

Grognards & Goblins: A Fantasy Roleplaying Game of the Napoleonic Wars

By John W. Vogel



Wiktionary:

Grogard (Fr.): 1. An old soldier, Napoleon's Old Guard were referred to as Grogards, meaning 'Grumblers'. 2. (*games, slang*) Someone who enjoys playing older war-games or roleplaying games, or older versions of such games, when newer ones are available. "*James is such a grognard, he only plays the original edition of Dungeons and Dragons.*"

Goblin (Old Fr.): If you didn't know the definition of this word, you would not have picked up a role playing game.

Dedicated to E. Gary Gygax and Napoleon Bonaparte, without whom this game would not be possible.

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INTRODUCTION

Grognards & Goblins fills what, in my humble opinion, is an enormous gap in the world of fantasy roleplaying, specifically, a game which encourages fantastic adventure in the age of Napoleon. In Grognards & Goblins, magic stays more in the shadows than in the typical high fantasy or sword and sorcery campaign. On the surface it is a game of valor: of clashing swords and roaring cannons, of cavalry charges and bayonet squares, of looking through the spyglass... are those the blue coats of the French we see advancing on our flank, or is it Prussian black? It is a game of heroic deeds on the fields of battle, of mentions in dispatches and rising in rank, and perhaps even joining the vaunted Imperial Guard.



Russian Guards Cavalry Charging

At a somewhat more subtle level, this is a game of intrigue, courting, place seeking and carousing in the great cities of Europe. At this level, Grognards & Goblins is a game of gaining contacts, influence and position in Madrid, or Rome, Vienna or Berlin, or perhaps in Paris itself.

On its deepest level, however, Grognards & Goblins remains a fantasy roleplaying game. It is a game of the supernatural battle between Tyranny and Liberty, that extends to the dark realms beneath the earth, in the catacombs of Rome or the lost temples of Egypt, and, beyond these, to other planes and worlds of magic, where the war is fought for rule over the world of man: for it is on this world that ultimate power is to be found.

Be advised that this game is only a supplement, and not a complete game in itself. It is designed to be compatible with Swords & Wizardry (Mythmere Games), Labyrinth Lord (Goblinoid

Games), OSRIC, Castles and Crusades, and, of course, Original Edition Dungeons and Dragons. It is also compatible, with minor adjustments, with other editions of Dungeons and Dragons, and similar games, and the last chapter contains conversion rules for Dungeons and Dragons 3.5. You will need at least one such roleplaying game to use Grogwards & Goblins.

As such, this book contains only such rules and campaign suggestions as are helpful in modifying one of the above listed rule sets for play in the Napoleonic Era. We will not give rules or descriptions on such roleplaying necessities as the use of polyhedral dice, encounter tables, descriptions of spells, magic items and equipment, except as modified for this setting.

CHAPTER 1: CREATING CHARACTERS

CHARACTER RACES

By the time of the Napoleonic Wars, most of the old races have been thrown back into the shadows, or retreated, at least to some extent, to other universes, such as the realm of Faery (constituting the astral and ethereal realms), the elemental planes, and the various layers of heavens, hells, abyssal layers, etc., that make up the outer planes. The old races have not ceased to exist, but now enter the material plane only secretly, if at all. They do, however, still have occasional congress with humans.

As such, only two not fully human races can exist as player characters, and both are creatures of Faery: the half-elf and the half-orc. They are collectively known as Changelings. These are the children of a human and a non-human parent, and often do not even know their true heritage believing themselves to be human, but different. They exist somewhat uncomfortably in the world of mankind.

The half-elf and half-orc are played as per the standard rules, with the following penalties and bonuses:

1. Changelings are uncomfortable on holy ground, such as churches, and around any holy items, including holy symbols and holy water. Under such circumstances, they suffer a 1 point penalty to all attacks and saving throws, as do their unhuman parent races.
2. Changelings (and their unhuman parent races) can be turned by human clerics as undead of equal hit dice.
3. Changelings (and their unhuman parent races) can cast the Change Self spell upon themselves up to once per day, and the Invisibility spell upon themselves once per week. This is in addition to any spell casting abilities they may have based on class and level.
4. Changelings (and their unhuman parent races) can sense places where the barriers between the material plane and other planes are weak and can be penetrated. This requires a wisdom save. It does not automatically grant the ability to enter other planes. How this is accomplished is left to the discretion of the game master.

5. Changelings are simply seen as rather effete (half elves) or brutish (half orcs) humans, but other humans can sense an... unearthliness?... about them, and they suffer a 1 point penalty to reaction rolls. If a human actually becomes aware that he is dealing with the Changeling, this penalty is increased to 3 points.
6. Changelings are not limited by level, though their non-human parent races still are. They can advance to any level in any class, and can multi-class, if the standard rules allow this.

Mankind, of course, remains the primary player character race of the campaign.

CHARACTER CLASSES

Character classes are as per the standard rules, with the following listed modifications.

FIGHTING-MAN (FIGHTER)

This will be the most common class for a player in Grogards & Goblins. The Fighter is generally a soldier in the armies of France, or one of the other European nations if the campaign is not set in France. He should choose a specialty, such as infantryman, light infantryman, light cavalryman, heavy cavalryman, artilleryman, marine or sailor. He will be skilled with all weapons, but will get bonuses up to +1 on d20 as set by the game master to any action that involves his specialty. For example, light infantrymen will gain this bonus to track and snipe (this type should generally be classed as rangers, if your standard rules allow), artillerymen will know how to operate and repair cannon, light cavalry will be skilled in scouting and foraging.

All fighters in Grogards & Goblins begin as private soldiers in a line infantry battalion or cavalry squadron, or in a foot or horse artillery battery. Good service will bring promotion to higher rank and more elite regiments. A character who rises to the rank of major commands a battalion or squadron; a character who rises to the rank of lieutenant colonel commands the first battalion or squadron of the regiment and is second in command of the regiment. A character who rises to the rank of colonel commands the regiment.

It is, of course, possible to play a fighter without being a soldier. A player character fighter could be a bodyguard, a street tough, a highwayman, or take up many other such occupations. However, bear in mind that this game is set in the Napoleonic Wars, and most of the adventuring is geared in and around the military.

All fighters can use any type of firearm, as well as all other weapons commonly allowed to that class.

CLERIC

This class exists as chaplains in most armies. Clerics can use pistols, in addition to other weapons allowed to that class.

MAGIC-USER

Wizards of any type (this will include illusionists and druids) are not popular in this period. In most countries, they will not be specifically illegal (though in Spain and the Ottoman Empire a sorcerer is subject to swift execution) but are generally shunned by the peasants and the clergy and scoffed at by the intelligentsia. Some may find employ by nobles and generals, who may think this an easy path to power.

Generally, a Magic-User will act as a scholar, and keep his sorcerous skills to a low profile. It was quite common for armies in the field to bring along scholars of many types, such as the Egyptologists, historians, geologists, etc., that Napoleon brought to Egypt.

Magic-users can use pistols, as well as all other weapons commonly allowed to that class.

SPY

The thief character class becomes the spy for all purposes in Grogards & Goblins. The only difference is stylistic, as the spy tends to be more interested in gathering information for one nation or another, though spies will turn to thieving if in dire straits.

Spies can use pistols, as well as all other weapons commonly allowed to that class.

ASSASSIN

The assassin class, if allowed, is unchanged from the standard rules, except that he can use any type of firearm, as well as all other weapons commonly allowed to that class.

ALIGNMENT

Alignment can be any combination of law, neutral, chaos, evil, etc., as allowed by your rules, but this is less of a defining matter in this age of burgeoning nationalism. Good and evil Frenchmen can and generally will fight together on the battlefield against both good and evil British, Austrians, Prussians, etc. Alignment is more decisive of how supernatural matters will shake out, such as the reaction of infernal or heavenly beings or items.

Further complicating things is the presence and absence of religion. Catholics, various denominations of Protestants, Jews, and Muslims all fall into this mix, and it is also a period in which it is not necessarily physically dangerous to declare oneself an atheist. Thus, a Hanoverian lawful evil Lutheran character may have to interact with a French chaotic good Catholic character on many levels. Also, of course, political alignment is far from being an absolute based on one's nation. In France, for example, many of the inhabitants of Le Vendee have never ceased being loyal to the king, and have little use for Napoleon and his government.

EXPERIENCE EARNED

Because of the deadly nature of firearm combat in Grogards & Goblins, all enemies using firearms of any type count as two levels or hit dice higher than they actually are for experience purposes.

In Mass Combat, a player character earns 1,000 experience points each time he performs a heroic action.

CHAPTER 2: EQUIPPING CHARACTERS

WEAPONS AND EQUIPMENT

Most of the items available in a medieval fantasy campaign will still be available in Napoleonic Europe. A few new items do exist, of course.

MONEY

For simplicity's sake, the French Gold Napoleon (G.N.) is one gold piece, the Franc is one silver piece, and the Sous is one copper piece. For the British, change this to Guineas, Shillings and Pence, respectively. Other such conversions can be made for other nations, if desired.

MELEE WEAPONS

Lighter melee weapons predominate. On the battlefield, the saber is equivalent to a longsword, the light lance is still in use, and the bayonet either counts as a spear or a dagger, depending on whether or not it is fixed to a musket. Heavy weapons and long polearms, such as the pike, have been abandoned.

FIREARMS



French Charleville Musket

The most important change here, of course, is the introduction of firearms, which have long since had a game changing effect on the battlefield. Firearms and the original edition attacks tables, favoring armor class as they do, has long been a tricky problem for game designers, but we will attempt some simple modifications. Be advised that some anachronistic forces (such as American Indians or Tartars that serve the Czar or the Sultan) will still use bows of various types.

For starters, firearms are deadly, and will kill even an armored man pretty readily. For this purpose, no armor class is ever counted as better than 5 (or 14 for an ascending armor class system) when the attack is from a firearm, unless bonuses from magic are being factored in. In this case, only the additional magic bonus applies. For example, a character with a 15 dexterity (1 point bonus to armor class in most systems) wearing +3 platemail (by itself armor class 0 in most systems) would have an armor class of -1 against an attack from a sword, bow or a troll's claw, but against a firearm, his armor class would only be 2 (maximum AC 5 for armor and dexterity, with a 3 point bonus for magic).

Standard modifications for range are still factored in, as per the table below.

FIREARMS	Rate of Fire	Damage	Short Range(+1)	Long Range(-1)
Musket	½ rounds	1d12	0-100 feet	200-300 feet
Carbine	½ rounds	1d12	0-60 feet	120-180 feet
Pistol	½ rounds	1d12	0-20 feet	40-60 feet
Light Artillery	1/3 rounds	2d12	0-400 feet	800-1200 feet
Heavy Artillery	¼ rounds	2d12	0-600 feet	1200-1800 feet

Note that artillery has a 10' radius area of effect. Artillery loaded with grapeshot or canister has 1/3 range, but a 20' radius area of effect.

Pistols and carbines both cost 30 Napoleons each, muskets cost 50 Napoleons and all types of artillery cost 1,000. Ammunition for pistols, carbines and muskets is 10 Napoleons for each 20 rounds (ball and powder), ammunition for artillery is 200 Napoleons for 20 rounds. Note, however, that soldiers will be issued firearms and other weapons based on their specialty.

MISFIRES (1d6)

Any firearm will misfire on a natural attack roll of 1. Roll on the table below for the result:

- 1-3: Weapon is jammed and will take 1d4 rounds to clear.
- 4-5: Weapon is hanging fire, and will discharge in 1d2 rounds.
- 6: Weapon explodes, causing normal damage to its firer if pistol or musket, or all within 10' if artillery.

CRITICAL HITS (1d6)

All weapons in Grogards & Goblins cause critical hits. Non-firearms do so on an attack roll of 20, and firearms do so on an attack roll of 19-20, even if the attack roll would not normally hit. Roll 1d6 on the table below for the result of a critical hit:

- 1-2: Leg wound, double normal damage and ½ movement until healed.
- 3-4: Arm Wound, double normal damage and -2 to hit until healed.
- 5: Chest or stomach wound, triple normal damage and unconscious for 1d6 rounds (1 turn in mass combat).
- 6: Head Wound, quadruple normal damage and unconscious for 1d12 rounds (2 turns in mass combat).

Note however, that for all their power, firearms cannot damage creatures that require silver or magical weapons to hit unless their ammunition is either silver or enchanted. Silver ammunition costs 10 times the standard price. Magical ammunition can only be fired once. If the firearm itself is enchanted, but not its rounds, this only improves the chance to hit and the amount of damage; such enchantment does not allow it to kill enchanted monsters.

ARMOR

Because armor beyond a certain level only slows a soldier down in this period, only limited armor is manufactured, and that only for heavy cavalry. A cuirassier wears breastplate and helmet, granting a 4 point bonus to armor class, and slowing the soldier as does chainmail. A cloak (worn in the field only by light cavalry but usable by anyone) costs 5 Napoleons and grants a 2 point armor class bonus if wrapped around the left arm.

Note that no soldier can go into battle wearing any armor that is not standard for his specialty.

STARTING EQUIPMENT AND WEAPONS

Non-fighter characters get starting money based on the standard rules. Fighters get 1d4 x 10 G.N. and a kit consisting of two pairs of boots, three uniforms, tent and pegs, small shovel, mess kit, tinderbox, sewing kit, canteen, one week's iron rations, and other equipment and weapons based on their military specialty:

Infantryman: Musket, bayonet, saber, and 30 rounds of ammunition.

Cavalryman: Pistol, saber, horse, cloak (2 point bonus to Armor Class), saddle, bridle, tack and 20 rounds of ammunition.

Heavy Cavalryman: Cuirass (breastplate) and helmet (4 point bonus to Armor Class), pistol, saber, horse, cloak, saddle, bridle, tack and 20 rounds of ammunition.

Foot Artilleryman: Carbine, saber, and 30 rounds of ammunition.*

Horse Artilleryman: Carbine, saber, horse, saddle, bridle, tack and 20 rounds of ammunition.*

Lost or expended ammunition or equipment gets replaced after each battle, unless, for some reason, the GM determines that this is unavailable.

*Artilleryman are not issued cannons, balls, caissons, etc., as part of their personal equipment. Their officer signs for these things before the battle, and distributes them to his men to carry.

NEW ADVENTURING EQUIPMENT

Telescope: Allows the character a +4 for rolls made to see over long distances. Issued to artillery officers and battalion commanders and above. Costs 20 G.N.

Snuff Box: Carries a few ounces of snuff. In addition to its narcotic uses, snuff can be thrown into the face of a (single) animal at 3' range, giving it a chance (save vs. Wands to avoid) to flee, or onto the party's trail, halving the chance that they can be tracked by dogs, wolves, and other hunting animals. Costs 5 G.N.

Tinder Box: Matches are, of course, well known in the Napoleonic period, but the flint and steel in a tinderbox can be dried off if wet, and will thus be usable where matches would be ruined. Costs 2 G.N.

Spelunker Lamp: Equivalent to a bull's eye lantern. Costs 3 G.N.

Locket: If carrying a picture of the character's sweetheart in a locket, the PC gets a 2 point bonus to any reaction roll to be captured instead of slain, if he should find himself at the mercy of his enemies. Costs 20 G.N.

Pocket Watch: A good time piece can be invaluable, and the DM should not allow split-second coordination of a split-party's actions, unless at least two synchronized watches are available. In addition, the inner workings of a pocket watch might provide valuable components should a dodgy science contraption need to be repaired (grants a +2 to any such skill roll, but, of course, destroys the watch in the process). Costs 25 G.N.

Good's Almanac: A journal of astronomical occurrences. It is an excellent tool for plotting a voyage between the stars or amongst the planes of existence, or for knowing just when an eclipse is going to arrive, to impress primitive natives. Costs 15 G.N.

WAR

In an age when most of Europe was ruled or contested by one of the greatest military geniuses who ever lived, and in which democratic and monarchical ideals fought for control upon the fields of battle, as well as in the universities and the halls of power, war is a centerpiece.

Historically, wars had been fought in the summer years, but the campaign season was often extended to much earlier and later in the year. It was still rare for wars to extend into the winter, though armies could get caught in unexpected circumstances, such as the retreat from Russia.

CHAPTER 3: WAR

MASS COMBAT



The Old Guard

Many war gamers who have an interest in roleplaying will have large collections of Napoleonic armies –sometimes running into the thousands of figures- with which to play out Napoleonic battles on the war games tables. However, many role players who wish to take a stab at Napoleonic adventuring will not have such collections, but “adventuring” upon the field of battle is a necessary part of a Napoleonic role playing game.

What follows is a compromise solution, allowing Napoleonic battles, influenced by the actions of brave player characters, with a relatively small number of figures- perhaps a dozen or two per side. We will also discuss rules for modifying your favorite Napoleonic war gaming system for use with Grogards & Goblins.

Units of Troops: For mass combats, the soldiers are lumped together into battalion sized units (each represented by a single miniature) of roughly three hundred men. This allows an “army” of about 12 figures to represent a Napoleonic division. All troops in the unit should have the same type of armor (if any; armor is common only for light and heavy cavalry). For the unit, add up the hit points of all the soldiers in the unit and treat the unit as if it is a single creature.

Larger Battles: Note that at this scale, twelve single-figure units represents roughly 3,600 men. Of course, most of the great Napoleonic battles were far larger than this. Almost 200,000 men fought at Waterloo, over three hundred thousand at Borodino and about half a million at Leipzig. Such battles can be handled simply by increasing the number of units or their size. You could fight Borodino either by counting each unit as a corps or by fighting it with about 120 figures per side. You’ll have to be a real old Grogard to try the latter suggestion.

Player characters are not grouped into units, and are handled differently, as below.

Initiative and Combat Rounds: Combat is measured in ten round turns, which are still referred to as rounds hereafter. At the beginning of the battle, roll for initiative. Whichever side wins the initiative can choose to move first or last, and can also choose whether to attack first or last. The initiative roll is made on 1d20, and modified by the commanding general’s charisma, and +1 for every three full levels achieved. For example, at the beginning of the Battle of Schilda, Marshal Ney (17th level, Charisma 14, +6 initiative modifier) opposes an Austrian force under Archduke Johann (9th level, Charisma 12, +3 initiative modifier), if Ney wins the initiative he might choose to move first and attack first, to move first but attack last, to move and attack last, or to move last but attack first.

ORDER OF BATTLE FOR MASS COMBAT

Missile attacks are resolved before anything else happens. Both sides resolve their missile attacks, in the order chosen by the side with the initiative.

Movement is resolved in the order chosen by the side with initiative. If soldiers are charging and make their impact for the first time, the results of the charge are determined immediately during the movement phase (lancers will get a first attack, then charging soldiers, then all other troops).

Melee combat is resolved (see below) in the order determined by the side with initiative.

Broken units may attempt to rally (see below).

In mass combat, rate of fire is already factored in. All units making missile attacks do so at the rate of one per turn.

Initiative is rolled for the next round, and the new round begins.

Note that there is no “Morale Check Phase”, a morale check occurs whenever a unit is reduced to half its original hit points, and each time it is hit thereafter.

Missile and Melee Combat: When a unit makes its attack, it makes a single attack roll against the armor class of the opposing unit; in melee combat, the attack can only be made against a unit directly in front of the attacking unit. A battalion, squadron or battery with 1 HD each makes its attack roll as a 1 HD creature, not as a 300 HD creature. The first hit inflicted against a unit inflicts no damage. After a unit has been hit once, later hits are resolved as follows: damage is inflicted by rolling once (for whatever type of weapon the unit is using), and multiplying the result by the number of soldiers in the attacking unit. Keep in mind that monsters retain their abilities; a monster that can’t be damaged by non-magical weapons won’t be hurt at all by normal musket fire a unit of regular line infantry. There is one special rule here: if a monster, character, or unit cannot be hit because of a good armor class or terrain modifiers (explained later), there is still a chance that a unit can inflict some damage. If the unit rolls a natural 20 to hit, it will inflict damage, but only one-quarter of the damage it would normally inflict. Hit points inflicted on a unit don’t actually kill anyone until the unit makes a morale check (see below). When a unit is down to half its original hit points, and any time it is hit after losing half its hit points, the unit must make a morale check.

MORALE CHECK TABLE (1d6)

- 1- 80% of the soldiers in the unit are dead. The unit is removed from the board and the survivors are fleeing.
- 2: The unit has no casualties, but is forced back one half of its move (the attackers can also move up their troops by the same amount if they choose to do so). The unit is “broken.”
- 3: The unit remains in place, but is “broken.”
- 4+: Morale check succeeds, and the unit remains in the combat normally.

If a unit loses all its hit points, all the soldiers in the unit are considered dead.

Broken Units: If a unit is “broken,” it means that the unit is thrown into confusion or fright, or that they are simply so battered that they cannot function until they rally themselves. A broken unit cannot attack, but after the melee phase of combat they may attempt to rally. A broken unit can move backward out of combat, but cannot advance toward the enemy. A well-trained or experienced unit of regular troops (not mercenaries) has a 75% chance to rally. Well-trained mercenaries have a 50% chance to rally. Levies and militia have a 25% chance to rally. If the unit rallies, it is no longer considered to be “broken” and can attack normally again when the time comes.

Modifiers: Large-scale combat depends greatly upon the terrain, and gaining superior terrain is an important part of such combats. Fighting down a slope or from higher ground is a major factor; perhaps the most important factor. Don't forget, though: even if a unit cannot be hit, when the attacker rolls a natural 20 it still inflicts one-quarter of its normal damage.

A unit fighting from the higher ground has a choice to make each round; it can gain a +4 on its attack roll or it can force all attackers to take a -4 on attack rolls against the unit during that round.

Units fighting inside a forest are immune to missile fire unless they are lined up at the edge, using trees as cover, in which case all enemy attacks are made at -4 (including melee attacks—holding the edge of a tree line is an advantage even in close combat).

Defending from behind a wall causes enemy attacks to be made at -4. One point about this, though: a wall at the edge of a tree line doesn't get both modifiers from the wall and the trees; only one -4 will be applied to enemy attacks. Thus, if a unit is on top of a castle wall, defending against archers firing from below, the attack against them will be made at -8 (-4 for the higher ground, and -4 for the wall).

If a unit is flanking another unit (attacking from the side) it gains +4 to hit.

If the unit is attacking another unit from the rear, it attacks at +4 and also inflicts double normal damage.

Movement Rule: A unit cannot turn and move in the same round unless it is a mounted cavalry unit. Horse artillery does not count as mounted cavalry for this purpose.

The Square, a Special Infantry Formation: Cavalry in the Napoleonic wars played Merry Hell with infantry units, because of their mobility. Since a cavalry unit can change face while moving, it can almost always attack an infantry unit from the flank or rear.

The square is a special infantry formation for defense against cavalry. Only regular, mercenary, elite or guards infantry (not militia, guerrillas or Levies) can form a square. It takes one turn to form square and one turn to return to line (ordinary) formation. The unit can do nothing else in the turn in which it forms or breaks square. If an infantry unit is contacted by any enemy unit (including cavalry) during the turn in which it forms or breaks square, the forming/breaking unit is automatically destroyed. A unit in square formation should have some type of marker placed on it to show it is in square.

A unit in square formation has no flank or rear sides. All sides count as front. A unit in square cannot be attacked by cavalry in melee, other than lancers, and these only do half damage. If an enemy cavalry unit inadvertently contacts a square, it is automatically destroyed.

The downside to a square is that it is slow (can only move at $\frac{1}{4}$ speed) and thus vulnerable to artillery. In addition, a unit in square only causes half damage when firing. Melee attacks are made at full strength.

PLAYER CHARACTERS IN MASS COMBAT

HEROIC ACTIONS



The brave do not command, they lead.

The sheer size of Napoleonic battles forces us to deal with the actions of player characters in a more abstract manner. Obviously, a player character who is a commanding general can modify the initiative roll each turn based on his level and charisma, but all player characters can modify the results of battle by capturing the enemy standard, or grabbing up their own before it falls in the dust, capturing enemy artillery pieces and turning them on their former owners, riding a deadly gauntlet of enfilading musket fire to bring much needed dispatches to their commander, or just plain leading the charge.

While these actions provide great inspiration to subordinates and even comrades in arms, they also tend to be quite dangerous.

Each player character is assigned to a unit (battalion, squadron or battery) at the beginning of the battle. Whenever this unit rolls to hit, rolls to damage, the enemy rolls to hit his units, the enemy rolls to damage his unit, or his unit makes a roll to check morale or rally, and the player character does not like the result, he can declare that he is attempting a heroic action. When this takes place, the offending roll is re-rolled (whether by the player's own unit or the attacking enemy) and the second roll is final, even if it is worse than the first. Each player character can only attempt one heroic action per turn, and each roll made by or against a unit can only be affected by one heroic action. However, multiple player characters can be members of the same unit, and those player characters could each make heroic actions in the same turn to modify different rolls, providing each modified no more than one roll, and each roll was modified no more than once.

The downside of heroic actions, again, is that they are dangerous. Each time a player character makes a heroic action roll, he must also roll on the C'est La Guerre Table, below:

C'EST LA GUERRE TABLE (1d6)

- 1-3: The player character emerges, dusty, battered, and perhaps with a few heroic scars, but, otherwise unharmed.
- 4-5: The player character takes 1d8 damage.
- 6: The player character takes 1d8 damage, and must roll on the critical hits table as well.

Note that even if the player character dies attempting his heroic action, his unit still gets the benefit of it, and he is remembered with honor. Even Fate looks kindly upon this, and the player character's eldest son can be his next character. He is such a valiant young man that he begins the game with a +1 to all attribute rolls and 5 Valor Points.

GLORY

Each time the player character makes a heroic action, he can make one roll on the Glory of War table below, provided that he survives the battle. However, he must make any required poltroonery roll first, and, unless the result on the Poltroonery table is 0, 1, or 2, he loses ALL Glory of War rolls he accumulated in that battle.

GLORY OF WAR TABLE (1d20)

- 1-10: Pat On The Back. The player character is congratulated, but someone higher up takes the credit.
- 11-12: Mention In Dispatches: The player character is mentioned for his valor and honored with a medal. This acts as a permanent +1 reaction roll modifier with anyone in his nation or any allied nation. Multiple Mentions In Dispatches have cumulative effects. A character with three or more Mentions In Dispatches becomes something of a hero/celebrity, and may be recognized when out and about.

13-14: Commission or Promotion: The player character is commissioned an officer, or promoted to the next higher rank if he is already an officer. The rank structure, in ascending order is: ensign, lieutenant, captain, major, lieutenant colonel, colonel, brigadier general, major general, lieutenant general, general and marshal. The highest ranking player character commands in any battle. A soldier's yearly pay is 100 G.N. for a private, 500 G.N. for a company grade officer (ensign to captain), 1000 G.N. for a field grade officer (major to colonel), 2000 G.N. for a general officer, and 5000 G.N. for a marshal.

15-17: Valor Points: The player character receives 1d3 Valor Points (representing his heroic actions putting a little extra steel in his spine, or perhaps Fortune smiling on him). See below.

18-19: Plunder: The player character immediately gains 1d3 x 1,000 G.N. worth of treasure; this roll is modified by +1 for each level of his military rank, and for each level of his rank in the nobility. He also gets a 5% chance of finding a random magic item; this roll is modified by +5 for each level of his military rank, and for each level of his rank in the nobility.

