light blue Mentzer Companion set from back in the day. You can play out battles with the standard D&D rules in less time than it takes to run the numbers with Mentzer's super simple battle system. You don't have to translate to an abstract system and then back to a D&D. Even better, you have the whole of the D&D system available to you for your fantasy battles. You are not saddled with pretending that human and humanoid troops are the only things on the battlefield. An evil wizard might field a phalanx of 30 giant crabs. The cavalry might show up on turn two with thirty pegasus and a fourth-level fighter riding on each of them. A mid-level magic-user PC might show up in the same battle riding on a blue dragon. You already know what to do to make all this work! Even better, your players do, too.

Now, I have not explained to you that the person that controls the battlefield gets back half of their casualties if they can take the time to rally their forces and tend to the wounded. I did not delve into the mysteries of why the outdoor scale in AD&D switches from feet to yards and what that means for area of effect spells. I didn't break down how larger groups of blocks will wrap around smaller units and then get bonuses for flanking attacks with some of their cubes. I did not expound upon the beauty of the AD&D rules for overbearing and how they can be applied to cavalry charges. I didn't tell you that horses get to do their own melee attacks in rounds after the charge, either. Heck, I didn't even give you needful things like weapon length stats from the AD&D Players Handbook and base sizes for figures as laid out in the nearly-forgotten Swords & Spells pamphlet. We didn't talk

about terrain rules or catapults or the differences between the morale rules of various editions of D&D, either.

My advice to you right now is to not get hung up on that stuff. Right now you don't need to initiate a research project on some kind of weird comparative gaming studies effort. You are not Jon Peterson, after all. And don't get it in your head that you are somehow going to whip up the ultimate set of homebrew wargaming rules for games like this. You have no idea about any of this and you are just going to muddy the waters with yet another clone game that nobody will actually play. Don't fall into the same trap that countless other gamers have succumbed to. GO PLAY SOME GAMES WITH YOUR FRIENDS.

Some of you are a little daunted by the idea, though. "What? Go into a game session with terribly incomplete rules and no idea what the players are going to do?" Well... yeah. That there is what we refer to around here as Thursday night.

Why are you scared? You run dungeon adventures all the time. Your players come up with dumb plans every week that absolutely should not work. These things interact with the completely off the wall strangeness in your shoddy one page dungeons to produce situations that no rulebook can cover. You might think to yourself at times, "gosh... I just made a ruling. That is probably really important. I should probably write this down so that my refereeing is consistent from month to month and year to year. I have an obligation to do this. After all, I am a gentleman genius autistic and I run my game like it's some kind of case law scenario that will no doubt be reviewed by the supreme court in some landmark decision." But let's be real here. Stupid situations like the one you just painstakingly documented are never going to come up again. Something weird and stupid and dumb for entirely different reasons is going to come up again next week and you have no way of anticipating what that will be.

You are a pro at this, though. You wade through

stuff like this every week. You feel terrible about the reality of what actually makes continuing RPG campaigns work. You feel guilty every time you cite "rulings not rules" or "rule of cool" for a refereeing decision. But you observe that your players have a blast anyway, they talk about the stupid stuff that happens all the time on social media, and they keep coming back for more. You pull this off with incomplete rule sets. You pull this off with incoherent rule sets. You pull this off with rule sets that anybody can look at and determine that these results at your table should not be happening at all. You have mastered this sort of thing in countless dungeon adventure scenarios over the years. There is nothing stopping you from applying the exact same methods to adjudicating titanic battles with hundreds of men and monsters on each side. In fact... it would be a really great idea if you did.

The laws of fantasy gaming don't suddenly change just because you have switched from a mythic underworld to an epic battlefield. You've been a Dungeon Master for years. The only thing preventing you from becoming a *Battle* Master is the idea that wargaming is hard or special or different. It isn't. **You've got this, buddy.** Go ahead and scale up! Let your players move troops around on a hex map and see what happens. Keep your cool when forces collide. The things that you don't anticipate and which rules manuals don't cover are the very things that your players will be most excited about. The fact that you can just use your imagination and judgment to come to a decision that keeps things moving is why you are serving as a referee in the first place.

D&D *is* a wargame. Even the basic versions of the game have everything you need in order to play it as one. Whether you've been running old school dungeon adventures for two years or twenty, you already know how to run a fantastic medieval wargames campaign— *you just don't know it yet.*

Now, go forth and conquer!