20: Title: The player character is granted a patent of nobility by the Emperor. If he is already a titled noble, he is promoted to the next higher rank. The rank structure in ascending order is: knight, baron, marquis, viscount, count, duke, prince. Low level nobles (knight to viscount) gain one Influence Point and 1000 G.N. per year; higher level nobles gain two Influence Points and 2000 G.N. per year. Napoleonic era nobles will be given a small mansion or a fine townhouse.

VALOR POINTS

Each Valor Point is an award that can be traded in once for one of the following: 1. A "do-over" of any failed attack roll or saving throw (at either the individual and mass combat levels). However, the second result is final, even if it is in some way worse than the first. Multiple Valor Points can be expended for multiple do-overs of the same roll. 2. An immediate healing of 1d6+1 hit points ("Thank God it was only a flesh wound!"). Once expended, a Valor Point is gone for good. Valor Points can be used at any point, even after the character suffers a lethal attack. Any and all Valor Points can be expended at once, if desired. NOTE: Player characters should keep a running total of how many Valor Points they have received, to include the ones expended. This can have long-term campaign level effects.

DAMAGE TO THE PLAYER'S UNIT AND POLTROONERY

Any time the player character's unit is damaged, he must roll on the C'est La Guerre Table, though he applies a -1 modifier to the roll. The player can avoid this by choosing to poltroon (play dead or run away), though if he does this, there is a chance he will be seen. If the player character poltroons at any point during the battle, he must roll on the Poltroonery Table (below) at the end of the battle. It does not matter how many times he poltroons in the same battle, only one roll for poltroonery is made.

POLTROONERY TABLE (1d6)

- 0-2: The player character's poltroonery goes unnoticed
- 4: Stripped of rank: The player character is reduced to the rank of private.
- 5: Duel: The player character must fight a duel with another character of his own level.
- 6: Court Martial: The player character is court martialed. He must make a saving throw vs. Death to be acquitted; this can be modified by any one of his intelligence, wisdom, or charisma, whichever his highest. If he fails, he is hung for cowardice.

Modifiers: -1 if rank of colonel or higher or if titled noble.

UNCONSCIOUSNESS AND DEATH IN MASS COMBAT

It is not uncommon for a player character to fall to zero hit points or below as the result of a Heroic Action, or simply when his unit is damaged. Because Mass Combat is somewhat abstracted, this does not necessarily mean death, as there should be some chance that his comrades (or, in certain situations, even his enemies) may treat his wounds.

If the player character drops to -10 hit points or below, he is dead.

If the player character drops to between 0 and -9 hit points, he is unconscious and will be carried along by his unit unless it is destroyed or routs, in which case his body will remain on the battlefield. Place a marker where he fell in this case. If a friendly unit, or an unattached player character passes over him, he remains unconscious but is carried along. An unconscious player character cannot be further wounded as long as his new unit is not destroyed or routed, but, if it is, he now remains where that unit was beaten.

If an enemy unit passes over the unconscious player character, his fate is not so certain. While humanitarianism was awakening during this period, and there was some honorable treatment of prisoners of war, angry soldiers (who had themselves lost friends) bayoneting the enemy wounded was certainly not unheard of. However, enemy soldiers may be motivated by the possibility of a rich ransom, or enemy officers by the possibility of intelligence or prisoner exchanges, to spare a captive. Roll 1d20 when an enemy unit passes over an unconscious player character. On a score of 12+, they will spare him. Modify this for charisma, and by +2 if the soldier carries a locket (he can only get this benefit if he presently has a sweetheart, even if she is a tavern wench or black widow), and with a +1 for each military rank over private, an +1 for each rank of nobility.

UNATTACHED PLAYER CHARACTERS

It is possible for a conscious player character to be left alone on the battlefield when his unit is destroyed. When this happens, the player character can attempt to move to and join any friendly

unit. He can attempt to move (at normal speed) through an enemy unit while trying to accomplish this, but, each time an unattached player character moves through an enemy unit, he must immediately make a Heroic Action roll, as a few of the enemy the troops try to shoot at him, ride him down, etc. If he is not killed or knocked unconscious as a result of the roll, he continues moving, and, if he moves through another enemy unit, must do so again. Note that this is the only circumstance under which a player character can take more than one Heroic Action per turn.

FEATS OF GENERALSHIP



Marshal Ney, bravest of the brave.

Certain very great marshals and general officers can, through study at war colleges and hard experience on the battlefield, learn special skills that give the forces serving under them extra advantages. To gain these abilities, a player character must at least holds the rank (or, in the past, have held the rank) of brigadier general. Note that feats of generalship are all specifically geared to mass combat. They could, at the GM's discretion, have effects on skirmish actions if the player character possessing the feat is in command, and if he can come up with a clever idea of why it would apply.

Note that only the general who is in overall command can use his feats of generalship, though he can use any number of them per turn, as they apply per the rules below. Sub-commanders can only use heroic actions on the field, even if they possess feats of generalship.

A fighter who attains level 12 and the rank of, at least, brigadier general, can choose one of the following feats of generalship, and another such feat at each even numbered level thereafter:

Choose Your Ground: The general with this feat can choose to meet the enemy on his own terms. He can set up the battlefield and choose which side he arrives on (the enemy always takes the opposite) in any realistic manner. He cannot take unreasonable advantages, such as setting up

his entire command in defense of a fortress if he is the attacker, or have the enemy starting in the ocean with his own command on a cliff, above. He can take advantage of such things as small redoubts (walls covering no more than one third his total units from the front only), forcing the enemy to attack across a stream, or with a forest at his back, etc. Generally, up to about a third of his units can take advantage of favorable positioning. The GM should allow some latitude for this feat, but has absolute say as to what he thinks is fair.

Pin and Flank: The general can hold up to one half his units off the field at the beginning of battle, attempting to hold the enemy's attention while performing a surprise attack. At the beginning of each turn after the first, the general rolls 1d12. On a score of 1-9, the off-board units have not arrived yet. On a score of 10-11, all of the off-board units arrive anywhere on one board edge (enemy's left or right), as decided by the general. On a score of 12, all of the off-board units arrive anywhere on any or all board edges (enemy's left, right or rear), as decided by the general. Note that the use of this feat, while potentially devastating, is also very risky, as it is possible for the flanking units never to arrive until the battle is over. This nearly happened to Wellington at Waterloo, who declared that battle to be the closest run thing he'd ever seen.

Sabreur: Each time a cavalry unit under this general's command initiates a charge, the attack roll for the round of impact can be re-rolled, if desired. The second roll is final, even if it is worse than the first.

Bravest of the Brave: Once per battle, each unit under this general's command can re-roll a morale check, if desired. The second roll is final, even if it is worse than the first.

Lucky Commander: Some generals just seem to have a little more of an edge with fickle fortune than others do, and Napoleon himself said he tried to choose lucky commanders. A general with this feat gains a bonus of +1 to all attack and initiative rolls made by his side, at any time during the battle.

Now's Your Time: Once per battle, each infantry or artillery unit under this general's command can re-roll a single ranged attack, if desired. The second roll is final, even if it is worse than the first.

THE ARMIES AND ENEMIES OF FRANCE

Most battles will be fought around a corps model. This generally means two cavalry squadrons, six line infantry battalions, two elite (one light, one grenadier) infantry battalions and two artillery batteries. However, the numbers and types listed here can vary widely. Actions could be fought between two heavy cavalry corps, between a brigade of French regulars and a large number of Spanish or Russian guerrillas, between an ordinary force of Saxon regulars and a few units of the dreaded Old Guard, etc. All of this is only based on the game master's research and imagination.

Unit Types:

Levy, Militia or Penal Infantry Battalion (Zero Level Fighters)

Armor Class: 9 [10]

Hit Dice: 1d6

Hit Points: 1,050

THACO: 20

Attacks: Musket (1d12 x 300 Range 24) or Fixed Bayonet (1d6 x 300)

Move: 12"

Rally As: Levies or Militia

Special: None

Russian or Spanish Guerrillas (Zero Level Fighters)

Armor Class: 9 [10]

Hit Dice: 1d6

Hit Points: 1,050

THACO: 20

Attacks: Musket (1d12 x 300; Range 24) or Fixed Bayonet (1d6 x 300)

Move: 12"

Rally As: Cannot rally

Special: Undisciplined. Rolls morale on a d8 instead of a d6, but cannot rally, and is automatically destroyed if broken.

French Middle or Old Guard or British Guards Infantry (3rd Level Fighters)

Armor Class: 9 [10]

Hit Dice: 3d8

Hit Points: 4,050

THACO: 17

Attacks: Musket (1d12 x 300; Range 24) or Fixed Bayonet (1d6 x 300)

Move: 12"

Rally As: Well trained regulars.

Special: Stubborn. Rolls morale on a d8 instead of a d6.

French Old Guard Grenadiers (4th Level Fighters)

Armor Class: 9 [10]

Hit Dice: 4d8

Hit Points: 5,400

THACO: 16

Attacks: Musket (1d12 x 300; Range 24) or Fixed Bayonet (1d6 x 300)

Move: 12"

Rally As: Well trained regulars.

Special: Stubborn. Rolls morale on a d8 instead of a d6.

Grenadiers, French Young Guard, Light Infantry, or other Elite Infantry Battalion (2nd Level Fighters)

Armor Class: 9 [10]

Hit Dice: 2d8

Hit Points: 2,700

THACO: 18

Attacks: Musket (1d12 x 300; Range 24) or Fixed Bayonet (1d6 x 300)

Move: 12"

Rally As: Well trained regulars

Special: None.

Line Infantry Battalion (1st Level Fighters)

Armor Class: 9 [10]

Hit Dice: 1d8

Hit Points: 1,350

THACO: 19

Attacks: Musket (1d12 x 300; Range 24) or Fixed Bayonet (1d6 x 300)

Move: 12"

Rally As: Well trained mercenaries

Special: None.

Dragoons, Chasseurs, Chevau-Leger or Other Light Cavalry Squadron (1st Level Fighters)

Armor Class: 7 [12]

Hit Dice: 1d8

Hit Points: 1,350

THACO: 19

Attacks: Saber (1d8 x 300)

Move: 18"

Rally As: Well trained mercenaries

Special: Can move and turn in the same round, +1 to hit infantry or artillery in melee.

Hussars, Eclaireurs or Other Elite Light Cavalry Squadron (2nd Level Fighters)

Armor Class: 7 [12]

Hit Dice: 2d8

Hit Points: 2,700

THACO: 18

Attacks: Saber (1d8 x 300)

Move: 18"

Rally As: Well trained regulars

Special: Can move and turn in the same round, +1 to hit infantry or artillery in melee.



Eclaireurs in miniature.

Cuirassiers or Other Heavy Cavalry Squadron (1st Level Fighters)

Armor Class: 5 [14]

Hit Dice: 1d8

Hit Points: 1,350

THACO: 19

Attacks: Saber (1d8 x 300)

Move: 15"

Rally As: Well trained mercenaries

Special: Can move and turn in the same round, +1 to hit infantry or artillery in melee.

Carabiniers or Other Elite Heavy Cavalry Squadron (2nd Level Fighters)

Armor Class: 5 [14]

Hit Dice: 2d8

Hit Points: 2,700

THACO: 18

Attacks: Saber (1d8 x 300)

Move: 15"

Rally As: Well trained regulars

Special: Can move and turn in the same round, +1 to hit infantry or artillery in melee.

Cossacks or Other Irregular Light Cavalry Squadron (1st Level Fighters)

Armor Class: 7 [12]

Hit Dice: 1d8

Hit Points: 1,350

THACO: 19

Attacks: Saber (1d8 x 300)

Move: 18"

Rally As: Levies

Special: Can move and turn in the same round, +1 to hit infantry or artillery in melee. Undisciplined. Rolls morale on a d8 instead of a d6, but cannot rally, and is automatically destroyed if broken.

Uhlans or Other Lancer Cavalry Squadron (2nd Level Fighters)

Armor Class: 7 [12]

Hit Dice: 2d8

Hit Points: 2,700

THACO: 18

Attacks: Lance (1d6 x 300)

Move: 18"

Rally As: Well trained regulars

Special: Can move and turn in the same round, +1 to hit infantry or artillery in melee. Always attacks first in melee.

Heavy Artillery Battery Infantry (1st Level Fighters)

Armor Class: 9 [10]

Hit Dice: 1d8

Hit Points: 450

THACO: 19

Attacks: light artillery (1d12 x 300; Range 48) or Fixed Bayonet (1d6 x 100)

Move: 6"

Rally As: Levies

Special: None.

Light (Horse) Artillery Battery (1st Level Fighters)

Armor Class: 9 [10]

Hit Dice: 1d8

Hit Points: 450

THACO: 19

Attacks: light artillery (1d12 x 300; Range 36) or Fixed Bayonet (1d6 x 100)

Move: 15"

Rally As: Levies

Special: None.

These rules should be enough to handle most situations, although there aren't details for naval combat, siege weaponry, or many of the other circumstances that might be encountered in a large-scale battle. Keep in mind also that these aren't "official" rules, just a quick outline of one way to play out the sort of battles in which the characters might find themselves as commanders or participants. The players and Referee are completely free to use another set of rules to suit their purposes.

MASS COMBAT USING OTHER PUBLISHED RULE SYSTEMS

For those of you who enjoy Empire or any of the other published large scale Napoleonic miniatures or board war games, simply modify the heroic actions and poltroonery rules listed above to fit those systems. In fact, they are probably generic enough to implement directly without modification.

Of course, the Napoleonic Wars did involve naval combat as well, and such games as Wooden Ships and Iron Men could be modified in the same way to play out the Battle of Trafalgar, or the British actions against the Danish fleet.

MASS COMBAT AND MINIATURE FIGURES

Mass Combat entails miniatures of some type, though there are many routes available.

The simplest way, if you have no miniatures is simply to put chess pieces out on the field. Pawns become infantry battalions, knights become cavalry, rooks are artillery, queens are elite units, and kings are guards.

If you already have an army of Napoleonic miniatures, use those. You will probably also want to use a different published rules system that incorporates large numbers of miniatures, as listed above. This is a fairly straightforward conversion: just alter your rules to the extent necessary to work in Valor Points and the other player character interfaces from these rules.

If you have no miniatures, probably the best way to go is to buy the following:

1 bag each of British Light Cavalry, French Infantry and Russian Infantry. These are painted 54mm 1/32 scale sets from Supreme Playsets, get them from amazon.com or Michigan Toy Soldier, they run about \$12 each.



Supreme Playsets French Infantry are inexpensive, and come with basic paintjobs. These 54mm figures are great for simple wargames, and for Skype.

For monsters in the same scale:

1 bucket of Mythical Warriors and 1 bucket of Pirates and Skeletons from Toys R Us. Order these online from Toys R Us, or from amazon.com. These each run about \$10.

For a total investment of about \$56, you will have all you need to game with, and there is a big advantage to doing this in 54mm. Many games run online using Skype and similar software these days, and my own campaigns usually include a few people Skyping in. It is far easier to see 54mm scale miniatures via Skype than it is to see the smaller scales. I suppose this could be remedied by buying a very expensive web camera, but, unless you already have a vast investment in 25 or 15mm scale minis, it is probably far cheaper to go this route.

CHAPTER 4: SPELLS AND MAGIC

In this period, magic had changed greatly. Because of growing human disbelief, most of the more magical creatures have retreated into the other worlds, and only the more subtle magics remain potent. As a result, the spells available are limited as below:

CLERIC SPELL LIST

Level 1: Cure Light Wounds, Detect Evil, Detect Magic, Light, Protection from Evil.

Level 2: Bless, Hold Person, Silence 15 ft Radius, Snake Charm, Speak with Animals.

Level 3: Cure Disease, Locate Object, Prayer, Remove Curse, Speak with Dead.

Level 4: Neutralize Poison, Protection from Evil 10 ft Radius, Speak with Plants.

Level 5: Commune, Dispel Evil, Insect Plague.

Level 6: Find the Path, Speak with Monsters.

Level 7: Astral Spell, Holy Word, Restoration.



Illuminatus of the Period.

MAGIC-USER SPELL LIST

Level 1: Charm Person, Detect Magic, Hold Portal, Light, Protection from Evil, Read Languages, Read Magic.

Level 2: Detect Evil, Detect Invisibility, ESP, Invisibility, Knock, Levitate, Locate Object, Magic Mouth, Mirror Image, Phantasmal Force, Pyrotechnics.

Level 3: Clairaudience, Clairvoyance, Darkvision, Dispel Magic, Hold Person, Invisibility 10 ft Radius,

Protection from Evil 10 ft Radius, Protection from Normal Missiles, Rope Trick, Slow, Suggestion.

Level 4: Charm Monster, Fear, Hallucinatory Terrain, Massmorph, Remove Curse, Wizard Eye.

Level 5: Animate Dead, Contact Other Plane, Feeblemind, Hold Monster, Magic Jar.

Level 6: Anti-Magic Shell, Enchant Item, Legend Lore, Project Image.

Level 7: Cacodemon, Mass Invisibility, Power Word, Stun, Simulacrum.

Level 8: Mass Charm, Mind Blank, Power Word Blind.

Level 9: Astral Spell, Maze, Gate.

ILLUSIONIST SPELL-LIST

All Illusionist spells are available, but any character or monster who attempts to disbelieve will gain a +1 bonus to his saving throw. In fairness to the player character illusionist, most humans and creatures below 3 hit dice will not usually attempt to disbelieve, unless something really strange seems to be taking place. The game master's discretion is allowed here, based on the appropriateness of the illusion.

DRUID SPELL-LIST

Generally, there should be no druid player characters in Grogards & Goblins. NPC or "monster" druids certainly do exist among primitive societies, and their magic is formidable. All druid spells are allowed.

MAGIC IN A PURELY HISTORICAL CAMPAIGN

Though these rules assume a fantastic Napoleonic role playing game, it is certainly possible to play Grogards & Goblins as a purely historical campaign. The only difference is that magic has no real effect. However, most people in the 19th Century are firmly convinced both of its reality and its power.

As a result, magic can have certain effects, but all are purely psychological in nature. Two character classes (the Charlatan and the Cure') can make use of these effects. Certain "enchanted items" also exist.

CHARLATAN

This character may be a gypsy fortune teller or an unscrupulous scholar. He functions exactly as the Spy, for all purposes, with the following exceptions:

1. Lesser Thieving Skills: The Charlatan suffers a -10% penalty to all thieving skills.
2. Black Magic: As stated earlier, in the historical Grogards & Goblins campaign, magic has no effect, other than that most people firmly believe in it. However, the Charlatan knows how to play upon superstition. For this reason, a Charlatan can curse other characters (PC or NPC).

It takes the Charlatan one full round to curse, and the intended target must be aware of the curse, if it is to have any effect. The target then makes a save against spells, modified by his wisdom, as usual. Failure means that he believes he is cursed. A cursed character makes all skill rolls, attack rolls and saving throws at -2 (-10%) until the curse is removed by another Charlatan or by a cleric of the victim's own religion. He must then make another spell save or still believes himself cursed. Most Charlatans will remove a curse for 1d6 x 100 G.N.

Alternatively, the curse may have some other psychological effect, as determined by the Charlatan (and, of course, only as allowed by the GM), such as forcing the character to back down from a particular duel, or avoid travel on a certain day, or, in the case of the very powerful, possibly to avoid committing an army to battle, because "the stars are not right."

Note that it is more difficult to influence the rich and powerful in this way, simply because they have their own Charlatans to ward off the curse and give them charms, etc. The spell save is made at +1 for an officer (ensign to colonel), +2 for a minor noble (marquis or below) or a general officer, and +4 for a major noble (above marquis), and +8 for royalty.

However, there is a serious drawback to practicing black magic: The Witch Hunt. If the intended victim makes his Will save successfully, he then makes an immediate reaction roll. On a favorable reaction, he does not believe he is cursed, but still has a healthy respect for the Charlatan's abilities, and will take no action against him. On a neutral or negative reaction roll, he will report the black magic to the church or government. The Charlatan must then make a successful hide in shadows roll. A failed roll results in the following:

Failed by 1-10: Jailed and questioned for 1d6 days, then released.

Failed by 11-30: Jailed and tortured for 1d6 days. Lose 2d6 hit points, then released.

Failed by 31+: Witch Trial: Prosecuted (q.v.) but, conviction always results in execution.

3. White Magic: This is beneficial magic. White magic simply has the opposite effect of black magic (usually as a result of a cleric's blessing or a favorable horoscope). The character gets a +2 bonus to skill rolls, attack rolls and saving throws for 1d6 days. However, white magic also makes him over-confident, and he suffers a 1 point armor class penalty during this period.



A foppish nobleman beseeches a charlatan for his magical wares.

Alternatively, the recipient of white magic can come under some minor, positive psychological effect of the Charlatan's choosing.

As white magic is not looked upon as negatively as is black magic, there is no chance of a Witch Hunt if it fails.

CURE'

The Cure' in a historical Grogards & Goblins campaign function as D&D clerics for all purposes, except as listed below:

1. They cannot cast spells.
2. They can use white magic on characters of their own religion only, as per the Charlatan.
3. They gain a +2 reaction bonus from members of their own religion.
4. They suffer a -2 reaction penalty from members of other religions.

SKEPTICS

Despite a very wide belief in the supernatural, some skeptics do exist in this period. Any educated character (cleric, Charlatan, officer or nobleman) can choose to be a skeptic.

A skeptic does not believe in magic at all, and neither black magic, white magic, nor magic items have any effect on him. However, if he defies magic (such as by starting an expedition when some wizard has cursed it), then anyone involved who knows about it must make a save as for black magic, or be under a double strength (-4 to appropriate rolls) curse.

Note that being a Charlatan does not grant the character any benefit if another Charlatan uses black magic on *him*. Just because he is a fraud does not mean he is also a skeptic. Of course, a Charlatan can choose to be a skeptic.

Note also that it was not peculiar for an erudite cleric of the 17th Century to be a skeptic. This was fairly common.

Skepticism is not differentiated from atheism in this period, and a known skeptic suffers a 1 point penalty to all reaction rolls.

FALSE MAGIC ITEMS

A few magic items do exist in a historical campaign, but none of them have any real power. The effects are all purely psychological. As with both black and white magic, the holder must be aware of the "enchantment" if it is to have any effect.

Love Potion: Gives the character a +1 charisma bonus when dealing with the opposite sex.

Good Luck Charm: Gives the character a +1 to all saving throws, including those to avoid the effects of black magic.

Enchanted Weapon: Gives the character a +1 to hit and damage, but -1 to armor class.

CHAPTER 5: LIAISONS

Each year, every character can choose to make a roll on one of the four tables below to determine the results of his activities for that year.

Roll 1d100:

	Courting	Intriguing	Carousing	Place Seeking*
Assassin	1	1-4	1	1-4
Aide de Camp	2	5	2	5-8
Ambassador	3	6	3	9-11
Baccarat	4	7	4-11	12
Bishop	5	8-12	12	13
Black Widow	6-10	13-16	13	14-17
Blackmailer	11-18	17-20	14	18-21
City Governor	19	21	15	22-24
Country Girl	20-27	22	16	25
Demon/Devil	28-34	23-26	17-23	26-29
Dice Game	35	27	24-31	30
Duelist	36-43	28-31	32-38	31-34
Elite Regiment	44	32	39-46	35-37
Escort Duty	45	33-38	47	38-40
Felony	46	39-42	48-55	41-44
Friar	47-53	45-49	56	45
Fortune Teller	54-60	50-53	57-64	46
Imperial Guard	61	54	65-70	47-49

Imperial Prosecutor	62	55-60	71	50-52
Inspector General	63	61	72	53-55
Lady of Fashion	64-71	62	73-77	56
Minister of Finance	72	63	78	57-59
Minister of Justice	73	64	79	60-62
Minister of State	74	65	80	63-65
Minister of War	75	66	81	66-68
Misdemeanor	76	67	82-89	69-72
Murder	77	68-71	90	73-75
Mysterious Token	78	72-85	91	76-82
Quartermaster	79	86	92	83-85
Sorcerer	80	87-90	93	86-88
Spy	81	91-94	94	89-91
Tavern Wench	82-89	95	95-97	92-94
Treason	90	96-99	98	95-97
Wealthy Widow	91-00	00	99-00	98-00

*Each roll on the Place Seeking Table costs 1d3 x 100 G.N. in bribes to attempt, twice this amount if the player character is a titled noble. If the player does not have enough money after making the roll, he loses the money he does have, and gets no roll this year.

Note that the Liaisons do not take the place of encounter tables, and are not themselves encounters in the same sense. Instead, they represent the results of the player's forays into city life, whether courting, intriguing, carousing or place seeking. The GM is free to modify standard city encounter tables to reflect the Napoleonic era. This is not at all difficult, and really only involves stylistic changes.

TRAINING

A character can also choose to ignore city life, and simply train at the barracks rather than roaming the streets of Paris or Strassbourg. For each year spent training, the character gains 1d6 x 1000 experience points as a Fighter.

A non-fighter is free to train, but must have the backing of a soldier or pay 100-600 g.p. per year for training at the barracks.

LIAISONS EXPLAINED

Be advised that no player character can hold more than one position at a time. Once he has taken a position, he cannot receive another in the same year, and any further position simply counts as no liaison for that year.

Assassin: The character is attacked by an assassin of level 1d4. However, if he makes a successful reaction roll (this can be modified by Influence) and pays the assassin's fee (as per the standard rules) he can send the assassin to do away with someone else, instead.

Aide de Camp: The character is offered a position as aide to a high ranking officer. The character must be a commissioned officer to accept the appointment, and the level at which he is appointed depends on his rank. An ensign is appointed aide to a colonel, a lieutenant is aide to a brigadier general, a captain is aide to a major general, a major is aide to a lieutenant general, a lieutenant colonel is aide to a general, a colonel is aide to a Marshal, and a brigadier general is aide to the Emperor. Unlisted ranks cannot receive this appointment. The appointment lasts one year, and the aide gets 1d3 Influence Points and 1,000 G.N. per year, or twice that amount if he is aide to a Marshal or the Emperor.

Ambassador or Consul: The character is offered a position as the representative of France to another nation. He must be a titled noble to accept the appointment. If he is a viscount or higher, he is made ambassador to a major European power (Britain, Prussia, Austria or Russia), if his title is lower in precedence than viscount, he is offered a consulship to a minor nation (Turkey, America, Naples, Holland, Belgium, Sweden, Spain, Bavaria, Saxony, the Papal States, etc.). The appointment lasts one year. An ambassador gets 1d6 Influence Points and 2,000 G.N., per year. A consul gets 1d3 Influence Points and 1,000 G.N., per year. In addition, the ambassador or consul is well placed to hear rumors and spy on the court of the host nation. Diplomatic immunity does exist in this period, but is chancy. If France goes to war with the host nation or if he commits a crime, roll 1d20 on the table below, modified for charisma and Influence:

1-5: The ambassador/consul is attacked by a mob, and must escape or be murdered.

6-10: The local government attempts to arrest the ambassador consul, and hold him in prison until the war is over. He will probably be tortured for information, and must attempt to flee or escape.

11+: The ambassador or consul is escorted to the border and allowed to leave. He cannot return unless reappointed after the war ends.

Baccarat: The character is invited to a high stakes gambling game at a prestigious salon or club. He must have a minimum of 6 Influence Points (these are not expended) to accept the invitation, or be a titled noble or general officer. Each bet is a minimum 1,000 G.N. and maximum 10,000 G.N., and a 13+, modified by intelligence, must be rolled to win. Each bet nets the character 0 Influence if he loses (and he loses the money as well) and +1d3 Influence if he wins. He also wins or loses an amount of money equal to the amount bet. If the character attempts to cheat and is caught, he will have to fight a duel with a level 1d6 fighter, and will not be allowed in any further Baccarat games. A player character is free to take any lady he is involved with to the Club/Salon; this costs 200 G.N., but gives the Player character 1d3 Influence Points (both cost and Influence Points are doubled for a Lady of Fashion).

Bishop: The character is befriended by an influential churchman. As long as the friendship lasts, he gains 1d3 Influence Point per year. The Bishop may ask occasional favors for himself or the church, which the character must provide, or lose the friendship. The character must have a minimum of 3 Influence Points and be a commissioned officer to maintain the friendship.

Black Widow: This evil woman seems to be a Wealthy Widow, and grants exactly the same bonuses. However, there is a 30% chance that she will, every year, try to persuade the player character to perform some dastardly deed. If he does not agree to aid her, roll 1d6: on a 1-2 he is prosecuted for treason, on a 3-4 he is challenged by a duelist one level above or below his own (50% chance of each), on 1 5-6, he is attacked by 1d4 thugs (Spies) of level 1d4 each. As soon as the player character refuses the black widow's request, the relationship terminates. If he terminates it on his own, he will still be subject to her fury as above.

Blackmailer: The character must pay 1d6 x 1,000 G.N. (or ten times that amount if he is a titled noble) or be prosecuted for treason.

City Governor: The character is appointed governor over a major city. He must have a minimum of 16 Influence Points and the rank of Major General or the noble rank of Marquis to maintain this appointment. He gains 1d3 Influence Points per year and can tax the peasants mercilessly. He must make a charisma check, at -1 for each 15,000 G.N. that he personally squeezes out of the masses. If he fails this roll, the city rises in revolt. He will have an army to command (second line troops, so no elites or guards) but this will be outnumbered by about 50% by the peasants (mostly guerrillas, maybe one or two regular battalions). If he fails to crush the revolt, he is prosecuted.

Country Girl: A poor but good hearted girl becomes the player character's sweetheart. The player character automatically gives her 1d100 G.N. every year, as long as he has money (her mother is very sick, and needs medicine) but she will not leave him if he goes broke. Having the

pretty girl on his arm will give him 1d3 Influence Points per year as long as the relationship lasts. He loses the Country Girl if he courts another lady. Should the player character ever be imprisoned while the relationship continues, the Country Girl will go to the jailer and weep, giving him a 50% chance to escape.



A black widow (of a slightly earlier period) and her enthralled beau.

Demon/Devil: This fellow appears as some other character who might commonly be encountered based on the player character's yearly Liaison roll, or as a Red Shield Banker. He offers the player character a pact: +2 to all attack and saving throws for life, AND he will be taught sorcery (gain one level of Magic User immediately, and now dual class as a magic user), or if he takes the form of a Red Shield Banker, 1d20 x 1,000 G.N. per year for life. However, the player character automatically becomes chaotic evil or lawful evil, and will be dragged to the netherworld when he dies.

Dice Game: The character passes ruffians playing dice in a tavern, bawdy house, or back alley, and joins in. Each bet is a maximum 1,000 G.N., and a 13+, modified by intelligence, must be rolled to win. Each bet nets the character 0 Influence if he loses (and he loses the money as well) and +1d2 Influence if he wins. He also wins or loses an amount equal to the amount bet. If the character attempts to cheat and is caught, he will have to fight a duel with a level 1d6 fighter. In fact, if he wins more money than he loses, there is a 50% chance that 1d3 level 1d3 thieves will attack him anyway. They will not try to kill him (though this may happen) but will knock him unconscious and leave him in the alley, minus his possessions.

Duelist: A hothead takes a permanent dislike to the character. He is a level 1d6 fighter, and will try to duel with him immediately and every 1d6 years thereafter, until one of them is finally killed.

Elite Regiment: The player character is invited to join an elite regiment. He must be a minimum of 2nd level if an enlisted man, 4th level if an officer, and have performed at least one heroic action on the battlefield. Joining the elite regiment allows him to fight with a higher level regiment in mass combat, and grants him 1 Influence Point per year.

Escort Duty: The player character is offered an appointment in the Escort of one of the Marshals of France. He must be a member of an elite regiment (not the Imperial Guard) and must be a private, ensign or lieutenant. He gains 1d3 Influence Points per year if a private, 1d6 if an ensign, and 1d12 if a lieutenant. The appointment lasts one year.

Felony: The player character is prosecuted (see below).

Friar: The character is befriended by a poor but faithful churchman. As long as the friendship lasts, he can call on the Friar once per year for a cure light wounds spell, and for aid in the form of sanctuary if he is in trouble. The Friar may ask occasional favors for the poor, which the character must provide, or lose the friendship.

Fortune Teller: A gypsy reads the character's fortune. He rolls 1d4: 1= lose 1d3 Valor Points, 2= lose 1d3 Influence Points, 3= gain 1d3 Valor Points, and 4= gain 1d3 Influence Points. He must immediately pay the Fortune Teller 1d10 G.N.

Imperial Guard: The player character is invited to join the Guard. He must be a minimum of 3rd level if an enlisted man, 5th level if an officer, and have performed at least three heroic actions on the battlefield. Joining the Imperial Guard allows him to fight with a higher level regiment in mass combat, and grants him 1d4 Influence Points per year.

Imperial Prosecutor: The player character is offered an appointment as Imperial Prosecutor. The prosecutor prosecutes all non-military misdemeanor, felony, (but not embezzlement) and treason cases (See PROSECUTION, below). He must have a minimum of 10 Influence Points to hold this appointment, and it lasts for one year. The Imperial Prosecutor gains 1d6 Influence Points and 3,000 G.N. per year. He can charge up to three PCs or NPCs per year on trumped up charges, and must try and win at least one case per year or he can never be reappointed. Note that an NPC noble or general officer will have 5d6 Influence Points, a non-noble and non-general officer will have 3d6 Influence Points, and all other characters will have 1d6 Influence Points. They will use all Influence to fight the charge. There can only be one Imperial Prosecutor in

office at a time. If another player character is appointed to this post, the previous prosecutor loses his appointment.

Inspector General: The Inspector General acts exactly as the Imperial Prosecutor, but for military (court martial) cases. He must have a minimum rank of Brigadier General to hold this appointment, and it lasts for one year. There can only be one Inspector General in office at a time. If another player character is appointed to this post, the previous Inspector General loses his appointment.

Lady of Fashion: The character courts a woman of beauty and position. He must give the lady 500 G.N. per year, in exchange for which he will receive 1d6 Influence Points per year as long as the relationship lasts. He loses the Lady of Fashion if he courts another lady, or encounters the Black Widow or Tavern Wench. Note that, should another player roll this encounter, he can use it to meet another Lady of Fashion, or declare that he is using it to steal another player's Lady of Fashion. If this happens, the two must duel.

Minister of Finance: The character is appointed to oversee France's treasury. He must have a minimum of 20 Influence Points and be a titled noble (minimum Viscount) to maintain this appointment. He gains 1d6 Influence Point per year and can embezzle tax money. He must make a charisma check, at -1 for each 20,000 G.N. that he personally steals. If he fails this roll, he is prosecuted, however, only the Minister of Justice has jurisdiction over him; he cannot be prosecuted by the Imperial Prosecutor. There can only be one of each Minister in office at a time. If another player character is appointed to this post, the previous Minister loses his appointment.

Minister of Justice: The character is appointed France's chief justice. He must have a minimum of 16 Influence Points and be a titled noble (minimum Viscount) to maintain this appointment. He gains 1d8 Influence Points per year. If there is a player character Minister of Justice, no rolls are made for prosecution, all cases are decided by him, except embezzlement, which he prosecutes and the Emperor decides. Though the Minister of Justice cannot directly embezzle, he can, of course, take bribes to influence his decisions, of either money or Influence Points. There can only be one of each Minister in office at a time. If another player character is appointed to this post, the previous Minister loses his appointment.

Minister of State: The character is appointed France's chief minister, second only to the Emperor. He must have a minimum of 25 Influence Points and be a titled noble (minimum Duke) to maintain this appointment. He gains 1d12 Influence Points per year. He can give up to 6 Influence Points (total) to any other player character or NPC per year. He cannot use these points himself, and can take bribes for his largesse. If he does not give out any portion of his 6

Influence Points each year, those Influence Points is lost. There can only be one of each Minister in office at a time. If another player character is appointed to this post, the previous Minister loses his appointment.

Minister of War: This Minister can promote or demote any player character by one rank up to three times per year. He must have a minimum of 22 Influence Points and be a titled noble (minimum Count) to maintain this appointment. He gains 1d10 Influence Points per year. He can, of course, take bribes to influence his decisions, of either money or Influence Points. There can only be one of each Minister in office at a time. If another player character is appointed to this post, the previous Minister loses his appointment.

Misdemeanor: The player character is prosecuted. He rolls at a 1 point bonus for both trial and conviction.

Murder: The player character witnesses a murder. Who committed it, and what happens from there is up to him and the GM.

Mysterious Token: This can be a lady's glove, a noble's signet ring, a broken goblet that shows traces of poisoner whatever the GM desires. At any point in the future, the player can say, "Ah ha!", and propose how the mysterious token fits into the present adventure in some way that benefits the party, or just him. This will usually take the form of the award of 1d6 Valor Points or Influence Points that must immediately be spent, they cannot be saved for later.

Quartermaster General: This appointment functions exactly like the City Governor, except that instead of causing the masses to revolt, each 20,000 G.N. he embezzles causes all units in the French army to suffer a -1 penalty to all attack rolls in their next major battle, for shoddy equipment, and the same penalty is applied to his intelligence check to avoid being caught and prosecuted by the Minister of Justice. There can only be one Quartermaster General in office at a time. If another player character is appointed to this post, the previous Quartermaster General loses his appointment.

Sorcerer: This fellow can provide the player character with a minor random magic item for 1d6 x 1,000 G.N.

Spy: The character meets a Spy. If he makes a successful reaction roll (this can be modified by Influence) and pays the Spy 1,000 G.N. he can ask one yes or no question to the GM about anything in the political or military aspect of the game, which must be answered truthfully.

Tavern Wench: Appears to be exactly as the Country Girl, except that if the player character is ever placed on trial she will testify against him (increasing his chance of being convicted by 2

points) and if he is ever hiding from the authorities or other ill-intentioned parties, she will instantly sell him out. As far as the player character is concerned, however, she is his true love, and he will not give her up.

Treason: The player character is prosecuted. He rolls at a 1 point penalty for both trial and conviction.

Wealthy Widow: The character courts a matron of power and influence. The lady will give him 1,000 G.N. and 1d6 Influence Points per year as long as the relationship lasts. He loses the Wealthy Widow if he courts another lady, or encounters the Black Widow or Tavern Wench. Note that, should another player roll this encounter, he can use it to meet another Wealthy Widow, or declare that he is using it to steal another player's Wealthy Widow.

PROSECUTION

The player character is placed on trial, and the Imperial Prosecutor attempts to have him convicted. He must make a successful charisma check to be acquitted (at +2 if the charge is completely groundless, at -2 if the charge is true, and at no modifier if the charge is not true, but there is some evidence that it is). If he fails, all of his property is forfeit. Both the accused and the prosecutor can use Influence Points and Valor Points to affect the roll.

If the player character is convicted, roll 1d6:

- 1: Executed.
- 2: Stripped of rank, title and appointment and 1d6 years in prison.
- 3-4: Stripped of rank, title and appointment and 1 year in prison.
- 5-6: Stripped of rank, title and appointment.

Note that prisoners can attempt to escape (this requires an adventure), if, after escaping, the player character performs some great service for the Empire, he may be restored to favor, and his rank, title and appointment returned. His property is gone for good, however.

The prosecutor receives 1d10 Influence Points for each successful prosecution.

INFLUENCE POINTS

Influence Points are similar to Valor Points, but affect reaction rolls (+1 or -1 per Influence Point expended, as desired) rather than saving throws and combat rolls. Influence Points can be used by other players to positively affect the reaction rolls of their friends, or negatively affect the reaction rolls of their enemies, provided that the GM decides that the character would know what

is going on, and have a reasonable chance of affecting it. Once used, an Influence Point is permanently lost. Note that a minimum number of Influence Points possessed at any one time can be a pre-requisite for holding certain appointments, and if the requisite number of Influence Points is not maintained, the appointment is immediately lost. Influence Points also have individualized uses, variously mentioned throughout these rules.

Note that Influence Points cannot be used in combat, but they can, if the situation is in some way political, be used to stop combat before it begins. The GM's discretion controls.

DUELLING

A character has cause for a duel when he or his lady is insulted, when another player attempts to steal his lady, per the Poltroonery Table, or in other situations that may arise per the GM's discretion. An NPC duelist will arrive at the field with 1d3 seconds, all armed as he is armed. A PC duelist can bring any number of seconds, armed as he is, that he can persuade from among his PC and NPC friends. Influence Points can be used to persuade an NPC to act as a second.

Duels can be fought with either sabers or pistols. Parties toss a coin for first fire with pistols, with each party firing in turn, or fight normally with swords. Most duels are fought to first blood, though the parties can agree to a fight to the death, or until each fires one or two shots, or until one asks for quarter, or pretty much any reasonable condition that both agree to. Roll 1d6, and on a 6, an NPC duelist is a hothead. A hothead will insist on a fight to the death. If the other party does not agree, and instead apologizes, there is a 50% a hothead will attack anyway, allowing seconds to intervene.

If a party's pistol misfires, he has fired, and the other party gets a shot before he can fire again.



Note that duels are all subject to critical hit rules and that killing a man in a duel is considered murder, which is punishable by death. Seconds are honor bound to say nothing, even at trial, but there is always the chance that a third party might see the fight. This can be anything from 1 on 1d6 to 1-5 on 1d6, depending on the circumstances of the duel, at the GM's discretion. A duel seen by a third party has a 50% chance to result in prosecution, 90% if it was fought to the death.

The winner of a duel gains Valor Points AND Influence Points as follows: 1d6 for winning the duel, or if the opponent apologizes and does not fight, +1d6 if the victor was lower level than his opponent, -1d3 if he had poor or no cause in the GM's estimation, -1d3 if he fights unfairly (breaking the rules of the duel, using magic weapons, attacking an opponent who slips and falls, etc.). A party challenged to a duel by a higher level opponent gains 1d3 even if he loses, as long as he fights fairly and bravely.

If either party breaks the rules of the duel (such as continuing to attack after first blood, if the duel was to first blood), the seconds are free to join in to break up the brawl.

CHAPTER 6: MONSTERS & TREASURE

MONSTERS

Most of the monsters available in a standard Oed campaign will appear in a Grogards & Goblins campaign as well, but more subtle creatures will tend to predominate. Powerful, bellicose monsters such as blue dragons, beholders, and frost giants will only appear on the outer planes, or in deep dungeons if summoned there by some wizard.

The following additional monsters are all in keeping with this campaign, and will appear on the Prime Material Plane, but usually hidden, invisibly, or disguised in some manner. In any case, such monsters will kill only when necessary and from the shadows (if possible). They will not cause mayhem by tearing through the streets of Paris or Berlin. That would only alert mankind to their presence and cause men to organize resistance.

Most magical monsters will only be encountered on other planes, or in areas where the boundaries are weak (Egyptian pyramids, Stonehenge, Celtic, Viking, or Indian burial mounds, etc.). Note that adventures on other planes usually are only undertaken because they have major consequences on the material plane, which the old races want to take back.

RED SHIELD MONSTERS

These creatures are all lower planar entities (devils) who serve the Red Shield Banks. They have all of the standard powers and vulnerabilities of devils as well as those listed below. In addition, all Red Shield Monsters are highly skilled in all areas involving money, such as finance, valuing currency, rare objects and commodities from pork bellies to gold bullion.

RED SHIELD BANKERS (Greater Devils)

Number Appearing: 1 (possible 1d3 in board meeting or at ritual sacrifices)

Alignment: Lawful-Evil

Armor Class: 3 [16]

Hit Dice: 7

Attacks: Claw (2d8) 35% chance of possessing a random magic item

Saving Throw: As Seventh Level Magic User (as 14th level Magic User against any magic)

Morale: 7

Special: Mimics shape, immune to sleep and charm, magic resistance, suggestion spell.

Move: 9

These creatures of the lower planes are effectively very powerful doppelgangers. No Red Shield Banker is a true human. They are all replaced when given a seat on the boards of directors of their various banks.

Like ordinary doppelgangers, a Red Shield Banker can change its form to resemble the physical appearance (including clothing and gear) of any person. These creatures are immune to sleep and charm, and are considered magic resistant (50%), and have a very good saving throw against magic of all kinds.

In addition, any Red Shield Banker can, at will, attempt a Suggestion (as 3rd Level Magic User spell) against any sentient being, provided that he has a gold coin that he can wave in front of the being while speaking to him.

Red Shield Bankers are considered greater devils for all purposes, including the ability to gate in other devils as an ice devil can.

RED SHIELD COURIERS (Lesser Devils)

Number Appearing: 1 (possibly 1d3 on special missions of great importance)

Alignment: Lawful-Evil

Armor Class: 3 [16]

Hit Dice: 4

Attacks: +1 saber (1d8+ sickness) or +1 pistol (1d12 + sickness)

Saving Throw: As 4th level Spy/Thief

Morale: 7

Special: Weakened by sunlight, animals within 1" must save vs. fear, abilities as 4th level Spy

Move: 36

Challenge Level/XP: 5/240

Servants of the Red Shield Bankers, the Red Shield Couriers appear to be humans in shadowy, cowed robes, traveling at amazing speed on their great black horses. These creatures serve the Red Shield Bankers as messengers and spies.

Red Shield Couriers do not fight by choice. If forced into battle, each possesses two magic weapons: a +1 saber and +1 pistol. These evil weapons are made to slow the enemy down rather than kill (though they are perfectly capable of that), and anyone taking a wound from either weapon must save vs. paralysis or become paralyzed for 2d4 rounds.

Red Shield Couriers are considered lesser devils for all purposes, though they cannot gate in other devils.

RED SHIELD COILED HORRORS (Greater Devils)

Number Appearing: 1

Alignment: Lawful-Evil

Armor Class: -2 [21]

Hit Dice: 10

Attacks: 1d6 x tentacles (1d8 and save or charmed each) or 1 x gold coin vomit (save vs. breath weapon or paralyzed with greed for 2d6 rounds)

Saving Throw: As 10th level fighter, 60% magic resistance

Morale: 11

Special: Magic weapons required to hit, and see below

Move: 15

These terrible fiends are the highest servants of the Red Shield Bankers, and are used for assassination. Andrew Jackson killed two of these monsters singlehandedly.

The Red Shield Coiled Horrors are black, many tentacle things, with only the Red Shield for a face. They can attack either with 1d6 tentacles (random number each round), which cause 1d6 damage and will charm anyone struck (the latter only if he fails a saving throw vs. spells), or vomit forth a cone of gold coins (area as a red dragon's breath weapon) which will paralyze anyone who does not save against

breath weapon for 1d6 rounds. The coins remain in existence until one round after the monster is destroyed, after which they vanish in a foul smelling mist. If anyone is fool enough to grab the coins before they vanish, they vanish anyway, but that character is drained of one level and permanently becomes a slave to the Red Shield Bankers. They will recognize him as their slave, and he is subject to all of their commands, no save.

They can cast a Darkness, 15' radius spell once per round, and prefer to use this to travel by stealth at night. They care highly intelligent and cunning fighters, and do not expose themselves without need. If they are exposed, they prefer to leave no witnesses.

Red Shield Coiled Horrors are considered greater devils for all purposes, though they cannot gate in other devils.



A Red Shield Coiled Horror grips London, all unseen...

RED GNOMES (Lesser Devils)

Number Appearing: 1

Alignment: Lawful-Evil

Armor Class: 1 [18]

Hit Dice: 2

Attacks: bite, 1d3 + sleep poison

Saving Throw: As 4th level Magic User

Morale: 7

Special: Invisibility, Dimension Door, see below

Move: 12

The Red Gnomes look like ordinary gnomes but their skin is a fiery red color, and their eyes bright yellow. They are used by the Red Shield Bankers to corrupt humans. It is speculated that the “Red Man” who reportedly met with Napoleon was one of these creatures.

Red Gnomes dress in jacket and waistcoat, and their jacket pockets are always brimming with gold. If anyone accepts a handful of gold coins from one as a “gift”, he becomes subject to one Suggestion spell from the creature, no saving throw. He is not subject to further suggestion spells unless he accepts additional gifts of gold. These creatures can cast invisibility three times per day and dimension door twice per day. They cannot truly predict the future or grant wishes, but they will pretend that they can to gain influence over humans. They are clever at guessing the future and will use this to their advantage in such dealings.

Red Gnomes do not fight, but, if forced to, will bite for 1d3 damage. Anyone bitten must save vs spells or be affected as if by a sleep spell.

Red Gnomes are considered lesser devils for all purposes, though they cannot gate in other devils.

SPIRITS OF LIBERTY

Number Appearing: 1

Alignment: None (Liberty)

Armor Class: -4 [23]

Hit Dice: 12

Attacks: 4d6 (can take any form, often as a saber slash) or rebuke

Saving Throw: As 15th Level Fighter

Morale: 12

Special: Immune to non-magical weapons and magical weapons below +2, magic resistance 90% and see below

Move: 18

These beings appear as human spirits manifested in silver light. They are the souls of great men who fought for Liberty while living, whether on the battlefield or off, and continue to serve her after death. Thomas Jefferson and George Washington will sometimes appear in this form, when the need is great.

Spirits of Liberty have the power to dispel magic and cure serious wounds once per round. Once per round, if they take no other action, Spirits of Liberty can attempt to rebuke any single creature of the lower planes within hearing. The creature must save vs. paralyzation at -2 (no magic resistance allowed) or return to its home plane for a year and a day. Spirits of Liberty count as being armed with +5 magical weapons for the purpose of determining what they can hit. He regenerates all damage at the rate of 3 hit points per round as long as he is not in a land where oppression is rampant and Tyranny rules.

Spirits of Liberty will fight infernal powers as needed, but prefer to counsel and encourage mortals to serve Lady Liberty's cause.

SONS OF LIBERTY

Any human who attains 100 or more Valor Points in a good cause (whether or not he still possesses them) will become a Son of Liberty. He retains his own statistics, level, attacks and damage per attack and hit points but gains all the special powers of a Spirit of Liberty, and will become a Spirit of Liberty upon his death. Presently living Sons of Liberty include Andrew Jackson, the Marquis du'Lafayette, Lazare Carnot and Gouvion St. Cyr.

Note that Sons of Liberty are usually unaware of their supernatural status, and most would not care anyway. Their concern is freedom, not glorying in strange powers.

NPC Sons of Liberty can be given the same stats as Spirits of Liberty, or created as characters, if desired. Very few should be below level 8, however.

EGYPTIAN DEMONS AND UNDEAD

Owing to Egypt's central position in much of the supernatural history of this campaign, Egyptian monsters and demons will be fairly common in the great dungeon that runs beneath that land. Undead of all types will also be common in the land of the Pharaohs, though not above ground.

OMBRE' ETRANGERE

These horrible creatures are units of dead soldiers who fell in a land strongly under the power of Tyranny. They appear as midnight black uniformed soldiers with glowing, red eyes. Treat them as wights for all purposes, including movement, even if mounted. Though they wield muskets, bayonets, sabers, etc., and cavalry are mounted on shadowy horses, they attack in melee only.

ASTRAL AND ETHEREAL CREATURES, HUMANOIDS AND DEMI-HUMANS

Virtually all humanoids and demi-humans have moved to the other planes of existence, though they will return to the Prime Material as their purpose and powers suit them. Good beings may make common cause with Liberty, and evil ones may toil in the service of Tyranny

ILLUMINATI AND THE HELLFIRE CLUB

Number Appearing: 1d4

Alignment: Chaotic-Evil

Armor Class: 9 [10]

Hit Dice: 3d4

Attacks: by weapon (usually pistol or dagger), 5% chance per level of possessing a random magic item.

Saving Throw: as 3rd Level Magic User

Morale: 9

Special: victims suffer a -2 save penalty to the spells of an Illuminatus/Hellfire Club Member

Move: 12

Humans who have joined these secret societies undergo certain rituals which result in their no longer being completely human. They can all recognize each other by certain words and gestures, and many hold positions of power in government, business, churches, universities and, to a lesser extent, the military.

Spells cast by one of these beings will be very potent, causing a -2 penalty to saving throws.

If four of these beings are encountered, there will be two additional members present: one will be a master who will have five hit dice and cast spells as a 5th level Magic User, and the other a 4th level Magic User / 4th level Spy. Individual members of these organizations can be very high level Magic-Users and/or Spies, indeed.

These creatures are totally without conscience and capable of the most despicable acts in the service of Tyranny and evil.

HOSPITALLERS

Number Appearing: 1d6

Alignment: Lawful-Good (Liberty in some cases)

Armor Class: 3 [16]

Hit Dice: 4d10

Attacks: by weapon+2 (usually musket or saber) 5% chance / level of possessing a random magic sword

Saving Throw: as 4th level Fighter

Morale: 12

Special: immune to fear, charm and other mind controlling effects. +2 to hit, damage and armor class for Strength 16 and Dexterity 16.

Move: 12

The Knights of the Hospital of St. John (or Knights of Malta as they are more commonly known) are the remnants of a medieval religious order who fought the Saracens, and later the Ottoman Turks. Known for their courage and skill in battle, they were lulled into indolence with the weakening of the Ottoman Empire, and destroyed by Napoleon's fleet on his way to Egypt. The remnants of the Order now fight for Law or Liberty to the best of their skill. They are rare, but will most often be found in armies fighting against Tyrannical realms.

If six Hospitallers are encountered, one will be a preceptors of the order, having seven hit dice, but otherwise are treated as above. The Grand Master has 10 hit dice, and gains an additional 1 point bonus to hit, damage and armor class, for 18 Strength and Dexterity; he will not be encountered unless on a special mission.

The Hospitallers are a secret order, and will not reveal themselves without need.

Note that though the Order is made up primarily of fighting men, they do have some auxiliary wizards and priests, and all Hospitallers have some understanding of the supernatural situation. The Order can thus be a valuable ally, and a service done to the Order can open the PCs to a lot of knowledge that they would otherwise have to piece together on their own.

TEMPLARS

Number Appearing: 1d6

Alignment: Chaotic-Evil

Armor Class: 4 [15]

Hit Dice: 4d10

Attacks: by weapon+1 (usually musket or saber) 5% chance per level of possessing a random magic sword

Saving Throw: as Fighter, 4th

Morale: 11

Special: Cast one charm person spell per day, +1 to hit, damage and armor class for Strength 15 and Dexterity 15.

Move: 12

Seduced by the powers of darkness, the Templars are a (formerly) religious Order who now serve as officers, killers, and otherwise as needed for the Illuminati when demonic support is not useful or available. They are equivalent to Hospitallers in all ways, except as listed above.

The Templars are a secret order, and will not reveal themselves without need.

DEMONS AND DEVILS

Demons are aligned with the Illuminati and Hellfire Club, and devils with the Red Shield Banks. All are still evil, though, and backstab often. The mages of the illuminati will summon demons, as the Red Shield Bankers summon their couriers, gnomes, coiled horrors and other devils.

IMPERIAL EAGLES



The eagle watching quietly over the armies of France.

As a result of the old powers pouring so much energy into him, Napoleon himself has become a demi-power, and his Imperial Eagles (battle standards) actually have become animated as spirits that can serve him in some ways.

On the battlefield, any unit carrying an Eagle (usually no more than one on the field at a time) gains a 1 point bonus to morale rolls.

Off the battlefield, Napoleon is not consciously aware of the powers (or even the existence) of these servants, though he will, at the GM's discretion, occasionally unconsciously all one of these creatures to serve him in some way.

When this happens, the standard animates as a giant golden eagle. Treat it as a small Roc for all purposes, except that it is lawful-neutral, has the ability to turn invisible at will, and cannot be harmed by non-magical weapons.



The Eagle aroused against a werewolf Illuminatus.

MONSTERS, VALOR AND INFLUENCE

Evil monsters and NPCs will have 1d4 x their hit dice in Influence Points if appropriate such as Red Shield Bankers, Illuminati, etc.; unintelligent monsters will have none. Good monsters and NPCs such as Hospitallers and Sons of Liberty will have 1d2 x their hit dice in Influence Points AND Valor Points if appropriate such as Hospitallers; again, unintelligent monsters will have none.

FULL POWER MAGIC IN FAERY AND THE OTHER REALMS

On the other planes of existence (often collectively called "Faery") magic functions at full strength and all magic items work. However, spells memorized on the other planes that will not function on the Prime will be forgotten as soon as the spell caster re-enters the Prime Plane. Magic items that do not function on the Prime Material Plane will simply come through as normal objects of their type, regaining their power only when the other planes are re-entered.

TREASURE

Magical treasure is not so common in Grogards & Goblins as in a standard original edition campaign. Valor Points, Mentions in Dispatches, Influence Points, Military Promotions and Patents of Nobility provide many special rewards. Nevertheless, magic items do exist, but, as with spells, only the more subtle kinds are fully powerful.

The listed magic items function on all planes; any not listed function only outside the Prime Plane.

Magic Potions: Animal Control, Clairaudience, Clairvoyance, Etherealness, Invisibility, Poison, Treasure Finding, Undead Control, Healing.

Scrolls: Spell Scrolls function normally, though only of the spells otherwise allowable within these rules. All protection scrolls function normally.

Magical Weapons and Armor function normally, though intelligent lose their intelligence while on the Prime Plane, as well as any special powers granted by intelligence.

Wands: as per scrolls, a wand can only contain spells of the types allowed within these rules.

Rings: Poison Resistance, Human Control, Spell Storing, Spell Turning

Staffs: Absorption, Beguiling, Healing.

Miscellaneous Magic Items; Amulet against Scrying, Amulet of Demon Control, Boots of Elvenkind, Cloak of Displacement, Cloak of Elvenkind, Cloak of Protection, Crystal Ball, Dust of Appearance or Disappearance, Dust of Sneezing and Choking, Helm of Reading Magic and Languages, Luckstone, Manual of Beneficial Exercise, Manual of Quickness, Manual of Wisdom, Medallion of ESP, Mirror of Mental Scrying, Robe of Blending, Robe of Eyes, Robe of Wizardry, Rope of Climbing, Rope of Entanglement, and ALL Cursed Items.

CHAPTER 7: A Brief History of the Napoleonic Wars

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By most counts, more has been written about the life and times of Napoleon Bonaparte than any single person other than George Washington and Jesus of Nazareth. He consistently ranks above Mao, Hitler, Stalin, Martin Luther, Alexander the Great and Mohammed in number of biographies written. Since whole libraries have been filled with works concerning this controversial man, we can do no more than give a very basic overview of him, and the wars that

he fought, here. For the same reason, we will not attempt a historical bibliography. Just go to amazon.com, Project Gutenberg, or your local library, and you will find more than enough to keep you reading.

The first article is a combined biography of Napoleon and a history of his times. Afterwards, are very short articles concerning a few of the many very important persons who also affected the history of the 19th Century and the world thereafter. Here again, brevity has been the key. We could not possibly include all of the great military, political, scientific and philosophical figures of the period, and so have tried to base who we kept in and who we left out on color and usefulness in a roleplaying setting. Marshal Saint Cyr, for example, is generally not considered to be one of Napoleon's most important commanders, but, his possible use as a "paladin" and general good-guy patron of an adventuring party has demanded his inclusion. Likewise, Joseph Poniatowski was only a Marshal for three days before his death attempting to swim across the Oder River, but so much mystery and prophecy surround that gallant Pole, that we could hardly leave him out.

Again, much ink has been spilled not only regarding Napoleon but also his contemporaries, and you will easily find books on any of them that you wish to include in your game.

NAPOLEON

Level 20 Fighter

Strength 13 Intelligence 19 Wisdom 15 Dexterity 9 Constitution 17 Charisma 19

Special Rules: Napoleon is effectively invulnerable, simply because of the masses of energy thrown into his creation by the Old Powers. He does not manifest this by any specific invulnerability, and can, in fact be wounded, but events just conspire to keep him from getting killed. Some lucky accident will always keep Napoleon from dying, until the final conflict with Tyranny (who does have the energy to destroy the now sick and soulless man). Then it's up to the players.

Feats of Generalship: Choose Your Ground, Pin and Flank, Bravest of the Brave, Lucky Commander, Now's Your Time.

Overview

Napoleon Bonaparte (French: Napoléon Bonaparte, Italian: Napoleone Buonaparte; 15 August 1769 – 5 May 1821) was a French military and political leader who rose to prominence during the latter stages of the French Revolution and its associated wars in Europe.

As Napoleon I, he was Emperor of the French from 1804 to 1814. He implemented a wide array of liberal reforms across Europe, including the abolition of feudalism and the spread of religious toleration. His legal code in France, the Napoleonic Code, influenced numerous civil law jurisdictions worldwide. Napoleon is remembered for his role in leading France against a series of coalitions in the Napoleonic Wars. He won the majority of his battles and seized control of most of continental Europe in a quest for personal power and to spread the ideals of the French Revolution. Widely regarded as one of the greatest commanders in history, his campaigns are studied at military academies worldwide. He remains one of the most studied political and military leaders in all of history.

Napoleon was born in Corsica in a family of noble Italian ancestry which had settled in Corsica in the 16th century. He spoke French with a heavy Corsican accent. Well-educated, he rose to prominence under the French First Republic and led successful campaigns against the enemies of the French revolution who set up the First and Second Coalitions, most notably his campaigns in Italy.

He took power in a coup d'état in 1799 and installed himself as First Consul. In 1804 he made himself emperor of the French people. He fought a series of wars —the Napoleonic Wars—that involved complex coalitions for and against him. After a streak of victories, France secured a dominant position in continental Europe, and Napoleon maintained the French sphere of influence through the formation of extensive alliances and the elevation of friends and family members to rule other European countries as French vassal states.

The Peninsular War (1807–14) and the French invasion of Russia in 1812 marked major military failures. His Grande Armée was badly damaged and never fully recovered. In 1813, the Sixth Coalition defeated his forces at the Battle of Leipzig and his enemies invaded France. Napoleon was forced to abdicate and go in exile to the Italian island of Elba. In 1815 he escaped and returned to power, but he was finally defeated at the Battle of Waterloo in June 1815. He spent the last 6 years of his life in confinement by the British on the island of Saint Helena. An autopsy concluded he died of stomach cancer, but there has been debate about the cause of his death, some scholars have speculated he was a victim of arsenic poisoning.

Early Life

Napoleon was born on 15 August 1769 to Carlo Maria di Buonaparte and Maria Letizia Ramolino in his family's ancestral home, in the town of Ajaccio, Corsica. The Corsican Buonapartes were descended from minor Italian nobility of Tuscan origin.

In January 1779, Napoleon was enrolled at a religious school in Autun, in mainland France, to learn French. In May he was admitted to a military academy at Brienne-le-Château. He always

spoke with a marked Corsican accent and never learned to spell French properly. Napoleon was teased by other students for his accent and applied himself to reading. An examiner observed that Napoleon "has always been distinguished for his application in mathematics. He is fairly well acquainted with history and geography... This boy would make an excellent sailor."

On completion of his studies at Brienne in 1784, Napoleon was admitted to the elite *École Militaire* in Paris. He trained to become an artillery officer and, when his father's death reduced his income, was forced to complete the two-year course in one year. He was the first Corsican to graduate from the *École Militaire*.

Upon graduating in September 1785, Bonaparte was commissioned a second lieutenant in La Fère artillery regiment. He served on garrison duty in Valence and Auxonne until after the outbreak of the Revolution in 1789, and took nearly two years' leave in Corsica and Paris during this period. A fervent Corsican nationalist, Bonaparte wrote to the Corsican leader Pasquale Paoli in May 1789:

“As the nation was perishing I was born. Thirty thousand Frenchmen were vomited on to our shores, drowning the throne of liberty in waves of blood. Such was the odious sight which was the first to strike me.”

He spent the early years of the Revolution in Corsica, fighting in a complex three-way struggle among royalists, revolutionaries, and Corsican nationalists. He supported the revolutionary Jacobin faction, gained the rank of lieutenant colonel in the Corsican militia, and gained command over a battalion of volunteers. Despite exceeding his leave of absence and leading a riot against a French army in Corsica, he was promoted to captain in July 1792.

He returned to Corsica and came into conflict with Paoli, who had decided to split with France and sabotage the French assault on the Sardinian island of La Maddalena in February 1793, where Bonaparte was one of the expedition leaders. Bonaparte and his family fled to the French mainland in June 1793 because of the split with Paoli.

Siege of Toulon

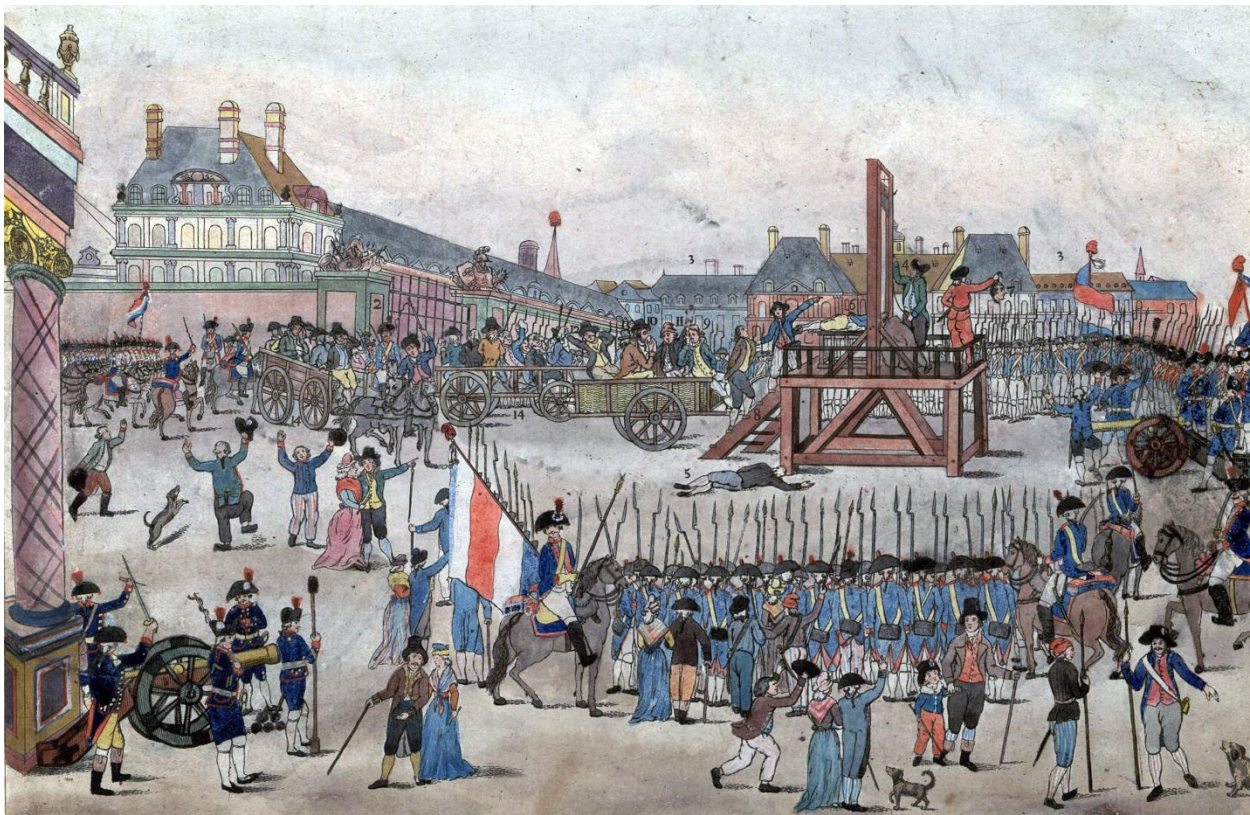
In 1793, Bonaparte was appointed artillery commander of the republican forces at the siege of Toulon. The city had risen against the republican government and was occupied by the British.

He adopted a plan to capture a hill where republican guns could dominate the city's harbour and force the British ships to evacuate. The assault on the position, during which Bonaparte was wounded in the thigh, led to the capture of the city. He was promoted to brigadier general at the

age of 24. Catching the attention of the Committee of Public Safety, he was put in charge of the artillery of France's Army of Italy.

Carrying out Bonaparte's plan in the Battle of Saorgio in April 1794, the French army advanced north-east along the Italian Riviera then turned north to seize Ormea in the mountains. From Ormea, they thrust west to outflank the Austro-Sardinian positions around Saorge. Later, Napoleon's patron, Augustin Robespierre, sent Bonaparte on a mission to the Republic of Genoa to determine that country's intentions towards France.

Following the fall of the Robespierres in 1794, one account alleges that Bonaparte was put under house arrest at Nice for his association with the brothers. After an impassioned defense in a letter Bonaparte dispatched to representants Salicetti and Albitte, he was acquitted.



The Thermidorian Reaction: The execution of Robespierre.

He was released within two weeks and, due to his technical skills, was asked to draw up plans to attack Italian positions in the context of France's war with Austria.

On 15 September, Bonaparte was removed from the list of generals in regular service for his refusal to serve in the Vendée, a strongly Royalist area of France. He faced a difficult financial situation and reduced career prospects.

On 3 October, royalists in Paris declared a rebellion against the National Convention. Paul Barras, a leader of the Thermidorian Reaction, knew of Bonaparte's military exploits at Toulon and gave him command of the improvised forces in defence of the Convention in the Tuileries Palace. Having seen the massacre of the King's Swiss Guard there three years earlier, he realised artillery would be the key to its defence.

He ordered a young cavalry officer, Joachim Murat, to seize large cannons and used them to repel the attackers on 5 October 1795—13 Vendémiaire An IV in the French Republican Calendar. After 1,400 royalists died, the rest fled. He had cleared the streets with "a whiff of grapeshot", according to the 19th-century historian Thomas Carlyle in *The French Revolution: A History*.

The defeat of the royalist insurrection extinguished the threat to the Convention and earned Bonaparte sudden fame, wealth, and the patronage of the new government, the Directory. Murat married one of his sisters and became his brother-in-law; he also served under Napoleon as one of his generals. Bonaparte was promoted to Commander of the Interior and given command of the Army of Italy.

Within weeks he was romantically attached to Barras's former mistress, Joséphine de Beauharnais. They married on 9 March 1796

First Italian campaign

Two days after the marriage, Bonaparte left Paris to take command of the Army of Italy and led it on a successful invasion of Italy.

Bonaparte argued against the wishes of Directory atheists to march on Rome and dethrone the Pope as he reasoned this would create a power vacuum which would be exploited by the Kingdom of Naples. Instead, in March 1797, Bonaparte led his army into Austria and forced it to negotiate peace. The Treaty of Leoben gave France control of most of northern Italy and the Low Countries.

Napoleon's Tactics

His application of conventional military ideas to real-world situations effected his military triumphs, such as creative use of artillery as a mobile force to support his infantry. He referred to

his tactics thus: "I have fought sixty battles and I have learned nothing which I did not know at the beginning. Look at Caesar; he fought the first like the last."

He was adept at espionage and deception and could win battles by concealment of troop deployments and concentration of his forces on the 'hinge' of an enemy's weakened front. If he could not use his favourite envelopment strategy, he would take up the central position and attack two co-operating forces at their hinge, swing round to fight one until it fled, then turn to face the other. In the Italian campaign, Bonaparte's army captured 150,000 prisoners, 540 cannons and 170 standards. The French army fought 67 actions and won 18 pitched battles through superior artillery technology and Bonaparte's tactics.

During the campaign, Bonaparte became increasingly influential in French politics; he founded two newspapers: one for the troops in his army and another for circulation in France. The royalists attacked Bonaparte for looting Italy and warned he might become a dictator. Bonaparte sent General Pierre Augereau to Paris to lead a coup d'état and purge the royalists on 4 September — Coup of 18 Fructidor. This left Barras and his Republican allies in control again but dependent on Bonaparte, who proceeded to peace negotiations with Austria. These negotiations resulted in the Treaty of Campo Formio, and Bonaparte returned to Paris in December as a hero. He met Talleyrand, France's new Foreign Minister—who would later serve in the same capacity for Emperor Napoleon—and they began to prepare for an invasion of Britain.

Egyptian Campaign

After two years of planning, Bonaparte decided France's naval power was not yet strong enough to confront the Royal Navy in the English Channel and proposed a military expedition to seize Egypt and thereby undermine Britain's access to its trade interests in India. Bonaparte wished to establish a French presence in the Middle East, with the ultimate dream of linking with a Muslim enemy of the British in India, Tipu Sultan.

En route to Egypt, Bonaparte reached Malta on 9 June 1798, then controlled by the Knights Hospitaller. The two-hundred Knights of French origin did not support the Grand Master, Ferdinand von Hompesch zu Bolheim, who had succeeded a Frenchman, and made it clear they would not fight against their compatriots. Hompesch surrendered after token resistance, and Bonaparte captured an important naval base with the loss of only three men.

General Bonaparte and his expedition eluded pursuit by the Royal Navy and on 1 July landed at Alexandria. He fought the Battle of Shubra Khit against the Mamelukes, Egypt's ruling military caste. This helped the French practice their defensive tactic for the Battle of the Pyramids, fought on 21 July, about 24 km (15 mi) from the pyramids. General Bonaparte's forces of 25,000

roughly equaled those of the Mameluke Egyptian cavalry, but he formed hollow squares with supplies kept safely inside. Twenty-nine French and approximately 2,000 Egyptians were killed. The victory boosted the morale of the French army.

On 1 August, the British fleet under Horatio Nelson captured or destroyed all but two French vessels in the Battle of the Nile, and Bonaparte's goal of a strengthened French position in the Mediterranean was frustrated. His army had succeeded in a temporary increase of French power in Egypt, though it faced repeated uprisings. In early 1799, he moved an army into the Ottoman province of Damascus (Syria and Galilee). Bonaparte led these 13,000 French soldiers in the conquest of the coastal towns of Arish, Gaza, Jaffa, and Haifa.

With his army weakened by disease—mostly bubonic plague—and poor supplies, Bonaparte was unable to reduce the fortress of Acre and returned to Egypt in May. To speed up the retreat, he ordered plague-stricken men to be poisoned. (However, British eyewitness accounts later showed that most of the men were still alive and had not been poisoned.) His supporters have argued this was necessary given the continued harassment of stragglers by Ottoman forces, and indeed those left behind alive were tortured and beheaded by the Ottomans. Back in Egypt, on 25 July, Bonaparte defeated an Ottoman amphibious invasion at Abukir.

Ruler of France

While in Egypt, Bonaparte learned that France had suffered a series of defeats in the War of the Second Coalition. On 24 August 1799, he took advantage of the temporary departure of British ships from French coastal ports and set sail for France, despite the fact he had received no explicit orders from Paris.

Despite the failures in Egypt, Napoleon returned to a hero's welcome. In alliance with the director Emmanuel Joseph Sieyès, his brother Lucien; the speaker of the Council of Five Hundred (the French legislative house), Roger Ducos; another Director, Joseph Fouché; and Talleyrand, he overthrew the Directory by a coup d'état on November 9, 1799 ("the 18th Brumaire" according to the revolutionary calendar), and closed down the council of five hundred. Napoleon became "first consul" for ten years, with two consuls appointed by him who had consultative voices only.

French Consulate

Napoleon immediately set about organizing his dictatorship." He drafted the Constitution of the Year VIII which was approved in a plebiscite held the following January, with 99.94 percent officially listed as voting "yes"—an implausibly high result that probably was obtained through fraud.

In 1800, Bonaparte and his troops crossed the Alps into Italy, where French forces had been almost completely driven out by the Austrians whilst he was in Egypt. The campaign began badly for the French after Bonaparte made strategic errors; one force was left besieged at Genoa but managed to hold out and thereby occupy Austrian resources. This effort, and French general Louis Desaix's timely reinforcements, allowed Bonaparte narrowly to avoid defeat and to triumph over the Austrians in June at the significant Battle of Marengo.

Austria, strengthened by British support, would not capitulate, and, Bonaparte gave ordered General Moreau to strike Austria once more. Moreau led France to victory at Hohenlinden. As a result, the Treaty of Lunéville was signed in February 1801; the French gains of the Treaty of Campo Formio were reaffirmed and increased.

Peace In Europe, For Awhile...

Both France and Britain had become tired of war and signed the Treaty of Amiens in March 1802. This called for the withdrawal of British troops from most colonial territories it had recently occupied. Bolstered by this treaty, Napoleon was made First Consul for life in a 10 May plebiscite, with an (again) implausible 99.8% vote.

But peace was short-lived. Britain did not evacuate Malta and protested against Bonaparte's annexation of Piedmont. Britain declared war in May 1803, and Napoleon assembled the invasion camp at Boulogne.

However, a major setback arose in the Haitian Revolution. Napoleon quickly understood that all French possessions on the mainland of North America would be indefensible considering Britain's control of the sea. So he sold them to the US in 1803 —the Louisiana Purchase— at less than three cents per acre, for \$15 million.

French Empire

Napoleon faced royalist and Jacobin plots as France's ruler, including the Conspiracy des poignards (Dagger plot) in October 1800 and the Plot of the Rue Saint-Nicaise, also known as the infernal machine plot two years later. In January 1804, his police uncovered an assassination plot against him which involved Moreau and which was ostensibly sponsored by the Bourbon former rulers of France. On the advice of Talleyrand, Napoleon ordered the kidnapping of Louis Antoine, Duke of Enghien, in violation of neighbouring Baden's sovereignty. After a secret trial the Duke was executed, even though he had not been involved in the plot.

Napoleon used the plot to justify the re-creation of a hereditary monarchy in France, with himself as emperor. He was crowned by Pope Pius VII as Napoleon I, on 2 December 1804 at Notre

Dame de Paris and then crowned Joséphine Empress. The story that Napoleon seized the crown out of the hands of Pope Pius VII during the ceremony to avoid his subjugation to the authority of the pontiff is apocryphal; the coronation procedure had been agreed in advance. Ludwig van Beethoven, a long-time admirer, was disappointed at this turn towards imperialism and scratched his dedication to Napoleon from his 3rd Symphony.

In 1805, Napoleon created eighteen Marshals of the Empire from amongst his top generals, to secure the allegiance of the army.



Napoleonic Marshals, Staff Officers, and Desiree Clary.

War of the Third Coalition

By 1805, Britain had convinced Austria and Russia to join a Third Coalition against France.

As the Austrian army marched on Bavaria, Napoleon ordered the army still stationed at Boulogne, (all plans for an invasion of Britain finally coming to naught because of French naval defeats) to march to Germany secretly in a turning movement—the Ulm Campaign. This encircled the Austrian forces about to attack France and severed their lines of communication. On 20 October 1805, the French captured 30,000 prisoners at Ulm, though the next day Britain's victory at the Battle of Trafalgar meant the Royal Navy gained control of the seas.

Six weeks later, on the first anniversary of his coronation, Napoleon defeated Austria and Russia at Austerlitz. This ended the Third Coalition, and he commissioned the Arc de Triomphe to

commemorate the victory. This led to the permanent loss of the Austrian ruler's title of Holy Roman Emperor, and to the creation of the Confederation of the Rhine with Napoleon named as its Protector.

War of the Fourth Coalition

The Fourth Coalition was assembled in 1806, and Napoleon defeated Prussia at the Battle of Jena-Auerstedt in October. He marched against advancing Russian armies through Poland and was involved in the bloody stalemate of the Battle of Eylau on 6 February 1807.

After a decisive victory at Friedland, he signed the Treaties of Tilsit; one with Tsar Alexander I of Russia which divided the continent between the two powers; the other with Prussia which stripped that country of half its territory. Napoleon placed puppet rulers on the thrones of German states, including his brother Jérôme as king of the new Kingdom of Westphalia. In the French-controlled part of Poland, he established the Duchy of Warsaw with King Frederick Augustus I of Saxony as ruler.

The Continental System

Napoleon attempted to enforce a Europe-wide commercial boycott of Britain called the Continental System. This act of economic warfare did not succeed, as it encouraged British merchants to smuggle into continental Europe, and Napoleon's exclusively land-based customs enforcers could not stop them.

The Peninsular War

The former Spanish king was dethroned by Napoleon who put his own brother, Joseph Bonaparte, on the throne. The Spanish people revolted against Napoleon -an excommunicated enemy of the Pope- and the Spanish nobility saw its provincial rights and privileges threatened by an efficiently centralized government.

The peninsular campaign in Spain proved a major disaster for France. Napoleon did well in when he was in direct charge, but that followed severe losses, and was followed by worse losses. Spain proved to be a major, long-term drain on money, manpower and prestige.

Portugal defied the Continental System, so in 1807 Napoleon invaded with the support of Spain and quickly betrayed Spain and occupied it while its army was invading Portugal side by side with his own.

Now Napoleon faced a new type of war, termed a guerrilla war, in which the local population, inspired by religion and patriotism, took up arms. The French had to contend not only with

regular armies, but also attacks by guerrillas using ambushes, sabotage and armed uprisings. Vicious reprisals by the French only escalated the conflict.

Following a French retreat from much of the country, and the surrender of General Dupont's French army of 18,000 men, Napoleon took personal command and defeated the Spanish Army. He retook Madrid, then outmaneuvered a British army sent to support the Spanish and drove it to the coast. Before the Spanish population had been fully subdued, Austria again threatened war, and Napoleon returned to France.

France ultimately lost the Peninsular War; Napoleon realized it had been a disaster for his cause, writing later, "That unfortunate war destroyed me....All the circumstances of my disasters are bound up in that fatal knot."

War of the Fifth Coalition and Remarriage

In April 1809, Austria abruptly broke its alliance with France, and Napoleon was forced to assume command of forces on the Danube and German fronts. After early successes, the French faced difficulties in crossing the Danube and suffered a defeat in May at the Battle of Aspern-Essling near Vienna. The Austrians failed to capitalise on the situation and allowed Napoleon's forces to regroup. He defeated the Austrians again at Wagram, and the Treaty of Schönbrunn was signed between Austria and France.

Britain was the other member of the coalition. In addition to the Iberian Peninsula, the British planned to open another front in mainland Europe. However, Napoleon was able to rush reinforcements to Antwerp, owing to Britain's inadequately organised Walcheren Campaign.

He concurrently annexed the Papal States because of the Church's refusal to support the Continental System; Pope Pius VII responded by excommunicating the emperor. The pope was then abducted by Napoleon's officers, and though Napoleon had not ordered his abduction, he did not order Pius' release. The pope was moved throughout Napoleon's territories, sometimes while ill, and Napoleon sent delegations to pressure him on issues including agreement to a new concordat with France, which Pius refused. In 1810 Napoleon married Archduchess Marie Louise of Austria, following his divorce of Joséphine; this further strained his relations with the Church, and thirteen cardinals were imprisoned for non-attendance at the marriage ceremony. The pope remained confined for 5 years and did not return to Rome until May 1814.

In November 1810, Napoleon consented to the ascent to the Swedish throne of Bernadotte, one of his marshals, with whom Napoleon had always had strained relations. Napoleon had indulged Bernadotte's indiscretions because he was married to Désirée Clary, Napoleon's former fiancée

and sister of the wife of his brother Joseph. Napoleon came to regret accepting this appointment when Bernadotte later allied Sweden with France's enemies.

Invasion of Russia

The Congress of Erfurt sought to preserve the Russo-French alliance, and the leaders had a friendly personal relationship after their first meeting at Tilsit in 1807. By 1811, however, tensions had increased and Alexander was under pressure from the Russian nobility to break off the alliance. An early sign the relationship had deteriorated was the Russian's virtual abandonment of the Continental System, which led Napoleon to threaten Alexander with serious consequences if he formed an alliance with Britain.



Alternative Armies' Excellent Undead Cossack, for those true Grogards who can really paint.

By 1812, advisers to Alexander suggested the possibility of an invasion of the French Empire and the recapture of Poland. On receipt of intelligence reports on Russia's war preparations, Napoleon expanded his Grande Armée to more than 450,000 men. He ignored repeated advice against an invasion of the Russian heartland and prepared for an offensive campaign; on 23 June 1812 the invasion commenced.

In an attempt to gain increased support from Polish nationalists and patriots, Napoleon termed the war the Second Polish War—the First Polish War had been the Bar Confederation uprising by Polish nobles against Russia in 1768. Polish patriots wanted the Russian part of Poland to be

joined with the Duchy of Warsaw and an independent Poland created. This was rejected by Napoleon, who stated he had promised his ally Austria this would not happen. Napoleon refused to free the Russian serfs because of concerns this might provoke a reaction in his army's rear. The serfs later committed atrocities against French soldiers during France's retreat.

The Russians avoided Napoleon's objective of a decisive engagement and instead retreated deeper into Russia. The Russians were defeated in a series of battles, and Napoleon resumed his advance. Owing to the Russian army's scorched earth tactics, the French found it increasingly difficult to forage food for themselves and their horses.

The Battle of Borodino, fought outside Moscow, resulted in approximately 44,000 Russian and 35,000 French dead, wounded or captured. Although the French won, the Russian army had survived.

Napoleon entered the city, assuming its fall would end the war and Alexander would negotiate peace. However, on orders of the city's governor Feodor Rostopchin, rather than capitulation, Moscow was burned. After a month, concerned about loss of control back in France, Napoleon and his army left.

The French suffered greatly in the course of a ruinous retreat, including from the harshness of the Russian Winter. The Armée that had begun with over 400,000 frontline troops, saw only 40,000 retreat across the Berezina River in November 1812. The Russians had lost 150,000 in battle and hundreds of thousands of civilians.

War of the Sixth Coalition

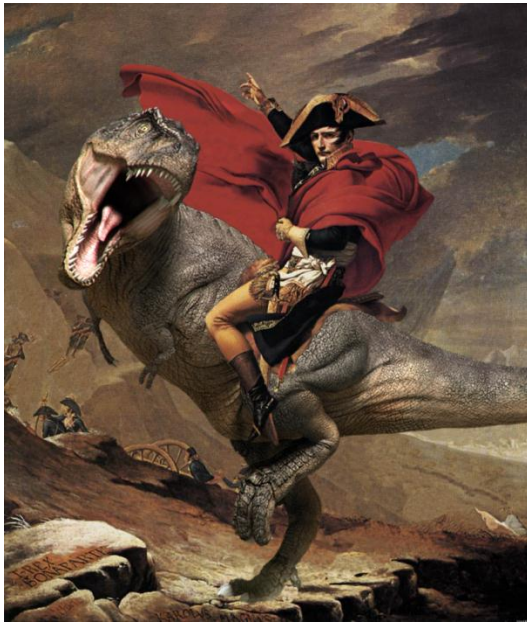
In the winter of 1812–13 both the Russians and the French rebuilt their forces; Napoleon was then able to field 350,000 troops. Heartened by France's loss in Russia, Prussia joined with Austria, Sweden, Russia, Great Britain, Spain, and Portugal in a new coalition. Napoleon assumed command in Germany and won victory after victory against the Coalition, culminating in the Battle of Dresden in August 1813.

Despite these successes, the numbers continued to mount against Napoleon, and the French army was pinned down by a force twice its size and lost at the Battle of Leipzig, called “The Battle of the Nations.” This was by far the largest battle of the Napoleonic Wars and cost more than 90,000 casualties in total.

Napoleon withdrew back into France, his army reduced to 70,000 soldiers and 40,000 stragglers, against more than three times as many Allied troops. The French were surrounded: British armies pressed from the south, and other Coalition forces positioned to attack from the German

states. Napoleon won a series of victories in the Six Days' Campaign, though these were not significant enough to turn the tide; Paris was captured by the Coalition in March 1814.

When Napoleon proposed the army march on the capital, his marshals decided to mutiny. On 4 April, led by Ney, they confronted Napoleon. Napoleon asserted the army would follow him, and Ney replied the army would follow its generals. Bowing to the inevitable, on 4 April he abdicated in favour of his son, with Marie-Louise as regent. However, the Allies refused to accept this under prodding from Alexander, who suggested that Napoleon might find an excuse to retake the throne. Bowing to the inevitable, Napoleon was forced to announce his unconditional abdication only two days later.



Napoleon Rex, by Valdevia

Exile to Elba

In the Treaty of Fontainebleau, the victors exiled Napoleon to Elba, a small island off the Tuscan coast. They gave him sovereignty over the island and allowed him to retain his title of emperor. Napoleon attempted suicide with a pill he had carried since a near-capture by Russians on the retreat from Moscow, but survived.

Hundred Days

Separated from his wife and son, who had come under Austrian control, cut off from the allowance guaranteed to him by the Treaty of Fontainebleau, and aware of rumours he was about

to be banished to a remote island in the Atlantic Ocean, Napoleon escaped from Elba on 26 February 1815. He landed at Golfe-Juan on the French mainland, two days later.

The 5th Regiment, under the command of Marshal Ney, was sent to intercept him and made contact just south of Grenoble on 7 March 1815. Napoleon approached the regiment alone, dismounted his horse and, when he was within gunshot range, shouted, "Here I am. Kill your Emperor, if you wish."

The soldiers responded with, "Vive L'Empereur!" and –still under the command of Ney–marched with Napoleon to Paris; King Louis XVIII fled France. On 13 March, the powers at the Congress of Vienna declared Napoleon an outlaw, and 4 days later Great Britain, Russia, Austria, and Prussia bound themselves to each put 150,000 men into the field to end his rule.

Napoleon arrived in Paris on 20 March and governed for a period now called the Hundred Days. By the start of June the armed forces available to him had reached 200,000, and he decided to go on the offensive to attempt to drive a wedge between the oncoming British and Prussian armies. The French Army of the North crossed the frontier into the United Kingdom of the Netherlands, in modern-day Belgium.

Napoleon's forces fought the allies, led by the Duke of Wellington and Prince Gebhard Leberecht von Blücher, and Napoleon managed to defeat the Prussians at Ligny, while Ney drove off the British at Quatre-Bras. Napoleon sent Grouchy's cavalry in pursuit of the Prussians, while he and Ney faced the British, hoping to destroy Wellington's army in isolation.

However, at the Battle of Waterloo on 18 June 1815, though the French fought with courage Ney and Napoleon were badly out of form. Wellington's army withstood repeated attacks by the French and drove them from the field while the Prussians eluded Grouchy, arrived in force and broke through Napoleon's right flank.

Napoleon returned to Paris and found that both the legislature and the people had turned violently on him. Realizing his position was untenable, he abdicated on 22 June in favor of his son. He left Paris 3 days later and settled at Josephine's former home in Malmaison. Coalition forces swept into France soon afterward, intent on restoring Louis XVIII to the French throne.

When Napoleon got word that Prussian troops had orders to capture him dead or alive, he fled to Rochefort, intending to escape to the United States. However, with British ships blocking every port to prevent his escape, Napoleon formally demanded political asylum from the British Captain Frederick Maitland on HMS Bellerophon on 15 July 1815.

Exile on Saint Helena

Napoleon on Saint Helena

Napoleon was imprisoned and exiled to the island of Saint Helena in the Atlantic Ocean, off the west coast of Africa. In his first two years there, he lived in a pavilion on the Briars estate, which belonged to a William Balcombe. Napoleon became friendly with his family, especially his younger daughter Lucia Elizabeth (better known to history as “Betsy Balcombe”), who later wrote *Recollections of the Emperor Napoleon*. This friendship ended in 1818 when British authorities became suspicious that Balcombe had acted as an intermediary between Napoleon and Paris and dismissed him from the island.

Napoleon moved to Longwood House in December 1815; it had fallen into disrepair, and the location was damp, windswept and unhealthy. The Times published articles insinuating the British government was trying to hasten his death, and he often complained of the living conditions in letters to the governor and his custodian, Hudson Lowe.

Lowe exacerbated a difficult situation through measures including a reduction in Napoleon's expenditure, a rule that no gifts could be delivered to him if they mentioned his imperial status, and a document his supporters had to sign that guaranteed they would stay with the prisoner indefinitely.

There were multiple schemes to rescue Napoleon from captivity, including one from Texas, where exiled soldiers from the Grande Armée wanted a resurrection of the Napoleonic Empire in America. There was even a plan to rescue him with a primitive submarine.

Napoleon's Death

His personal physician, Barry O'Meara, warned the authorities of his declining state of health mainly caused, according to him, by the harsh treatment of the captive in the hands of his "gaoler", Lowe, which led Napoleon to confine himself for years in his damp and wretched habitation of Longwood. O'Meara kept a clandestine correspondence with a clerk at the Admiralty in London, knowing his letters were read by higher authorities: he hoped, in such way, to raise alarm in the government, but to no avail.

In February 1821, Napoleon's health began to deteriorate rapidly, and on 3 May two British physicians, who had recently arrived, attended on him but could only recommend palliatives. He died two days later, after confession, Extreme Unction and Viaticum in the presence of Father Ange Vignali. His last words were, "France, armée, tête d'armée, Joséphine." ("France, army, head of the army, Joséphine.").

Cause of Death

Napoleon's physician, François Carlo Antommarchi, led the autopsy, which found the cause of death to be stomach cancer. Antommarchi did not, however, sign the official report. Napoleon's father had died of stomach cancer, although this was seemingly unknown at the time of the autopsy. Antommarchi found evidence of a stomach ulcer; this was the most convenient explanation for the British, who wanted to avoid criticism over their care of Napoleon.

In 1961, Swedish toxicologist Sten Forshufvud wrote a paper putting forward other causes for his death, including deliberate arsenic poisoning. The controversy over this assertion continues to the present day.

Personality

Historians agree that Napoleon's remarkable personality was one key to his influence. Although not physically imposing, in one-on-one situations he typically had a hypnotic impact on people and seemingly bent the strongest leaders to his will. Second, his intellectual powers were unrivaled. He had a "photographic memory" for facts, people, events, numbers, military units, and maps. He devoured statistical information and reports, memorized maps, and had a perfect recall of a fantastic stock of information. He understood military technology, but was not an innovator in that regard. He was an innovator in using the financial, bureaucratic, and diplomatic resources of France. He could quickly organize and integrate all that information, generating brilliant insights on complex situations. He could organize his own thoughts and rapidly dictate a series of complex commands to all his subordinates, keeping in mind where each major unit was expected to be at every future point, and like a chess master, "seeing" the best plays many moves ahead. Combined with his inexhaustible energy, he kept relays of staff and secretaries at work. Unlike many generals, Napoleon did not examine history to ask what Hannibal or Alexander or anyone else did in a similar situation. Critics said he won many battles simply because of luck; Napoleon responded, "Give me lucky generals," aware that "luck" comes to leaders who recognize opportunity, and seize it. By 1812, however, Napoleon seems to have lost his old verve. On the great Russian campaign of 1812, with crisis after crisis at hand, he rarely rose to the occasion. After that *débâcle*, compatriots noticed a loss of the old flair. Some historians have suggested a physical deterioration, but others note that an impaired Napoleon was still a brilliant general.

In terms of impact on events, it was more than Napoleon's personality that took effect. He chose outstanding generals, and stood by them. He reorganized France itself to supply the men and money needed for great wars. Above all he inspired his men—Wellington said his presence on the battlefield was worth 40,000 soldiers, for he inspired confidence from privates to field

marshals. The force of his personalities neutralized material difficulties as his soldiers fought with the confidence that with Napoleon in charge they would surely win.

BERTHIER

Level 10 Fighter

Strength 14 Intelligence 17 Wisdom 14 Dexterity 12 Constitution 15 Charisma 13

Special Rules: Berthier is a master of supply, logistics and organization, but not an effective field commander. If he is functioning as Napoleon's chief of staff, Napoleon will get an extra +1 bonus to initiative rolls in Mass Combat

Feats of Generalship: None.

Louis Alexandre Berthier, 1st Prince de Wagram, 1st Duc de Valangin, 1st Sovereign Prince of Neuchâtel (20 February 1753 – 1 June 1815), was a Marshal of France, Vice-Constable of France beginning in 1808, and Chief of Staff under Napoleon.

Berthier was not a great field commander. When he was in temporary command in 1809, the French army in Bavaria underwent a series of reverses. His merit as a general was completely overshadowed by the genius of his emperor, he is nevertheless renowned for his excellent organizing skills and being able to understand and carry out the emperor's directions to the minutest detail.

Roleplaying Tidbit: Berthier was absolutely infatuated with his Italian mistress, Madame Visconte, and is said to have prayed at an altar he had constructed for her image.

The manner of his death is uncertain; according to some accounts he was assassinated by members of a secret society, others say that, maddened by the sight of Prussian troops marching to invade France, he threw himself from his window and was killed.

MURAT

Level 16 Fighter

Strength 18 Intelligence 12 Wisdom 8 Dexterity 19 Constitution 18 Charisma 15

Feats of Generalship: Sabreur, Bravest of the Brave, Lucky Commander.

Marshal of France and Grand Admiral or Admiral of France Joachim-Napoléon Murat, born Joachim Murat; 25 March 1767 – 13 October 1815) 1st Prince Murat, was Grand Duke of Berg from 1806 to 1808 and then King of Naples from 1808 to 1815. He received his titles in part by being the brother-in-law of Napoleon Bonaparte, through marriage to Napoleon's youngest sister, Caroline Bonaparte. He was noted as a daring and charismatic cavalry officer as well as a flamboyant dresser and was known as "the Dandy King".

Roleplaying Tidbit: Murat was vain, and dressed in outlandish uniforms, prompting Napoleon to call him "Marshal Franconi" after a well known circus rider.

Murat tried to retake his kingdom after losing to the Austrians, and was defeated and executed. His last words are said to have been "Soldiers! Do your duty! Straight to the heart but spare the face. Fire!"



Murat

DAVOUT

Level 18 Fighter

Strength 12 Intelligence 17 Wisdom 16 Dexterity 12 Constitution 14 Charisma 15

Feats of Generalship: Choose Your Ground, Pin and Flank, Bravest of the Brave, Lucky Commander.

Louis-Nicolas d'Avout (10 May 1770 – 1 June 1823), better known as Davout, 1st Duke of Auerstaedt, 1st Prince of Eckmühl, was a Marshal of the Empire during the Napoleonic Era. His prodigious talent for war along with his reputation as a stern disciplinarian, earned him the title "The Iron Marshal". He is ranked along with Masséna, Soult and Lannes as one of Napoleon's finest commanders. During his lifetime, Davout's name was commonly spelled *Davoust*, which is how it appears on the Arc de Triomphe and in much of the correspondence between Napoleon and his generals

Roleplaying Tidbit: Often considered cruel and a harsh disciplinarian, Davout was a successful commander, who nonetheless made many enemies among Napoleon's other Marshals, notably Benradotte and Murat.

MASSENA

Level 18 Fighter

Strength 13 Intelligence 18 Wisdom 15 Dexterity 12 Constitution 15 Charisma 15

Feats of Generalship: Choose Your Ground, Pin and Flank, Lucky Commander, Now's Your Time.

André Masséna (born Andrea Massena) 1st Duc de Rivoli, 1st Prince d'Essling (May 6, 1758 – April 4, 1817) was a French military commander during the Revolutionary and Napoleonic Wars.

Masséna was one of the original eighteen Marshals of the Empire created by Napoleon. His nickname was *l'Enfant chéri de la Victoire* ("the Dear Child of Victory").

Napoleon said of Masséna: he was "the greatest name of my military Empire." According to Donald D. Horward, "Masséna's military career was equaled by few commanders in European history. In addition to his remarkable battlefield successes, he touched the careers of many who served under his command."

Considered one of Napoleon's best commanders, Massena is also often considered a robber of national treasures, along with Soult.

SOULT

Level 17 Fighter

Strength 15 Intelligence 17 Wisdom 17 Dexterity 15 Constitution 15 Charisma 16

Feats of Generalship: Choose Your Ground, Pin and Flank, Lucky Commander.

Marshal General Jean-de-Dieu Soult, 1st Duke of Dalmatia, March 1769 – 26 November 1851, was a French general and statesman, named Marshal of the Empire in 1804 and often called Marshal Soult. Soult would be one of the few French generals to emerge from the Peninsular War with his reputation largely intact. He was one of only six officers in French history to receive the distinction of Marshal General of France. The Duke also served three times as President of the Council of Ministers, or Prime Minister of France.

Napoleon's last commander in Spain, Soult bore the brunt of Wellington's advance. Though none too successful in battle during that period, it is rightly said that he made the best of a bad hand. He managed to delay Wellington's forces considerably, and General Picton is supposed to have said that his retreat was an education in the art of soldiering.

The political career of Marshal Soult was by no means as creditable, and it has been said of him that he had character only in the face of the enemy. After the first abdication of Napoléon (1814), he declared himself a Royalist, received the Order of St. Louis, and acted as minister of war from 3 December 1814 to 11 March 1815. When Napoléon returned from Elba, Soult at once declared himself a Bonapartist, was made a peer of France and acted as major-general (chief of staff) to the Emperor in the Waterloo campaign, in which role he distinguished himself far less than he had done as commander of an over-matched army.

NEY

Level 17 Fighter

Strength 17 Intelligence 14 Wisdom 9 Dexterity 13 Constitution 16 Charisma 14

Feats of Generalship: Pin and Flank, Bravest of the Brave, Lucky Commander.

Michel Ney, 1st Duc d'Elchingen, 1st Prince de la Moskowa (10 January 1769 – 7 December 1815), popularly known as Marshal Ney, was a French soldier and military commander during the French Revolutionary Wars and the Napoleonic Wars. He was one of the original 18 Marshals of France created by Napoleon. He was known as *Le Rougeaud* ("red faced" or "ruddy") by his men and nicknamed *le Brave des Braves* ("the bravest of the brave") by Napoleon.

Roleplaying Tidbits: Ney was often at his best when things were worst, and is one of the few French generals to have defeated Wellington in the field. Ney engaged Wellington's forces in a

series of lauded rearguard actions (Pombal, Redinha, Casal Novo, Foz d'Aronce) with which he delayed the pursuing enemy forces enough to allow the main French force to retreat unmolested. He was ultimately removed from command for insubordination. In the prelude to Waterloo, Ney was also able to force Wellington from the field at Quatre Bras, but was badly off form during the final battle.

When Napoleon was defeated, dethroned, and exiled for the second time in the summer of 1815, Ney was arrested (on 3 August 1815), and tried (4 December 1815) for treason by the Chamber of Peers. On 6 December 1815 he was condemned, and executed by firing squad in Paris near the Luxembourg Garden on 7 December 1815 – an event that deeply divided the French public. He refused to wear a blindfold and was allowed the right to give the order to fire, reportedly saying:

"Soldiers, when I give the command to fire, fire straight at my heart. Wait for the order. It will be my last to you. I protest against my condemnation. I have fought a hundred battles for France, and not one against her ... Soldiers, fire!"

BERNADOTTE

Level 16 Fighter

Strength 14 Intelligence 18 Wisdom 16 Dexterity 15 Constitution 15 Charisma 17

Special Rules: Bernadotte and Napoleon resent each other, and, as such, whenever Bernadotte is serving as a sub-commander to Napoleon, he will not be able to use his Lucky Commander Feat of Generalship. When he is commanding independently, as in the Walcheren Campaign, or against Napoleon as Crown Prince of Sweden, he can use all of his abilities.

Feats of Generalship: Choose Your Ground, Pin and Flank, Lucky Commander.

Charles XIV & III John, also Carl John, Swedish and Norwegian: *Carl Johan* (26 January 1763 – 8 March 1844) was King of Sweden (as *Charles XIV John*) and King of Norway (as *Charles III John*) from 1818 until his death. Before he became king, he was also the Sovereign Prince of Pontecorvo, in Southern Italy, between 1806 and 1810.

He was born Jean Bernadotte and subsequently had acquired the full name of *Jean Baptiste Jules Bernadotte* by the time *Carl* also was added upon his Swedish adoption in 1810. He did not use *Bernadotte* in Sweden but founded the royal dynasty there by that name.

Bernadotte is often called a traitor and an incompetent general by Napoleon's advocates, but these are unfair criticisms. He fought well at Wagram, and was dismissed by Napoleon (himself probably the most brilliant general in history, but also very egotistical and quick to blame his mistakes on his subordinates) for insubordination.

Nonetheless he returned to lead the French to victory during the rugged Walcheren campaign against a British force twice their size and despite the aid of the Royal Navy, with barely a shot fired.

He later became King of Sweden, and showed his loyalty to his people, becoming the architect of the strategy that finally defeated Napoleon.

SAINT-CYR

Level 14 Fighter

Strength 17 Intelligence 13 Wisdom 14 Dexterity 13 Constitution 17 Charisma 17

Special Rules: Though not pledged to Liberty per se, St. Cyr's sense of justice and honor allow him to function, unconsciously, as a Son of Liberty.

Feats of Generalship: Bravest of the Brave, Now's Your Time.

Laurent de Gouvion Saint-Cyr, 1st Marquis of Gouvion-Saint-Cyr (13 April 1764 – 17 March 1830) was a French commander in the French Revolutionary and Napoleonic Wars who rose to Marshal of France and Marquis. His nickname was "The Owl".

St. Cyr was a stoic in an age of pragmatism and glory. His refusal to sign the proclamation of congratulation for declaring empire was soon met when his name was not included in the first list of Napoleonic Marshals, while commanders such as Lannes, Bessières and Soult who had not had independent command experience were included. For the whole of his life St. Cyr believed that Napoleon deliberately refused his troops just to disgrace him. In 1803 he was appointed to the command of an army corps in Italy, in 1805 he served with distinction under Masséna, and in 1806 was engaged in the campaign in southern Italy. When he returned to Paris to protest his treatment in Naples, Napoleon sent him back to his post on pain of death. He took part 1807 campaigns in Prussia and Poland, and in 1808, in which year he was made a count, he commanded an army corps in Catalonia; but, not wishing to comply with certain orders he received from Paris, he resigned his command and remained in disgrace till 1811.

Marshall St. Cyr is mentioned in Joseph Conrad's short story "The Duel" (as well as Ridley Scott's film adaptation *The Duellists*) as the commander of Armand d'Hubert after the second and final restoration of Louis XVIII as King of France.

PONIATOWSKI

Level 14 Fighter

Strength 18 Intelligence 13 Wisdom 13 Dexterity 17 Constitution 15 Charisma 15



Special Rules: Poniatowski cannot die, except to drown in the Oder River, though, eventually, that is exactly how he will die. If brought to -10 hit points for any other reason, he will, somehow, miraculously recover, though he will take no further part in that particular battle.

Feats of Generalship: Sabreur, Bravest of the Brave.

Prince Józef Antoni Poniatowski (7 May 1763 – October 19, 1813) was a Polish leader, general, minister of war and army chief, who became a Marshal of the Empire.

An incredibly brave, Polish (Ducky of Warsaw) commander in the service of the French, Poniatowski was a Marshal for only four days before he perished in the Battle of Leipzig.

According to legend, a witch prophesied his death by drowning.

English historian Norman Davies wrote

“ Like many of his countrymen, he had wavered long before throwing in his lot with the French. For him, Napoleonic service had demanded a painful change of direction and loyalties. It had involved years of devotion and blood-letting. To have changed his loyalties yet again, as his master the King of Saxony did, was all too worrying for an infinitely weary and honest man. Like the rest of his generation he hoped; he fought; he served; and only found rest in honorable defeat.”

MADISON

Level 8 Fighter

Strength 11 Intelligence 17 Wisdom 15 Dexterity 10 Constitution 14 Charisma 16

Feats of Generalship: None.

James Madison, Jr. (March 16, 1751 – June 28, 1836) was an American statesman, political theorist and the fourth President of the United States (1809–1817). He is hailed as the "Father of the Constitution" for being instrumental in the drafting of the United States Constitution and as the key champion and author of the United States Bill of Rights. He served as a politician much of his adult life.

President of the United States and Napoleon's last ally during the 1812-1814 campaigns, Madison nearly lost the war, being forced to flee from the White House (leaving his wife behind) and spending a night in a barn, hiding from the British as they burned the American capital.

GEORGE III

Level 7 Fighter

Strength 10 Intelligence 11 Wisdom 9 Dexterity 12 Constitution 13 Charisma 13

Special Rules: There is a 40% chance that, at any particular time, King George is overcome by madness. If this is the case, he will act in a totally random fashion, possibly to include attacking people for no reason.

Feats of Generalship: None

George III (George William Frederick; 4 June 1738 – 29 January 1820) was King of Great Britain and King of Ireland from 25 October 1760 until the union of these two countries on 1 January 1801, after which he was King of the United Kingdom of Great Britain and Ireland until his death. He was concurrently Duke and prince-elector of Brunswick-Lüneburg ("Hanover") in the Holy Roman Empire until his promotion to King of Hanover on 12 October 1814. He was the third British monarch of the House of Hanover, but unlike his two Hanoverian predecessors he was born in Britain, spoke English as his first language, and never visited Hanover.

His life and reign, which were longer than any other British monarch before him, were marked by a series of military conflicts involving his kingdoms, much of the rest of Europe, and places farther afield in Africa, the Americas and Asia. Early in his reign, Great Britain defeated France in the Seven Years' War, becoming the dominant European power in North America and India. However, many of its American colonies were soon lost in the American Revolutionary War. Further wars against revolutionary and Napoleonic France from 1793 concluded in the defeat of Napoleon at the Battle of Waterloo in 1815.

In the later part of his life, George III suffered from recurrent, and eventually permanent, mental illness. Although it has since been suggested that he suffered from the blood disease porphyria, the cause of his illness was not then or now known for certain. After a final relapse in 1810, a regency was established, and George III's eldest son, George, Prince of Wales, ruled as Prince Regent. On George III's death, the Prince Regent succeeded his father as George IV.

PITT

Level 13 Spy

Strength 11 Intelligence 17 Wisdom 19 Dexterity 10 Constitution 11 Charisma 19

Feats of Generalship: None.

William Pitt the Younger (28 May 1759 – 23 January 1806) was a British politician of the late 18th and early 19th centuries. He became the youngest Prime Minister in 1783 at the age of 24. He left office in 1801, but was Prime Minister again from 1804 until his death in 1806. He was also the Chancellor of the Exchequer throughout his premierships, and Lord Warden of the Cinque Ports from August 1792. He is known as "the Younger" to distinguish him from his father, William Pitt the Elder, who previously served as Prime Minister.

The younger Pitt's prime ministerial tenure, which came during the reign of George III, was dominated by major events in Europe, including the French Revolution and the Napoleonic

Wars. Pitt, although often referred to as a Tory, or "new Tory", called himself an "independent Whig" and was generally opposed to the development of a strict partisan political system.

He is best known for leading Britain in the great wars against France and Napoleon. Pitt was an outstanding administrator who worked for efficiency and reform, bringing in a new generation of outstanding administrators. He raised taxes to pay for the great war against France, and cracked down on radicalism. To meet the threat of Irish support for France, he engineered the Acts of Union 1800 and tried (but failed) to get Catholic Emancipation as part of the Union. Pitt created the "new Toryism," which revived the Tory Party and enabled it to stay in power for the next quarter-century.

Historian Asa Briggs points out that his personality did not endear itself to the British mind, for Pitt was too solitary, too colourless, and too often exuded superiority. His greatness came in the war with France, with the adversary setting the pace.

William Wilberforce said that, "For personal purity, disinterestedness and love of this country, I have never known his equal."

WELLINGTON

Level 19 Fighter

Strength 15 Intelligence 18 Wisdom 18 Dexterity 14 Constitution 14 Charisma 17

Feats of Generalship: Choose Your Ground, Pin and Flank, Lucky Commander, Now's Your Time.

Field Marshal Arthur Wellesley, 1st Duke of Wellington, KG, GCB, GCH, PC, FRS (1 May 1769 – 14 September 1852), was a British soldier and statesman, a native of Ireland from the Anglo-Irish Ascendancy, and one of the leading military and political figures of the 19th century. His importance in national history is such that he is often referred to as "the Duke of Wellington" instead of "the 1st Duke of Wellington" (overshadowing the heirs to his dukedom including the current duke — see Dukes of Wellington).

Wellesley rose to prominence as a general during the Peninsular campaign of the Napoleonic Wars, and was promoted to the rank of field marshal after leading the allied forces to victory against the French at the Battle of Vitoria in 1813. Following Napoleon's exile in 1814, he served as the ambassador to France and was granted a dukedom. During the Hundred Days in 1815, he commanded the allied army which, together with a Prussian army under Blücher, defeated Napoleon at the Battle of Waterloo. Wellesley's battle record is exemplary, ultimately participating in some 60 battles during the course of his military career.

Wellesley is famous for his adaptive defensive style of warfare, and extensive planning before battles, which allowed him to choose the battlefield and force his enemy to come to him, resulting in several victories against a numerically superior force whilst minimizing his own losses. He is regarded as one of the greatest defensive commanders of all time, and many of his tactics and battle plans are still studied in military academies around the world.

ARCHDUKE CHARLES

Level 18 Fighter

Strength 10 Intelligence 18 Wisdom 16 Dexterity 8 Constitution 8 Charisma 16

Special Rules: During any turn of Mass Combat, there is a 10% chance that Archduke Charles is having an epileptic attack. If so, he will not be able to use any of his abilities during that turn.

Feats of Generalship: Choose Your Ground, Pin and Flank, Bravest of the Brave, Now's Your Time.

Archduke Charles of Austria, Duke of Teschen (Karl Ludwig Johann Josef Lorenz of Austria; 5 September 1771 – 30 April 1847) was an Austrian field-marshal, the third son of emperor Leopold II and his wife Infanta Maria Luisa of Spain. He was also the younger brother of Francis II, Holy Roman Emperor. Despite being epileptic, Charles achieved respect both as a commander and as a reformer of the Austrian army. He was considered one of Napoleon's most formidable opponents.

As a military strategist, historians compare him to Wellington; conservative, cautious, and competent. Charles was a study in contrasts. As a practitioner, he was flawless in executing complex and risky maneuvers of troops in the heat of battle, achieving brilliant victories in the face of almost certain defeat. Yet, as a theoretician, his devotion to ground and caution led his contemporary, Carl von Clausewitz to criticize his rigidity and adherence to geographic strategy. Regardless, he remains among Austria's pantheon of heroes of the French Revolutionary and Napoleonic wars.

BLUCHER

Level 16 Fighter

Strength 19 Intelligence 14 Wisdom 14 Dexterity 16 Constitution 19 Charisma 15

Feats of Generalship: Sabreur, Pin and Flank, Bravest of the Brave.

Prince Gebhard Leberecht von Blücher, Fürst von Wahlstatt (December 16, 1742 – September 12, 1819), was a Prussian field marshal who led his army against Napoleon at the Battle of the

Nations at Leipzig in 1813 and at the Battle of Waterloo in 1815. He bore the nickname "Marschall Vorwärts" ("Marshal Forwards") because of his approach to warfare.

KUTUZOV

Level 16 Fighter

Strength 10 Intelligence 17 Wisdom 18 Dexterity 8 Constitution 14 Charisma 14

Feats of Generalship: Choose Your Ground, Lucky Commander, Now's Your Time.

Mikhail Illarionovich Golenishchev-Kutuzov (16 September 1745 – 28 April 1813) was a Field Marshal of the Russian Empire. Kutuzov is credited most with his leadership during the French invasion of Russia. Under Kutuzov's command, the Russian army faced the Grande Armée at the Battle of Borodino and later counter-attacked once Napoleon retreated from Moscow, pushing the French out of the Russian homeland. In recognition of this, Kutuzov was awarded the title of Prince of Smolensk.

PIUS VII

Level 9 Cleric

Strength 9 Intelligence 17 Wisdom 19 Dexterity 7 Constitution 11 Charisma 16

Feats of Generalship: None.

Pope Pius VII (14 August 1742 – 20 August 1823), born Barnaba Niccolò Maria Luigi Chiaramonti, was Pope from 14 March 1800 to his death in 1823.

From the time of his election as pope to the fall of Napoleon in 1815, Pius VII's reign was completely taken up in dealing with France. He and the Emperor were continually in conflict, often involving the French military leader's wishes for concessions to his demands. Pius wanted his own release from exile as well as the return of the Papal States, and, later on, the release of the 13 "Black Cardinals", i.e., the Cardinals, including Consalvi, who had snubbed the marriage of Napoleon to Princess Marie Louise.

Roleplaying Tidbit: There is a story that Napoleon once threatened Pius with the destruction of the Catholic Church. Supposedly, the pope replied, "I do not fear you. The priests have been trying to destroy the Church for 2,000 years, and have not yet succeeded."

ALEXANDER I

Alexander I of Russia (23 December 1777 – 1 December 1825). served as Emperor of Russia from 23 March 1801 to 1 December 1825.



Tsar Alexander I

His foreign policy was erratic; his allies never fully trusted him. At first he tried to mediate between France and Britain, but misunderstood his minor role. In 1805, he joined Britain in the War of the Third Coalition against Napoleon, but after the massive Russian defeat at the Battle of Austerlitz he switched and formed an alliance with Napoleon by the Treaty of Tilsit (1807) and joined Napoleon's Continental System. He fought a small-scale naval war against Britain, 1807-12. He and Napoleon could never agree, especially about Poland, and the alliance collapsed by 1810. The tsar's greatest triumph came in 1812 as Napoleon's invasion proved a total disaster for the French. As part of the winning coalition against Napoleon he gained some spoils in

Finland and Poland. His foreign and domestic policies were reactionary after 1815. He formed the Holy Alliance to suppress revolutionary movements in Europe that he saw as immoral threats to legitimate Christian monarchs. He helped Austria's Klemens von Metternich in suppressing all national and liberal movements.

JACKSON

Level 17 Fighter

Strength 19 Intelligence 16 Wisdom 14 Dexterity 18 Constitution 18 Charisma 19

Special Abilities: Andrew Jackson is a Son of Liberty.

Feats of Generalship: Choose Your Ground, Bravest of the Brave, Now's Your Time.

Andrew Jackson (March 15, 1767 – June 8, 1845) was the seventh President of the United States (1829–1837). Based in frontier Tennessee, Jackson was a politician and army general who defeated the British at the Battle of New Orleans (1815).

Jackson's service in the War of 1812 against the United Kingdom was conspicuous for bravery and success. When British forces threatened New Orleans, Jackson took command of the defenses, including militia from several western states and territories. He was a strict officer but was popular with his troops. They said he was "tough as old hickory" wood on the battlefield, and he acquired the nickname of "Old Hickory". In the Battle of New Orleans on January 8, 1815, Jackson's 5,000 soldiers won a decisive victory over 7,500 British. At the end of the battle, the British had 2,037 casualties: 291 dead (including three senior generals), 1,262 wounded, and 484 captured or missing. The Americans had 71 casualties: 13 dead, 39 wounded, and 19 missing.

LA FAYETTE

Level 14 Fighter

Strength 15 Intelligence 16 Wisdom 16 Dexterity 15 Constitution 15 Charisma 16

Special Rules: Lafayette is a Son of Liberty.

Feats of Generalship: Choose Your Ground, Lucky Commander.

Marie-Joseph Paul Yves Roch Gilbert du Motier de La Fayette, Marquis de La Fayette; 6 September 1757 – 20 May 1834), often known simply as Lafayette, was a French aristocrat and military officer born in Chavaniac, in the province of Auvergne in south central France.

Lafayette was a general in the American Revolutionary War and a leader of the *Garde nationale* during the French Revolution.

In the American Revolution, Lafayette served as a major-general in the Continental Army under George Washington. Wounded during the Battle of Brandywine, he still managed to organize a successful retreat. He served with distinction in the Battle of Rhode Island. In the middle of the war, he returned to France to negotiate an increase in French support. On his return, he blocked troops led by Cornwallis at Yorktown while the armies of Washington and those sent by King Louis XVI under the command of General de Rochambeau, Admiral de Grasse, and Admiral de Latouche Tréville prepared for battle against the British.

Lafayette was the most important link between the American and the French Revolutions. As an ardent supporter of the United States' constitutional principles he called on all nations to follow the American example. Lafayette was impressed by George Washington and other Protestants. During his short stay in France he visited Paul Rabaut and his son Jean-Paul Rabaut Saint-Etienne, two Reformed pastors. Under Lafayette's influence Louis XVI issued the edict of toleration in 1787 (Edict of Versailles), which particularly benefitted the Huguenots. Back in France in 1788, Lafayette was called to the Assembly of Notables to respond to the fiscal crisis. Lafayette proposed a meeting of the French Estates-General, where representatives from the three traditional orders of French society—the clergy, the nobility and the commoners—met. He served as vice president of the resulting body. The Declaration of the Rights of Man and of the Citizen was largely based on his draft, which had the assistance of Thomas Jefferson. Lafayette was appointed commander-in-chief of the *Garde nationale* in response to violence. During the French Revolution, Lafayette attempted to maintain order—to the point of ordering the *Garde nationale* to fire on demonstrators at the Champ de Mars in July 1791—an action for which he ultimately was persecuted by the Jacobins. In August 1792, as the radical factions in the Revolution grew in power, Lafayette tried to flee to the United States through the Dutch Republic. He was captured by Austrians and spent more than five years in prison.

Lafayette returned to France after Napoleon Bonaparte secured his release from prison in 1797. He refused to participate in Napoleon's government, but was elected to the Chamber of Deputies under the Charter of 1815, during the Hundred Days. With the Bourbon Restoration, Lafayette became a liberal member of the Chamber of Deputies in 1815, a position he held until his death. In 1824, President James Monroe invited Lafayette to the United States as the "nation's guest"; during the trip, he visited all twenty-four states in the union at the time. In honor of his contributions to the American Revolution, many cities and monuments throughout the United States bear his name. During France's July Revolution of 1830, Lafayette declined an offer to become the French dictator; instead he supported Louis-Philippe's bid as a constitutional

monarch. Lafayette died on 20 May 1834, and is buried in Picpus Cemetery in Paris, under soil from Bunker Hill.

He became an American citizen during his lifetime, and he received honorary United States citizenship in 2002. For his accomplishments in the service of both France and the United States, he is known as "The Hero of the Two Worlds".

TALLEYRAND

Level 12 Illuminatus (Magic User)

Strength 8 Intelligence 19 Wisdom 18 Dexterity 9 Constitution 7 Charisma 19

Special Rules: Talleyrand gains a bonus of +2 to reaction rolls when attempting to lie to or betray anyone.

Feats of Generalship: None.

Charles Maurice de Talleyrand-Périgord, prince de Bénévent, then prince de Talleyrand; 1754–1838) was a French diplomat. He worked successfully at the highest level (usually as foreign minister) for the regime of Louis XVI, through several governments of the French Revolution and then for Napoleon, Louis XVIII, Charles X, and Louis-Philippe. Most of them distrusted Talleyrand but, like Napoleon, found him indispensable. He was known simply as Talleyrand, which has become a synonym for crafty, cynical diplomacy.

He was Napoleon's chief diplomatic aide in the conquest of Europe. Most of the time, however, he worked for peace so as to consolidate France's gains. He succeeded in obtaining peace with Austria in the 1801 Treaty of Luneville and with Britain in the 1802 Treaty of Amiens. He could not stop the renewal of war in 1803. By 1805 he opposed his emperor's renewed wars against Austria, Prussia, and Russia in 1805-1806; he resigned as foreign minister in August 1807 but Napoleon still trusted him. Talleyrand connived to undermine Napoleon's plans and secretly dealt with Tsar Alexander of Russia and the Austrian minister Metternich. He was seeking a negotiated secure peace so as to perpetuate the gains of the French revolution. But Napoleon rejected peace and when he fell in 1814 Talleyrand took charge of the Bourbon restoration based on the principle of legitimacy. He played a major role at the Congress of Vienna in 1814-1815, where he negotiated a favourable settlement for France while undoing Napoleon's conquests.

Talleyrand polarizes scholarly opinion. Some regard him as one of the most versatile, skilled and influential diplomats in European history, and some believe that he was a traitor, betraying in turn, the Ancien Régime, the French Revolution, Napoleon, and the Restoration.

JOSEPHINE

Level 5 Magic User

Strength 9 Intelligence 15 Wisdom 14 Dexterity 12 Constitution 12 Charisma 17

Special Rules: Napoleon is, deeply in love with Josephine, even after he divorces her, and any harm threatened to her is likely to be met with devastating retaliation. Anyone attacking Josephine will have to deal with the Imperial Eagle (q.v.) that is floating invisibly in the room.

Josephine is classed as a Magic User because of her Haitian upbringing and my

Feats of Generalship: None.

Joséphine de Beauharnais Tascher de la Pagerie; 23 June 1763 – 29 May 1814) was the first wife of Napoleon I, and thus the first Empress of the French. Her first husband Alexandre de Beauharnais was guillotined during the Reign of Terror, and she was imprisoned in the Carmes prison until her release five days after Alexandre's execution. Through her daughter, Hortense, she was the maternal grandmother of Napoléon III. Through her son, Eugène, she was the great-grandmother of later Swedish and Danish kings and queens. The reigning houses of Belgium, Norway and Luxembourg also descend from her. She did not bear Napoleon any children; as a result, he divorced her in 1810 to marry Marie Louise of Austria. Joséphine was the recipient of numerous love letters written by Napoleon, many of which still exist. Her Chateau de Malmaison was noted for its magnificent rose garden, which she supervised closely, owing to her passionate interest in roses, collected from all over the world.

METTERNICH

Level 14 Spy

Strength 8 Intelligence 18 Wisdom 16 Dexterity 10 Constitution 9 Charisma 16

Special Rules: One of Europe's great diplomats, Metternice is well connected, and will be accompanied by 1d4 level 7 assassins at any time; these will be either disguised or hidden in some way.

Feats of Generalship: None.

Prince Klemens Wenzel von Metternich (full name German: *Klemens Wenzel Nepomuk Lothar, Fürst von Metternich-Winneburg zu Beilstein*, anglicised as Clement Wenceslas Lothar von Metternich-Winneburg-Beilstein; 15 May 1773 – 11 June 1859) was a politician and statesman of Rhenish extraction and one of the most important diplomats of his era, serving as the Foreign Minister of the Austrian Empire from 1809 until the liberal revolutions of 1848 forced his

resignation. One of his first tasks was to engineer a détente with France that included the marriage of Napoleon to the Austrian Arch-Duchess Marie Louise. Soon after, however, he engineered Austria's entry into the War of the Sixth Coalition on the Allied side, signed the Treaty of Fontainebleau that sent Napoleon into exile and led the Austrian delegation at the Congress of Vienna which divided post-Napoleonic Europe between the major powers. In recognition of his service to the Austrian Empire he was raised to the title of Prince in October 1813. Under his guidance, the "Metternich system" of international congresses continued for another decade as Austria aligned herself with Russia and, to a lesser extent, Prussia. This marked the high point of Austria's diplomatic importance, and thereafter Metternich slowly slipped back into the periphery of international diplomacy.

MARIE-LOUISE

Level 3 Magic User

Strength 9 Intelligence 14 Wisdom 11 Dexterity 13 Constitution 11 Charisma 18

Special Rules: As with Josephine, anyone attacking Marie-Louise is likely to have to deal with the Imperial Eagle (q.v.) that is floating invisibly in the room at the time.

Feats of Generalship: None.

Marie Louise of Austria (*Maria Ludovica Leopoldina Franziska Therese Josepha Lucia von Habsburg-Lothringen*; 12 December 1791 – 17 December 1847) was the second wife of Napoleon I, Emperor of the French and later Duchess of Parma.

As the eldest child of Habsburg Emperor Francis I of Austria and his second wife, Maria Theresa of Naples and Sicily, Marie Louise grew up during a period of continuous conflict between Austria and revolutionary France. A series of military defeats at the hands of Napoleon Bonaparte had inflicted a heavy human toll on Austria and led Francis to dissolve the Holy Roman Empire. The end of the War of the Fifth Coalition resulted in the marriage of Napoleon and Marie Louise in 1810, which ushered in a brief period of peace and friendship between Austria and the French Empire. Marie Louise dutifully agreed to the marriage despite being raised to despise France. She was an obedient wife and was adored by Napoleon, who had been eager to marry a member of one of Europe's leading royal houses to cement his relatively young Empire. With Napoleon, she bore a son, styled the King of Rome at birth, later Duke of Reichstaedt, who briefly succeeded him as Napoleon II.

NAPOLEON II

Napoleon II is a very small child throughout these events, and is a zero level human with 3 hit points for all purposes. However, there is no one to whom the Emperor is more deeply attached. Anyone attacking Napoleon II is likely to have to deal with the THREE Imperial Eagles (q.v.) that are floating invisibly in the room at the time.

Napoléon François Charles Joseph Bonaparte (20 March 1811 – 22 July 1832), Prince Imperial, King of Rome, Prince of Parma from 1814 to 1817, after 1818 known as Franz, Duke of Reichstadt, was the son of Napoleon I, Emperor of the French, and his second wife, Marie Louise of Austria. His nickname *L'Aiglon* ("the Eaglet") was awarded posthumously and was popularized by the Edmond Rostand play, *L'Aiglon*

CHAPTER 8: MYTH AND APOCRYPHA



What follows here are various legends, hero tales, prophecies and downright nutty conspiracy theories involving Napoleon Bonaparte. These are drawn, somewhat at random from the library and the web, and are authored by persons ranging from the accredited to the dubious.

A WORD OF WARNING HERE

Though these writings are presented without alteration (sometimes abridged), they are meant for historical purposes only and to stimulate the imagination of the GM. They are not to be taken as fact, nor meant to be contentious, and we believe that the discerning game master will weed out inflammatory elements.

For example, though considerable anti-Semitism has found its way into the Napoleonic legend, such things have no place in a role playing campaign. In our scenario, though Adam Weishaupt (founder of the historical Illuminati) and Nathan Rothschild (essentially creator of what history has come to call the Red Shield Banks) are both of Jewish ancestry, this has been excised from the game. Both of these brilliant men are assumed to have been replaced by supernatural monsters bent on the destruction of mankind, and are not assumed to be the leaders of an even more implausible Zionist conspiracy.

We nonetheless offer the following writings in toto, as we believe that the Grogards & Goblins campaign is, along with being a good resounding adventure, also a thinking man's game, and that GMs and players who have the intelligence to be drawn to a campaign of history, strategy and intrigue will also have the good sense to avoid elements that have the potential to cause hurt feelings.

Napoleon's Book Of Prophecy

By Brad Steiger

The man who had once conquered all of Europe and proclaimed himself its Emperor now lay dying in exile on the Isle of Elba [sic].

On that day, May 5, 1821, his physician, Dr. Arnott, recalled what his patient had told him just a few weeks earlier: "Our hour is marked, and no one can claim a moment of life beyond what fate has predestined."

What was it that made Napoleon such an ardent believer in prophecy and fate?

Some have said that more than anything in his star-crossed life, it was his acquisition of *Livres de Prophetics*, a book which had been written by Philippe-Dieu-donne-Noel Olivarius, a doctor, surgeon, and astrologer, more than 262 years before the brilliant military genius's rise to power.

Shortly before the ceremony of coronation which would crown him and Josephine as Emperor and Empress of France, Napoleon gave his wife a copy of the old book and bade her read the prophecies contained therein, which, he told her, certain men had said pertained to him.

Josephine was at once startled and puzzled by what she read, and when she turned to her husband, she found him laughing a bit too loudly in false bravado. On that day, December 2, 1804, it was a bit premature to test the prophecy, but in years to come, Napoleon would no longer laugh at the words of Noel Olivarius.

Here is the way Napoleon might have read the prophecy during one of those lonely days during his banishment on St. Helena.

"Italy will see a supernatural being arise from kindred stock. This man will come, in his youth, out of the sea." [Napoleon was a Corsican of common parentage. Traditionally he has been depicted as diminutive and given such titles as the "Little Corporal." In actuality, he was about 5' 6", which was the average height of the French soldier at that time. His penchant for surrounding himself with a personal guard of exceptionally tall officers created the lasting illusion that Napoleon Bonaparte himself was shorter than average.]

"He will adopt the language and the manners of the Celto-Gauls." [He claimed France as his homeland].

"While still young, and in spite of untold obstacles, he will have a brilliant career and will become a great commander. Years of arduous toil and struggle will follow. He will be constantly at war He will give laws to the Germans, end the chaos in Gaul, and finally be made king. Thereupon, he will assume the title of emperor." [Napoleon rose to power quickly when he was a very young officer. He established the Confederation of the Rhine, abolished the German Empire, and made himself Emperor of Europe].

"He will do great things for his realm, construct magnificent buildings, ports, canals, waterworks. He alone will accomplish as much as all the

Romans. He will have two wives and one son." [This was fulfilled in all ways].

"In his wars, his campaigns will lead him where the 55th parallel of latitude intersects with the 55th meridian. There his enemies will set fire to a great city. He will enter it with his soldiers and again leave the ruins. His men will have neither bread nor water. They will perish in the bitter cold."

[Napoleon's ill-fated invasion of Russia was climaxed with the Russians burning Moscow, rather than allowing the French to occupy it, and was terminated with Napoleon's disastrous retreat through the vicious Russian winter].

"Finally this great man, deserted and betrayed by his friends, will be driven into his own capital by a great European army." [Napoleon found a grand coalition, which had been formed by his enemies, awaiting him upon his return to France. While France rocked with internal strife, allied armies invaded the country and entered Paris on March 31, 1814.]

"Banished to an island not far from his native land, he will remain there with his followers for 11 months, after which he will again disembark on Gaulo-Celtic soil." [When he attempted to resist the allied army, Napoleon found that he had been deserted. He was forced to abdicate and took refuge on Elba, a small island off Italy's west coast. On March 1, 1815, eleven months after his abdication, Napoleon landed at Cannes, France and led a new army against the European coalition.]

"Driven out by a European triple alliance in three and one-half months, he will be compelled to surrender his throne to the former king." [Exactly three and one-half months after he had begun to regroup his forces--June 15, 1815--Napoleon was defeated at Waterloo. He was thereafter decreed a "habitual disturber of the peace of Europe" and banished to the island of St. Helena.]

In Napoleon's memoirs, the military genius also mentions his encounters with a famous entity known as "the little red man," a ghost who became well

known as a harbinger of tragedy in France. According to legend, the entity appeared to some of the nation's most notable personalities for over 260 years. Its habitat seemed primarily to be the Louvre and the Tuileries in Paris.

Catherine de Medici is said to have been the first person to have confronted the apparition. It was in 1564, during the construction of the Tuileries, that the lady came face to face with a gnome-like creature dressed completely in scarlet. It soon became apparent to the haughty Catherine that her unannounced companion was not a man of flesh and blood, and she interpreted the visitation as an omen of bad luck.

Scarlet was an appropriate color for the ghost to wear, for Catherine had already begun to stir up trouble between the Roman Catholics and the Protestants in France, and it was she who induced the king to order the terrible St. Bartholomew's Day massacre of the Huguenots.

The little red man appeared to Henry IV just before the monarch was assassinated by an insane schoolteacher in 1610.

In 1792, startled chambermaids discovered the scarlet-clad gnome in the bed of Louis XVI at the time that the threatened king was making a futile attempt to escape machinations of the French revolutionaries.

A few months later, guards claimed to have seen the little red ghost in the prison where Louis and Marie Antoinette awaited their turn at the chopping block of the guillotine in 1793.

The Red Man first appeared to Napoleon in 1798 during the military leader's Egyptian campaign. The entity is said to have materialized for Napoleon and to have made a bargain with the ambitious officer.

According to the terms of the contract, Napoleon was to enjoy victory and triumph on the battlefields of Europe for a decade. The strange visitor said that he had advised the rulers of France in the past and declared that he had now come to give counsel to Napoleon.

The mysterious ghostly adviser told the military genius that he had been at his side since he was but a schoolboy. "I know you better than you know yourself," the spirit chided him.

The Red Man told Napoleon that his orders to the French fleet had not been obeyed. Even though the Egyptian campaign had begun on a note of triumph after the bloody battle of the Pyramids, the ghost told him, the enterprise would fail and Napoleon would return to France to find her closed in by England, Russia, Turkey, and an allied Europe.



Napoleon observes a mummy outside the Great Pyramid.

True to the Red Man's prediction, the Egyptian campaign failed. In 1809, after the Battle of Wagram, Napoleon made his headquarters at Schonbrunn where, one lonely midnight, he again received his mysterious adviser.

Napoleon had conducted ten years of successful campaigning, and he asked for a five-year extension of his contract with the Red Man. The ghost granted his request with the admonition that the greedy conqueror should not launch a campaign that would take him on Russian soil. Napoleon ignored the warning and met with a disaster which proved to be more significant

than the physical defeat which came at Waterloo.

The Red Man made his third and final appearance on the morning of January 1, 1814, shortly before the Emperor was forced to abdicate. The red gnome appeared first to Counsellor of State Mole and demanded that he be allowed to see the Emperor on matters of urgent importance. Mole had been given strict orders that the Emperor was not to be disturbed, but when he went with the message that the Red Man was there, the mysterious stranger was granted immediate entrance.

It is said that Napoleon beseeched the Red Man for time to complete the execution of certain proposals, but the prophetic messenger gave him only three months to achieve a general peace or it would be all over for him. In a futile effort to gain more time, Napoleon desperately tried to launch a new eastern campaign. Such a move left Paris to fall into the hands of the Allies; and on April 1, three months after the Red Man's final visit to the Emperor, Talleyrand and the Senate called for Napoleon's abdication.

As Napoleon spent those last brooding days staring forlornly out to sea, he had valid reasons for believing that a book written 262 years before his rise to glory had accurately foretold his fate.

According to some accounts, as he lay on his death-bed at St. Helena he was heard to call out during the night, "Steingel, hurry, attack!"

Since the battle of Marengo in 1800, Napoleon had been haunted by a premonition that one of his seasoned artillery officers had received in a dream. Steingel, a rugged campaigner had been so convinced that the next day's battle would be his last that he had his will drawn up and asked Napoleon to be its executor.

"Last night I dreamed I leaped forward on my horse at a decisive moment in the battle," Steingel told him. "I found myself facing a gigantic armored Croat. I advanced and hit him with my sword. The blade glanced off his

armor.

"Then the armor and the uniform fell off the Croat and I saw Death with its sickle before me. He gave a great mocking laugh, raised his sickle, and struck me down."

After the day's fighting had ended, Napoleon was notified that Steingel had been slain on the battlefield. With a demand that became an obsession, Napoleon ordered an investigation of the circumstances under which one of his favorite officers had died.

From eyewitness accounts, Napoleon learned that Steingel had jumped forward on his horse to attack and had been blocked by a gigantic Croat. One look at his opponent, and Steingel had cried out, "That is him!" and had sat on his horse as if paralyzed.

The Croat charged and Steingel struck him with his sword. The weapon bounced off the armor of the giant, who thrust Steingel a death blow.

The eerie accuracy of Steingel's premonition was but another dark bead which Napoleon mentally added to a string of circumstances which, in his analysis, led him to conclude that one's life is preordained. As he had declared to Dr. Arnott, "Our hour is marked and no one can claim a moment of life beyond what fate has predestined."

THE ROTHSCHILDS AND THE RED SHIELD BANKS

The Rothschilds already possessed a significant fortune before the start of the Napoleonic Wars (1803–1815), and the family had gained preeminence in the bullion trade by this time. From London in 1813 to 1815, Nathan Mayer Rothschild was instrumental in almost single-handedly financing the British war effort, organizing the shipment of bullion to the Duke of Wellington's armies across Europe, as well as arranging the payment of British financial subsidies to their continental allies. In 1815 alone, the Rothschilds provided £9.8 million (in 1815 currency, about £566 million or US\$869 million today, when using the retail price index, and £6.58 billion or US\$10.1 billion when using average earnings) in subsidy loans to Britain's continental allies.

The brothers helped coordinate Rothschild activities across the continent, and the family developed a network of agents, shippers, and couriers to transport gold across war-torn Europe.

The family network was also to provide Nathan Rothschild time and again with political and financial information ahead of his peers, giving him an advantage in the markets and rendering the house of Rothschild still more invaluable to the British government.

In one instance, the family network enabled Nathan to receive in London the news of Wellington's victory at the Battle of Waterloo a full day ahead of the government's official messengers. Rothschild's first concern on this occasion was to the potential financial advantage on the market which the knowledge would have given him; he and his courier did not immediately take the news to the government. It was then repeated in later popular accounts, such as that of Morton. The basis for the Rothschild's most famously profitable move was made after the news of British victory had been made public. Nathan Rothschild calculated that the future reduction in government borrowing brought about by the peace would create a bounce in British government bonds after a two-year stabilisation, which would finalise the post-war restructuring of the domestic economy. In what has been described as one of the most audacious moves in financial history, Nathan immediately bought up the government bond market, for what at the time seemed an excessively high price, before waiting two years, then selling the bonds on the crest of a short bounce in the market in 1817 for a 40% profit. Given the sheer power of leverage the Rothschild family had at their disposal, this profit was an enormous sum.

Nathan Mayer Rothschild initially started his business in Manchester in 1806, and gradually moved it to London, where in 1809 he acquired the location at 2 New Court in St. Swithin's Lane, City of London, where it operates today; he established N M Rothschild & Sons in 1811. In 1818, he arranged a £5 million (equal to £310 million in 2013) loan to the Prussian government, and the issuing of bonds for government loans formed a mainstay of his bank's business. He gained a position of such power in the City of London that by 1825–6 he was able to supply enough coin to the Bank of England to enable it to avert a market liquidity crisis.

International High Finance

"I have not the nerve for his operations. They are well-planned, with great cleverness and adroitness in execution – but he is in money and funds what Napoleon was in war." —Baron Baring on Nathan Rothschild

Niles' Weekly Register, Volume 49 has the following to say about the Rothschilds influence on international high finance;

"The Rothschilds are the wonders of modern banking ... we see the descendants of Judah, after a persecution of two thousand years, peering above kings, rising higher than emperors, and holding

a whole continent in the hollow of their hands. The Rothschilds govern a Christian world. Not a cabinet moves without their advice. They stretch their hand, with equal ease, from Petersburg to Vienna, from Vienna to Paris, from Paris to London, from London to Washington. Baron Rothschild, the head of the house, is the true king of Judah, the prince of the captivity, the Messiah so long looked for by this extraordinary people. He holds the keys of peace or war, blessing or cursing...They are the brokers and counselors of the kings of Europe and of the republican chiefs of America. What more can they desire?"

France, 1815: Napoleon Escapes and Rothschild Makes a Killing

Napoleon escapes from his banishment in Elba, an Island off the coast of Italy, and returned to Paris. By March Napoleon had equipped an army with the help of borrowed money from the Eubard Banking House of Paris.

"When a government is dependent upon bankers for money, they and not the leaders of the government control the situation, since the hand that gives is above the hand that takes... Money has no motherland; financiers are without patriotism and without decency; their sole object is gain." — Napoleon Bonaparte

Nathan Rothschild knowing that information is power stationed his trusted agent named Rothworth near the battlefield. As soon as the battle was over Rothworth quickly returned to London, delivering the news to Rothschild 24 hours ahead of Wellington's courier. A victory by Napoleon would have devastated Britain's financial system. Nathan stationed himself in his usual place next to an ancient pillar in the stock market. Knowing he would be observed he hung his head and began openly to sell huge numbers of British Government Bonds. Believing this to mean that Napoleon must have won, everyone started to sell their British Bonds as well. The bottom fell out of the market. Rothschild had his agents buying up all the hugely devalued bonds.

ADAM WEISHAAPT

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Johann Adam Weishaupt (6 February 1748 – 18 November 1830) was a German philosopher and founder of the secret society, the Order of Illuminati.

Adam Weishaupt was born on 6 February 1748 in Ingolstadt in the Electorate of Bavaria. Weishaupt's father Johann Georg Weishaupt (1717–1753) died when Adam was five years old. After his father's death he came under the tutelage of his godfather Johann Adam Freiherr von Ickstatt who, like his father, was a professor of law at the University of Ingolstadt. Ickstatt was a proponent of the philosophy of Christian Wolff and of the Enlightenment, and he influenced the

young Weishaupt with his rationalism. Weishaupt began his formal education at age seven at a Jesuit school. He later enrolled at the University of Ingolstadt and graduated in 1768 at age 20 with a doctorate of law. In 1772 he became a professor of law. The following year he married Afra Sausenhofer of Eichstätt.

After Pope Clement XIV's suppression of the Society of Jesus in 1773, Weishaupt became a professor of canon law, a position that was held exclusively by the Jesuits until that time. In 1775 Weishaupt was introduced to the empirical philosophy of Johann Georg Heinrich Feder of the University of Gottingen. Both Feder and Weishaupt would later become opponents of Kantian idealism.

Founder of the Illuminati

On May day 1776 Johann Adam Weishaupt founded the "Illuminati" in the Electorate of Bavaria. He adopted the name of "Brother Spartacus" within the order. Although the Order was not egalitarian or democratic internally, it sought to promote the doctrines of equality and freedom throughout society.

The actual character of the society was an elaborate network of spies and counter-spies. Each isolated cell of initiates reported to a superior, whom they did not know, a party structure that was effectively adopted by some later groups.

Weishaupt was initiated into the Masonic Lodge "Theodor zum guten Rath", at Munich in 1777. His project of "illumination, enlightening the understanding by the sun of reason, which will dispel the clouds of superstition and of prejudice" was an unwelcome reform. Soon however he had developed gnostic mysteries of his own, with the goal of "perfecting human nature" through re-education to achieve a communal state with nature, freed of government and organized religion. He began working towards incorporating his system of Illuminism with that of Freemasonry.

Contrary to Immanuel Kant's famous dictum that Enlightenment (and Weishaupt's Order was in some respects an expression of the Enlightenment Movement) was the passage by man out of his 'self-imposed immaturity' through daring to 'make use of his own reason, without the guidance of another,' Weishaupt's Order of Illuminati prescribed in great detail everything which the members had obediently to read and think, so that Dr. Wolfgang Riedel has commented that this approach to illumination or enlightenment constituted a degradation and twisting of the Kantian principle of Enlightenment. Riedel writes: "The independence of thought and judgement required by Kant ... was specifically prevented by the Order of the Illuminati's rules and regulations.

Enlightenment takes place here, if it takes place at all, precisely *under* the direction of another, namely under that of the "Superiors" [of the Order].

Weishaupt's radical rationalism and vocabulary was not likely to succeed. Writings that were intercepted in 1784 were interpreted as seditious, and the Society was banned by the government of Karl Theodor, Elector of Bavaria, in 1784. Weishaupt lost his position at the University of Ingolstadt and fled Bavaria.



Weishaupt's Illuminati had agents in many places.

Activities in Exile

He received the assistance of Duke Ernest II of Saxe-Gotha-Altenburg (1745–1804), and lived in Gotha writing a series of works on illuminism, including *A Complete History of the Persecutions of the Illuminati in Bavaria* (1785), *A Picture of Illuminism* (1786), *An Apology for the Illuminati* (1786), and *An Improved System of Illuminism* (1787). Adam Weishaupt died in Gotha on 18 November 1830. He was survived by his second wife, Anna Maria (née Sausenhofer), and his children Nanette, Charlotte, Ernst, Karl, Eduard, and Alfred. Weishaupt was buried next to his son Wilhelm who preceded him in death in 1802.

After Weishaupt's Order of Illuminati was banned and its members dispersed, it left behind no enduring traces of an influence, not even on its own erstwhile members, who went on in the future to develop in quite different directions.

Napoleon and the Great Pyramid: Myth and Reality

One of the best WIBT (wish I'd been there) moments in history must have been that wonderful occasion when Napoleon ascended to the royal chamber in the Great Pyramid and asked to spend a minute alone with the pharaohs: perhaps it is so fantastically attractive as history because no one was there and so there is the mystery of just what happened. Here is a typical modern account, and there are several web pages that go into details of Napoleon's likely vision within.

There is an interesting story about Napoleon on his visit to the Great Pyramid. He asked to be left alone in the King's chamber. When he emerged, it was reported that he looked visibly shaken. When an aide asked him if he had witnessed anything mysterious, he replied that he had no comment, and that he never wanted the incident mentioned again. Years later, when he was on his deathbed, a close friend asked him what really happened in the King's chamber. He was about to tell him and stopped. Then he shook his head and said, 'No, what's the use. You'd never believe me.' As far as we know, he never told anyone and took the secret to his grave. (It is interesting to note that there is an unsubstantiated story that Napoleon had hinted that he was given some vision of his destiny during his stay in the King's Chamber). Alexander the Great also spent time alone in the King's Chamber like many famous people throughout history.

Now, Beach wrote above that no one was there with the Emperor, but actually, and this is rather embarrassing, the Emperor wasn't there either. Here is an account that deals with Napoleon and the pyramids.

"On the 14th of July Bonaparte left Cairo for the Pyramids. He intended spending three or four days in examining the ruins of the ancient necropolis of Memphis; but he was suddenly obliged to alter his plan. This journey to the Pyramids, occasioned by the course of war, has given an opportunity for the invention of a little piece of romance. Some ingenious people have related that Bonaparte gave audiences to the mufti and ulemas, and that on entering one of the great Pyramids he cried out, 'Glory to Allah! God only is God, and Mahomet is his prophet!' Now the fact is, that Bonaparte never even entered the great Pyramid. He never had any thought of entering it. I certainly should have accompanied him had he done so, for I never quitted his side a single moment in the desert. He caused some persons to enter into one of the great Pyramids while he remained outside, and received from them, on their return, an account of what they had seen. In other words, they informed him there was nothing to be seen!"

And who is this author? None other than Louis Antoine Fauvelet de Bourrienne, Bonaparte's private secretary in Egypt! The testimony is solid and the image of Napoleon chatting away with the spirit of Cheops has to be unfortunately written off as cobblers. There is though the question of how the legend emerged in the first place. In another passage (in another volume of his memoirs) Bourrienne criticises Sir Walter Scott in the roundest possible terms for claiming that Napoleon embraced Islam: this seems to have been a deliberate British misinterpretation of

Napoleone's policy of general religious tolerance (we'll leave Napoleon's widespread murder and pillage for another occasion). There, in any case, Bourrienne claims that Walter Scott embellished his story with 'the stupid farce of the burial chamber of the great pyramid' ('embellit son roman de la ridicule farce de la chambre sépulcrale de la grande pyramide'). It was there that allegedly Napoleon turned around with his 'Glory to Allah!' Beach has been unable to find any writing of Walter Scott where this takes place: can anyone help? drbeachcombing AT yahoo DOT com However, even if Bourrienne somehow got his authors mixed up Napoleon *did not go* in the Great Pyramid.

Worth thinking what lying dogs we humans are. How many writers does it take to get from a British slur about Napoleon and Islam to Napoleon refusing to tell the secret of Cheops' vision on his deathbed? And note the extraordinary use of 'unsubstantiated' in the quote above. No wonder history is a snare of tares.

2 Dec 2013: Beach was so busy rottweilering Napoleon that he passed Alexander the Great by. Luckily there was the Count at hand: Your post today quotes the following interesting claim within a passage which is already dubious: Alexander the Great also spent time alone in the King's Chamber like many famous people throughout history. If I may quote Wikipedia, which nowadays is surprisingly reliable concerning most things: Today tourists enter the Great Pyramid via the Robbers' Tunnel dug by workmen employed by Caliph al-Ma'mun around AD 820. The tunnel is cut straight through the masonry of the pyramid for approximately 27 metres (89 ft), then turns sharply left to encounter the blocking stones in the Ascending Passage. Unable to remove these stones, the workmen tunneled up beside them through the softer limestone of the Pyramid until they reached the Ascending Passage. So how did Alexander the Great get in, or indeed any of the other "famous people throughout history" who died prior to the year 820? And was the claim about Napoleon researched with the same degree of exactitude? Thanks Count!

4 Dec 2013: Nene has found gold. She writes: I don't know about Sir Walter Scott – delving through the Life of Napoleon Buonaparte is like trying to digest the indigestible – but in 1823, W.H. Ireland's Anecdotes of Napoleon recounted the story of Napoleon's "visit" to the Great Pyramid of Cheops. Right time period, wrong author perhaps?***Beach wonders. What is striking is that this passage is unquestionably favourable to Napoleon: that rather disgusting branch of British adorers of Napoleon. Had Walter Scott spoke somewhere of this anecdote in a negative light? Thanks Nene, the text follows on.

Napoleon's visit to inspect the Pyramids is supposed to have had a two-fold object, independent of curiosity, it seems probable that he harboured an idea of some great treasures being therein concealed; be this, however, as it may, the following is the singular conversation which took place upon that occasion, between himself and the three superior Muftis, Sulaman, Ibrahim, and

Muhammed, the tenor of which gave rise to those erroneous notions of Buonaparte's having embraced the creed of Mahomet, in order to forward his ambitious views when in Egypt.

Accompanied by his staff and the members of the national institute, Buonaparte hastily surveyed the five inferior Pyramids, and then directed his course to the largest, called, 'Cheops.' Having proceeded to inspect the several chambers, he seated himself beneath a flattened vault, on a chest of granite, eight feet long and four feet deep, inviting the muftis, imans, etc. who accompanied him, to be seated also, when he began the following extraordinary conversation with the three muftis.

Buonaparte, God is great and marvelous are his works, but here we have a vast production of the human hand. What was the intention of the being who caused this Pyramid to be raised ?

Sulaman, He was a mighty and a powerful King of Egypt, who was called, as it' is said, Cheops; and who thereby sought to prevent any sacrilegious hand from troubling the repose of his ashes.

Buon, The great Cyrus commanded, that when dead, his body should be left in the open air, in order that it might return to the elements. Dost thou not think that he did better? Tell me, my friend, what is thy opinion?

Sul, Glory to God! unto whom all glory is due.

Buon. Honour to Allah! who was the calif who caused this Pyramid to be opened, and troubled the ashes of the dead?

Muhammed. Some believe that H was Mahomed, commander of the faithful, who reigned many centuries at Bagdad; others say, it was the renowned Haroun Alraschid (peace to his manes), who conceived that he should find treasures there; but when, by his command, entrance was forced into this apartment, we are told by tradition, that he discovered only mummies there, and this inscription written on the wall: 'The impious shall commit iniquity without recompense, but not without remorse.'

Buon, The bread stolen by the wicked, filleth his mouth with sand.

Muh, These are the words of wisdom!

Buon, Glory to Allah ! there is no other God, but God: — Mahomet is his prophet and I am his friend.

Sul: The salutation of peace to the envoy of God! salutation to thee also, invincible warrior, the favoured of Mahomet!

Buon. I thank thee, mufti: the Koran delighteth my soul, and is the object of my contemplation. I love the prophet, and I hope, ere long, to see and honour his tomb in the Holy City; but my mission is first to exterminate the Mamelukes.

Ibrahim, May the angels of victory sweep the dust from thy path and cover thee with their wings! The Mamelukes hath deserved death.

Buon. He is smitten and delivered over to the black angels, Moukir and Quakir. God, on whom all things depend, hath ordained that his dominion shall be destroyed.

Sul. He hath extended the rapine throughout the land the harvests and the horses of Egypt.



Napoleon visits the King's Chamber in the Great Pyramid of Giza. He walked into the Pyramid, but what walked out?

Buon. And over the most beautiful slaves, Allah has withered his hand, thrice holy mufti: if Egypt be his portion, let him produce the lease which God hath given him for its possession; but Allah is just and merciful to his people.

Ibra. O! most valiant among the children of Issa! (Jesus Christ) Allah hath caused thee to follow the exterminating angel to deliver his land of Egypt.

Buon. This land hath been a prey to twenty-four oppressors (rebels against the grand sultan, our ally, whom God turn to his glory), and to ten thousand slaves, from Candia and Georgia. Adriel, the angel of death, hath breathed upon them: we are come, and they have disappeared!

Muh. Right noble successor of Isnnder (Alexander), honour to thy invincible arms, and to the unexpected thunders issuing from thy warriors on horse.

Buon. Dost thou believe thunder to be the work of the children of men? Dost thou believe so? Allah hath placed it within my grasp, by his messenger the genius of war.

Ibra, In thy works we perceive the great Allah, who hath sent thee: couldst thou have conquered had not Allah permitted thee? The Delta and all the surrounding countries resound with thy miracles.

Buon, A celestial cloud will ascend at my command, to the region of the clouds, and the lightning will descend to the earth by means of a metallic wire whensoever I ordain it.

SuL The great serpent which sprang from the base of Pompey's pillar, on the day of thy triumphant entrance into Scanderisk, and which remained withered at the socket of the pedestal, was not that equally a prodigy effected by thine hand?

Buon. Lights of the age! ye are destined to behold still greater prodigies than these; for the days of regeneration are arrived.

Ibra. May the divine unity regard thee with the eye of predeliction, adorer of Issa! and render thee the support of the children of the prophet. ‘

Buon. Hath not Mahomet said, that every one who adoreth Allah, and performeth good works, be his religion what it may, shall yet be saved?

Whereto Sulaman and his colleagues replied:— Thus hath he said.

Buon, And if by a mandate from the omnipotent I have moderated the arrogance of the Vicar of Issa (the Pape), by diminishing his earthly possessions, to amass for him celestial treasures, was it not rendering glory unto God, whose mercy is infinite?

Muh, The mufti of Rome is rich and powerful, whereas we are but poor muftis.

Buon. I know ye are poor; be without apprehension, for ye have been weighed in the balance of Balthazar, and ye have been found light. Will this Pyramid then contain no treasure whereof ye know?

Sul. (placing his hand on his heart) None, my lord! we swear to you by the holy city of Mecca!

Buon, Unhappy, yea thrice unhappy such! as seek for perishable riches, and covet gold and silver, which are like unto dust!

SuL Thou hast spared the Vicar of Issa and thou hast treated him with clemency and with goodness.

Buon, He is an old man; and I honour age: may God accomplish that which is ref^ulated [sic] by reason and by truth: but he is blameable in condemning to eternal fire all the Mussulmans. Allah, preserve our race from such intolerance.

Ibra. Glory be to Allah and to his prophet! who hath dispatched thee in the midst of us, in order to rekindle the faith of the weak, and to throw open the gates of the seventh heaven unto the faithful.

Buon. You have declared my wishes, most zealous muftis! be faithful unto Allah, the sovereign ruler of the seven heavens, and unto Mahomet his vizier, who traversed the celestial mansions in a night. Be the friends of the Franks, so Allah, Mahomet, and the Franks shall recompense ye.

Ibra, May the prophet himself cause thee to sit at his left hand, on the day of the resurrection; after the third sound of the trumpet.

Buon, He that hath ears to hear, let him hear: the hour of political resurrection hath arrived for all such as groan under the lash of oppression.

Muftis, Imans, Mullahs, Dervises, and Kalenders! Instruct the people of Egypt, encourage them to unite in our labours, to complete the destruction of the Beys and the Mamelukes: favour the commerce of the Franks in your country, and their endeavours to gain the ancient land of Bramah. Let the Franks have storehouses in your ports, and drive far from you the islanders of Albion, accursed among the children of Issa! for such is the will of Mahomet. The treasures, the industry, and the friendship of the Franks shall be your lot, till ye shall arrive at the seventh heaven, and be seated near the black eyed houris, who are endowed with perpetual youth and virginity. Repose yourselves under the shade of Laba, whose branches of themselves, present to true Mussulmans whatsoever their hearts may desire.

Suh (bending reverentially) Thou hast delivered thyself like the most learned of the mullahs: we place faith in thy words: we will serve thy cause, and Allah hears us.

Buon, God is powerful and the works of his hands are marvellous: the salutation of peace rest upon ye, thrice holy muftis.

18 Dec 2013: Nene wrote back with this. Good news! I think I've identified where the mix-up comes in. *The Life of Napoleon Buonaparte, Emperor of the French*, by the Author of "Waverly &c." Abridged by an American Gentleman (1827). The volume repeats WH Ireland's story of Napoleon and the Great Pyramid very closely. Thanks Nene. This book was by Walter Scott and so the mystery is at least partially cleared up. Here is a link to Scott's work on Bony. It would be interesting to be sure of his source.

And this next one is... well... have fun.

The Illuminati and the House of Rothschild
Johnny Silver Bear

Editors note: This forward is taken from my essay, [Boiling Frogs](#). In that essay, I attempt to explore the history of the Dark Side prior to the seventeenth century. Among the vilest of the Dark Side (in my humble opinion) are the Money Changers. The Money Changers have always been the members of society that create, exchange and manipulate the quantity of money. I'm not talking about the hard working prospectors and miners, through whose toil the quantity of gold and silver was increased, but rather a group of imbalanced predators who employed dishonesty and deceit to ply their trades. During the 15th and 16th centuries, the Money Changers took the form of goldsmiths.

These goldsmiths became the first bankers as they started keeping other peoples gold and silver in their vaults for safekeeping. Because the goldsmiths worked in large quantities of gold and silver, security prescribed the possession of a vault. A business grew up around these vaults, as they were obviously a seemingly safe place for others to store their precious metals as well. The goldsmiths would, for a small fee, (interest), store a clients deposits and provide, in return, a receipt for the amount of the deposit.

These receipts began to be exchanged for goods and services as they provided a more convenient way to transfer value than constant trips to the vault. Unfortunately, the corruptible influences of lust, avarice, greed and domination proved to be too strong to resist and all attempts of honesty and balance were abandoned.

Goldsmiths began to realize that only a small portion of their depositors ever exchanged their receipts of deposit for the actual bullion, at the same time, so the goldsmiths started lending out some their depositors bullion for additional interest. This, dear readers, is where the whole thing went wrong. The loaning of someone else's property for a profit, without their knowledge [sic], is undeniably deceitful [sic] and dishonest. It is the point when tiny bubbles started to appear on the bottom of the pot. It is also when the devil got involved.

The Devil had originally been an Angel, and, the transgressions that led to this Angel's "fall from grace" were a result of his abuse of his station by conducting dishonest business deals. There are accounts of other Angels that fell from grace in the New Testament, but the greatest of the fallen angels was known as Lucifer, the 'Bearer of Light' or a (spirit) being of extraordinary brilliance (Isaiah 14:12), 'the Illuminator', or 'the Morning Star'. This is the "invisible" power giving rise to this end time social system (Rev.13:2). Because the nature of his transgressions were deemed to be the most heinous, he was cast out of heaven to rule eternally in hell.

The nature of his disobedience is found in the book of Ezekiel 28:14-19

I created you as a cherub with outstretched shielding wings; and you resided on ETERNAL's holy mountain; you walked among stones of fire. You were blameless in your ways, from the day you were created until wrongdoing was found in you. By your far-flung commerce you were filled with lawlessness and you sinned. So I have struck you down from the mountain of ETERNAL and I have destroyed you, O shielding cherub from among the stones of fire. You grew haughty because of your beauty, you debased your wisdom for the sake of your splendor; I have cast you to the ground, I have made you an object for kings to stare at. By the greatness of your guilt, through the dishonesty of your trading, you desecrated your sanctuaries. So I made fire issue from you and it has devoured you; I have reduced you to ashes on the ground, in the sight of all who behold you. All who knew you among the peoples are appalled at your doom. You have become a horror and have ceased to be, forever.

Lucifer had been mucking up the sanctity of heaven, in the eyes of the Lord, just as the money changers had been mucking up the sanctity of the temple in Jesus' eyes for the same reason! Lucifer was the spiritual embodiment of the first economic predator. - JSB

And yes, Virginia, there is an Illuminati...

The "Illuminati" was a name used by a German sect that existed in the 18th century. They practiced the occult, and professed to possess the 'light' that Lucifer had retained when he became Satan.

In an attempt to document the origins of a secret organization which has evolved into a mastodonic [sic] nightmare, successfully creating and controlling a shadow government that supersedes several national governments, and in whose hands now lay the destiny of the world, one must carefully retrace its history. The lengths to which this organization has gone to create the political machinery, and influence public sentiment to the degree necessary to propel its self-perpetuating prophecy, are, quite frankly, mind boggling. Yet the facts provide for the undeniable truth of its existence.

In 1743 a goldsmith named Amschel Moses Bauer opened a coin shop in Frankfurt, Germany. He hung above his door a sign depicting a Roman eagle on a red shield. The shop became known as the Red Shield firm. The German word for 'red shield' is Rothschild.

Amschel Bauer had a son, Meyer Amschel Bauer. At a very early age Mayer showed that he possessed immense intellectual ability, and his father spent much of his time teaching him everything he could about the money lending business and in the basic dynamics of finance. A few years after his father's death in 1755, Mayer went to work in Hannover as a clerk, in a bank, owned by the Oppenheimers. While in the employ of the Oppenheimers, he was introduced to a General von Estorff for whom he ran errands. Meyer's superior ability was quickly recognized and his advancement within the firm was swift. He was awarded a junior partnership. His success allowed him the means to return to Frankfurt and to purchase the business his father had established in 1743. The big Red Shield was still displayed over the door. Recognizing the true significance of the Red Shield (his father had adopted it as his emblem from the Red Flag which was the emblem of the revolutionary minded Jews in Eastern Europe), Mayer Amschel Bauer changed his name to Rothschild (red shield). It was at this point that the House of Rothschild came into being.



Red Shield Bankers looking down upon the mortal world from the halls of wealth and power.

Through his experience with the Oppenheimers, Meyer Rothschild learned that loaning money to governments and kings was much more profitable than loaning to private individuals. Not only were the loans bigger, but they were secured by the nation's taxes.

Meyer Rothschild had five sons, Amschel, Salomon, Nathan, Karl and Jakob. Meyer spent the rest of his life instructing them all in the secret techniques of money creation and manipulation. As they came of age, he sent them to the major capitals of Europe to open branch offices of the family banking business. Amschel, stayed in Frankfurt, Salomon was sent to Vienna. Nathan was sent to London. Karl went to Naples, and Jakob went to Paris.

Although all the sons became astute branch managers, Nathan exhibited a superior affinity for the banking business. When he got to London, he became a merchant banker and began to cement ties between the House of Rothschild and the Bank of England.

The House of Rothschild continued to buy and sell bullion and rare coins. Through their shrewd business transactions they successfully bought out or dismantled most of the competition in Europe. In 1769, Meyer became a court agent for Prince William IX of Hesse-Kassel, who was the grandson of George II of England, a cousin to George III, a nephew of the King of Denmark, and a brother-in-law to the King of Sweden. Before long, the House of Rothschild became the go between for big Frankfurt bankers like the Bethmann Brothers, and Rueppell & Harnier.

In 1785, Meyer moved his entire family to a five story dwelling he shared with the Schiff family. In 1865 The Schiffs' not-yet-born grandson Jacob would move to New York and in 1917 become the mastermind behind the funding of the Bolshevik Revolution. This action would successfully instate communism as a major world movement, which was, (and still is), a basic tenet of the Illuminati and their collectivist agenda, (but more Jacob Schiff and the Illuminati agenda later). From this point on the Rothschilds and the Schiffs would play a central role in the rest of European financial history, and subsequently that of the United States and the world.

Meyer Rothschild began to realize that in order to attain the power necessary to influence and control the finances of the various monarchs in Europe, he would have to wrest this influence and power from the church, which would necessitate its destruction. To accomplish this, he enlisted the help of a Catholic priest, Adam Weishaupt, to assemble a secret Satanic order.

Adam Weishaupt was born February 6, 1748 at Ingolstadt, Bavaria. Weishaupt, born a Jew, was educated by the Jesuits who converted him to Catholicism. He purportedly developed an intense hatred for the Jesuits. Although he became a Catholic priest, his faith had been shaken by the Jesuits and he became an atheist. Weishaupt was an ardent student of French philosopher

Voltaire (1694-1778). Voltaire, a revolutionary who held liberal religious views, had written in a letter to King Frederick II, ("the Great"):

"Lastly, when the whole body of the Church should be sufficiently weakened and infidelity strong enough, the final blow (is) to be dealt by the sword of open, relentless persecution. A reign of terror (is) to be spread over the whole earth, and...continue while any Christian should be found obstinate enough to adhere to Christianity."

It is believed that, as a result of Voltaire's writings, Weishaupt formulated his ideas concerning the destruction of the Church. In 1775, when summoned by the House of Rothschild, he immediately defected and, at the behest of Meyer, began to organize the Illuminati. The 1st chapter of the order started in his home town of Ingolstadt.

As the name implies, those individuals who are members of the Illuminati possess the '*Light of Lucifer*'. As far as they are concerned, only members of the human race who possess the '*Light of Lucifer*' are truly enlightened and capable of governing. Denouncing God, Weishaupt and his followers considered themselves to be the cream of the intelligentsia - the only people with the mental capacity, the knowledge, the insight and understanding necessary to govern the world and bring it peace. Their avowed purpose and goal was the establishment of a "Novus Ordo Seclorum" - a New World Order, or One World Government.

Through the network of the Illuminati membership, Meyer Rothschild's efforts were redoubled and his banking empire became firmly entrenched throughout Europe. His sons, who were made Barons of the Austrian Empire, continued to build on what their father had started and expand his financial influence.

During the American Revolution, the House of Rothschild brokered a deal between the Throne of England and Prince William of Germany. William was to provide 16,800 Hessian soldiers to help England stop the Revolution in America. Rothschild was also made responsible for the transfer of funds that were to pay the German soldiers. The transfer was never made. The soldiers were never paid, which may account for their poor showing. The Americans prevailed. At this point Meyer Rothschild set his sights on America.

Meanwhile Benjamin Franklin, having become very familiar with the Bank of England and fractional reserve banking, (see goldsmiths above), understood the dangers of a privately owned Central Bank controlling the issue of the Nation's currency and resisted the charter of a central bank until his death in 1791. That was the same year that Alexander Hamilton pushed through legislation that would provide for the charter of The First Bank of the United States. Ironically, the bank was chartered by the Bank of England to finance the war debt of the Revolutionary

War. Nathan Rothschild invested heavily that first bank. He immediately set about to control all financial activity, between banks, in America.

There were a couple of problems, though. The U.S. Constitution put control of the nation's currency in the hands of Congress, and made no provisions for Congress to delegate that authority. It even established the basic currency unit, the dollar. The dollar was Constitutionally mandated to be a silver coin based on the Spanish pillar dollar and to contain 375 grains of silver.

This single provision was designed to keep the American money supply out of the hands of the banking industry. The Bank of England made several attempts to usurp control of the U.S. money supply but failed. Still, through their Illuminati agents, they continued to enlist supporters through bribery and kickbacks.

"Any proponent of a fractional reserve banking system is an economic predator." - JSB

During the next twenty years the country would fall prey to contrived financial havoc as a result of the bankers policies of creating cycles of inflation and tight money. During times of inflation the economy would boom, there would be high employment, and people would borrow money to buy houses and farms. At that point the bankers would raise interest rates and incite a depression which would, obviously, cause unemployment. People who could not pay their mortgages would have their homes and farms repossessed by the bank for a fraction of their true value. This is the essence of the Illuminati ploy, and it would recur, time and time again. In fact, it's still happening today.

By 1810, the House of Rothschild not only had a substantial stake in the Bank of the United States, they were quietly gaining control of the Bank of England. Although foreign owners were not, by law, allowed a say in the day to day operations of the Bank of the United States, there is little doubt that the American shareholders and directors were, if not affiliated, complicit in the aims and goals of the Illuminati and their central bankers.

In 1811 the charter for the First Bank of America was not renewed. As a result, the House of Rothschild lost millions. This enraged Nathan Rothschild so much that he, almost single handedly fomented the War of 1812. Using his formidable power and influence, he coerced the British Parliament to attempt to retake the Colonies. The first military attempt failed. The second strategy was to divide and conquer. Any serious historian will find that the Civil War was largely stirred up by Rothschild's illuminati agents in the United States.

Meyer Amschel Rothschild died on September 19, 1812. His will spelled out specific guidelines that were to be maintained by his descendants:

- 1) All important posts were to be held by only family members, and only male members were to be involved on the business end. The oldest son of the oldest son was to be the head of the family, unless otherwise agreed upon by the rest of the family, as was the case in 1812, when Nathan was appointed as the patriarch.
- 2) The family was to intermarry with their own first and second cousins, so their fortune could be kept in the family, and to maintain the appearance of a united financial empire. For example, his son James (Jacob) Mayer married the daughter of another son, Salomon Mayer. This rule became less important in later generations as they refocused family goals and married into other fortunes.
- 3) Rothschild ordered that there was never to be "any public inventory made by the courts, or otherwise, of my estate...Also I forbid any legal action and any publication of the value of the inheritance."

Nathan Mayer Rothschild, who, by 1820, had established a firm grip on the Bank of England stated:

"I care not what puppet is placed upon the throne of England to rule the Empire on which the sun never sets. The man who controls Britain's money supply controls the British Empire, and I control the British money supply."

The Second Bank of the United States, was also chartered by the Bank of England to carry the American war debt. When its charter expired in 1836, President Andrew Jackson refused to renew it, saying a central bank concentrated too much power in the hands of un-elected bankers.

In 1838 Nathan made the following statement:

"Permit me to issue and control the money of a nation, and I care not who makes its laws."

During the first quarter of the nineteenth century the Rothschilds expanded their financial empire throughout Europe. They crisscrossed the continent with railroads, which allowed the transport of coal and steel from their newly purchased coal mines and iron works. Through a loan to the government of England, they held the first lien on the Suez Canal. They financed the Romanov dynasty in tsarist Russia, provided the funding that allowed Cecil Rhodes the opportunity to plunder and sack South Africa as well as the funding that allowed the government of France to plunder and sack North Africa.

As I have stated many times before, "the Dark Side" has been on both sides of every war that has been fought in modern times. American and British Intelligence have documented evidence that the House of Rothschild has financed both sides of every war, since the American Revolution. Financier Haym Salomon, an Illuminati agent, supported the patriots during the American

Revolution, then later made loans to James Madison, Thomas Jefferson, and James Monroe. As explained earlier, during the Napoleonic Wars, one branch of the family funded Napoleon, while another financed Great Britain, Germany, and other nations.

One of the most prominent Illuminati Orders in the U.S. was the secret "Order of Skull & Bones". Illuminati agents, William Huntington Russell and Alphonso Taft, founded Chapter 322, at Yale University in 1833. Then, in 1856 the Order was incorporated as the Russell Trust. William Russell became a member of the Connecticut State Legislature in 1846 and a General in Connecticut National Guard in 1862. Alphonso Taft became Secretary of War in the Grant Administration in 1876, U.S. Attorney General in 1876 and U.S. Ambassador to Russia in 1884. Alphonso Taft's son later became Chief Justice and United States President.

In the years preceding the Civil War, a number of "Skull and Bones" Patriarchs were to become leaders in the Secessionist movements of various Southern States. It has been suggested that these pressures exacerbated an already tenuous situation, and set the stage for the fomentation of the Civil War. The Rothschild Banks provided financing for both the North and the South during the war. After the civil war, the more clever method was used to take over the United States. The Rothschilds financed August Belmont, Khun Loeb and the Morgan Banks. They then financed the Harrimans (Railroads), Carnegie (Steel) and other industrial Titans. Agents like Paul Warburg, Jacob Schiff, Bernard Baruch were then sent to the United States to effect the next phase of the takeover.



By the end of the 19th. Century, the Rothschilds had controlling influence in England, U.S., France, Germany, Austria and Italy. Only Russia was left outside the financial sphere of world domination. England, through the Bank of England, ruled most of the world. Jacob Schiff, president of Khun Loeb Bank in New York was appointed by B'nai B'rith (A secret Jewish Masonic Order meaning "Bothers of the Convenient") to be the Revolutionary Leader of the Revolution in Russia. A cartel, made up of the Carnegies, Morgans , Rockefellers, and Chases would contribute to the manifestation of communism. On January 13, 1917, Leon Trotsky arrived in the United States and received a U.S. Passport. He was frequently seen entering the palatial residence of Jacob Schiff.

Jacob Schiff, and his supporters, financed the training of Trotsky's Rebel Band, comprised mainly of Jews from New York's East Side, on Rockefeller's Standard oil Company property in New Jersey. When sufficiently trained in the techniques of guerrilla warfare and terror, Trotsky's rebel band departed with twenty million dollar's worth of gold, also provided by Jacob Schiff, on the ship S.S. Kristianiafjord bound for Russia to wage the Bolshevik revolution.

After the Bolshevik Revolution and the wholesale murder of the entire Russian royal family, Standard Oil of New Jersey brought 50% of the huge Caucasus oil field even though the property had theoretically been nationalized. In 1927, Standard Oil of New York built a refinery in Russia. Then Standard Oil concluded a deal to market Soviet Oil in Europe and floated a loan of \$75 million to the Bolsheviks. Jacob Schiff and Paul Warburg at the Kuhn Loeb Bank started a campaign for a central bank in the United States. They then helped the Rothschild's to manipulate the financial Panic of 1907.

Then, the panic of 1907 was used as an argument for having a central bank to prevent such occurrences. Paul Warburg told the Banking and Currency Committee: 'Let us have a national clearing house'."

The Federal Reserve Act was the brainchild of Baron Alfred Rothschild of London. The final version of the Act was decided on at a secret meeting at Jekyll Island Georgia, owned by J.P. Morgan. Present at the meeting were; A. Piatt Andrew, Assistant secretary of the Treasury, Senator Nelson Aldrich, Frank Vanderlip, President of Kuhn Loeb and Co., Henry Davidson, Senior Partner of J.P. Morgan Bank, Charles Norton, President of Morgan's First National of New York, Paul Warburg, Partner in Khun Loeb and Co. and Benjamin Strong, President of Morgan's Bankers Trust Co.

The Federal Reserve Act of 1913, brought about the decimation of the U.S. Constitution and was the determining act of the international financiers in consolidating financial power in the United States. Pierre Jay, Initiated into the "Order of Skull and Bones" in 1892, became the first

Chairman of the New York Federal Reserve Bank. A dozen members of the Federal Reserve can be linked to the same "Order."

The Rothschilds operate out of an area in the heart of London, England, the financial district, which is known as 'The City', or the 'Square Mile.' All major British banks have their main offices here, along with branch offices for 385 foreign banks, including 70 from the United States. It is here that you will find the Bank of England, the Stock Exchange, Lloyd's of London, the Baltic Exchange (shipping contracts), Fleet Street (home of publishing and newspaper interests), the London Commodity Exchange (to trade coffee, rubber, sugar and wool), and the London Metal Exchange. It is virtually the financial hub of the world.

Positioned on the north bank of the Thames River, covering an area of 677 acres or one square mile (known as the "wealthiest square mile on earth"), it has enjoyed special rights and privileges that enabled them to achieve a certain level of independence since 1191. In 1215, its citizens received a Charter from King John, granting them the right to annually elect a mayor (known as the Lord Mayor), a tradition that continues today.

Des Griffin, in his book *Descent into Slavery*, described 'The City' as a sovereign state (much like the Vatican), and that since the establishment of the privately owned Bank of England in 1694, this financial center has actually become the last word in England's national affairs. He contends that the country is run by powers in 'the City' and that the throne, the prime minister, and parliament are simply fronts for the real power. E. C. Knuth, in his book *Empire of the City*, suggests that when the queen enters 'The City,' she is subservient to the Lord Mayor (under him, is a committee of 12-14 men, known as 'The Crown'), because this privately-owned corporation is not subject to the Queen, or the Parliament. The Rothschilds have traditionally chosen the Lord mayor since 1820.

The last Presidential election in the United States provided its citizenry with a choice between two known members of a the same Satanic cult. And even then, the outcome of this election has come under extreme scrutiny.

"Those who vote decide nothing. Those who count the vote decide everything."

- Joseph Stalin

The Prophecies of Nostradamus As They (Supposedly) Apply To Napoleon

Century 1 Quatrain 60

An Emperor will be born near Italy
Who will cost the Empire dearly.

It will be said when his allies are seen
That he is less a Prince than a butcher.

Napoleon was born on Corsica, just off the west coast of Italy. He went on to become the emperor of France and in his attempts to dominate Europe millions of people were slaughtered. Even his supporters saw him as a butcher.

From a simple soldier he will rise to the empire,
From the [short robe](#) he will attain the long.
Great swarms of bees shall arise.

Napoleon trained as an artillery officer in the French army and having climbed through the ranks of the military staged a coup d'état and in 1804 declared himself the first Emperor of France. He adopted the beehive as his imperial crest. Some scholars even go as far to claim Nostradamus mentioned Napoleon by name in a series of cryptic clues.

Century 8 Quatrain 1

PAU, NAY, LORON will be more of fire than of the blood,
To swim in praise, the great one to flee to the confluence.
He will refuse entry to the Piuses,
The depraved ones and the Durance will keep them imprisoned.

PAU, NAY, Oloron are three towns in southern France, and by re-scrambling the letter they spell Napaulon Roy, which in French translates to Napoleon the King. That Nostradamus capitalizes the place names is further indication that the vision he was predicting warranted emphasis.

Further in the same quatrain, the mention of 'More of fire than of the blood' refers to Napoleon's non-noble lineage. Although he was born to parents with noble ancestry he had no rights to the throne. Also, the line 'refuse entry to the Piuses' refers to Popes Pius VI and VII, both of whom were imprisoned by Napoleon. Others scholars also point to

Century 4 Quatrain 54 where Nostradamus states:

Of the name which no Gallic King ever had
Never was there so fearful a thunderbolt,
Italy, Spain and the English trembling,
Very attentive to a woman and foreigners

Some scholars go even further and claim Nostradamus even predicted Napoleon's ill-fated invasion of Russia and the destruction of Moscow when he wrote:

A great troop shall come through Russia.

The destroyer shall ruin a city.

But Napoleon later drove his troops too far into Russia and was consumed by the treacherous conditions of winter.

C4 Q75

The rear guard will make defense.

The exhausted ones will die in the white territory.

Nostradamus even went on to predict the end for Napoleon when he wrote:

C1 Q32

The great Empire will soon be exchanged for a small place.

Which will soon begin to grow.

A small place of tiny area in the middle of which

He will come to lay down his scepter.

The captive prince, conquered, is sent to Elba;

He will sail across the Gulf of Genoa to Marseilles.

By a great effort of the foreign forces he is overcome,

Though he escaped the fire, his bees yield blood by the barrel.

Napoleon was exiled to the small island of Elba but after reforming a small army of around 200,000 men escaped for 100 days. The coalitions of Britain and Prussia confronted Napoleon at the Battle of Waterloo where he defeated and exiled to St. Helena.

CHAPTER 9: WHAT'S REALLY GOING ON IN THE COSMOS

Chaos and law had battled meaninglessly for eons, now raising up and destroying one world after another. Sometimes one would triumph and hold the field, sometimes the other. Millions, billions, trillions of sentient beings suffered and died as their banners rose and fell, but, sometimes sooner, sometimes later, the struggle would devolve into entropy. Eons would pass, new worlds would arise, the banners would rise with them, and the struggle would begin again.

Then Liberty arose.

No one is quite sure how She came to be, though it's said that some peasant woodworker first came up with the idea of treating others the way you want to be treated. Law swept him away quickly enough, but not before he bequeathed a daughter upon the world.

Liberty was a small, frail thing, at first... Barely strong enough to feed herself on the occasional deed of courage or justice... But feed herself she did, and she thrived and grew strong, and threw back the Old Powers of Law --which held all men in an iron grip of slavery- and Chaos --- which led men into fear and savage war. And behind these Old Powers stood the great power of Tyranny, which, unbeknownst to Law and Chaos was the true father of both, and longed only to see his enemy --Creation- thrown back into his Abyssal domain, which was the endless void.



Tyranny

The true alignments of the war are Liberty and Tyranny, and who stands on which side can change daily. The American Revolution was a terrible blow to Tyranny, as was the English Civil War before it. The French Revolution should have been the crowning glory of the battle for Liberty, but the dark powers found a way to strike back, offering the leaders of the Revolution bloody revenge and power, essentially turning them into more rapacious versions of the monarchs they had destroyed.

Robespierre was the first of these, and a dreadful villain he was, but so bloodthirsty and mad that he caused all the nations of Europe to join against him, and nearly undid all the work that the Old Powers had done in subverting the Revolution. After that, the villains they enslaved were more crafty –Barras, Marat, Fouché, Talleyrand- but less effective, and gradually the French were pushed back to their own lands.

No, the Old Powers needed a servant far more effective than these. One of almost inestimable ability to lead their armies in a final war of man against himself, a general who could raise the banner to lead mankind to its own destruction.

Such a man was in the offing, and it is not difficult to understand why, but to do so, one must first have an understanding of how the cosmos truly functions.

All that exists is energy; that is axiomatic. Energy can be turned to purposes either creative or destructive. Sometimes these two forms of energy are placed in conflict with each other, and when this happens, the very maelstrom thus created becomes transformed into energy with a will of its own, and draws nearby lesser energies into itself. When enough energy is drawn in, the whole can swell to colossal proportions, and become an unstoppable wave of destructive annihilation. Worlds, galaxies and universes can be devoured in the process. But Tyranny cares nothing for this. In fact, it is concerned primarily with destruction, that no being might ever rise to challenge its supremacy.

Tyranny greatly feared Liberty, for, from her birth, He was aware that She had the power so to do.

Liberty was born onto the Prime Plane. This is the universe where true power resides, and small changes here have devastating effects on the more magical planes. Magic is a powerful form of energy, but easily dissipated, for it takes little will to make and use. Magic is scarce on the Prime Material Plane, but far mightier energies, such as Valor, Mercy, Wisdom and Creativity are, if not plentiful, at least here to be found in measure. With these energies at her disposal,

Liberty might re-write the whole of existence into a grand symphony of perfection, where Chaos, tempered by Law, would achieve eternal joy for all beings.

That was what Tyranny feared above all else for it would mean his end.

Both Law and Chaos knew that what happens on the Prime Material Plane can create and devour worlds; they have spent eons pouring their energies into creating mighty champions there. These are men of war and diplomacy, science and magic, religion and philosophy, who battle upon bloody fields and within the halls of knowledge to rebuild the Prime into the world of their conception and construction.

Great beings were aplenty upon the Prime Plane, but Liberty was the only power there.

Tyranny and the Old Powers ruled all else, and the Prime was only their battlefield. That Liberty might draw the energies they had loosed upon the Prime as weapons and turn them back upon the Old Powers was unthinkable.

Since the powers have thrown so much of their energies into their war for the Prime Material, this energy has resulted in spirits of enormous power manifested in births upon the Prime. Great spirits of this period have the effect of magical “Plane Storms”, effecting massive disturbances upon all they are near. Such beings draw massive numbers of lesser spirits to their cause, creating energies so vast that many of the higher and lower planes could be utterly destroyed, like flimsy houses engulfed by hurricanes, volcanoes or tidal waves.

It might be possible to create such a titanic wave of energy to destroy the rebel Liberty once and for all.

Thus, the powers threw all the energy they could into a single being. He would be a living weapon of unequalled power, and potentially unstoppable destruction. He would be a being more dangerous than a million plane-nullifying bombs. He would be their one chance to crush Liberty once and for all.

And Napoleon Bonaparte was born...

The Basic Idea

The idea behind Grogards & Goblins is to run a fun, swashbuckling campaign set in an age of glory, when Napoleon Bonaparte and his Marshals set out to conquer Europe, and nearly succeed. With this as backdrop, we add in the elements of mystery, suspense and humor that every good roleplaying game needs if it is to be rip-roaring fun.

In this case, those elements are taken from the various myths, legends and bizarre conspiracy theories that have grown up around the life of Napoleon (and what came after), from Nostradamus and accounts by Napoleon's confidantes to internet-born conspiracy theories to mixtures of all of these things.

The following fantastic elements are all parts of this campaign. The game master can include all of these elements, or similar ones, to use :

A massive dungeon/tunnel system exists deep under the whole land of Egypt. It was this that the Mamelukes were really attempting to guard from Napoleon in the Battle of the Pyramids. There is also a huge hall of records under the Valley of the Kings. Guarded by horrible traps and monsters, it is also the repository of incredibly ancient knowledge, which will inform the discerning scholar of much of what is really going on in the world.

When Napoleon visited the Chamber of the Pharaohs, he was taken by evil entities who tried to control him with charm and suggestion spells. This proved impossible, so instead, they removed his soul and a magical spirit-construct was placed inside his brain. This now functions to motivate him to serve Tyranny, while his soul wanders the netherworld.

Unknown to the Old Powers, there exists a dimensional portal in the Great Pyramid of Giza, capable to transporting the party to the lower planes and –if they can find him- of bringing back Napoleon's lost soul.

Napoleon's Red Man (Red Gnome) now visits him fairly regularly, and he now takes its orders in the service of Tyranny. It is after his return from Egypt and the Middle East that Napoleon begins the wars that label him a bloody handed tyrant.

Hell is a psychological construct, from which Napoleon must be rescued. All planes are actually simply waves of energy, but the human mind perceives them in a manner which it can understand. Thus, humans experience devils, lava, etc., in Hell, and angels and harp music in heaven. However, despite perception, the reality of these places is quite solid, and the things experienced there can harm, help, inform, etc., just as material things can do.

Nathan Rothschild is a possessed being, the head of the Red Shield Bankers, and the foremost servant of Law in the Prime Material Plane.

Adam Weishaupt is also a possessed being, the head of the Order of the Illuminati, and the foremost servant of Chaos in the Prime Material Plane.

Sons and Spirits of Liberty will show up from time to time to guide the players on their way. They will be better disposed towards player characters who possess or have earned much Valor, and worse disposed to those who have earned much Influence.

The above is, in fact, one of the central tenets of the campaign. Valor is the ultimate expression of Liberty: freely choosing to sacrifice oneself for the good of others. Influence, on the other hand, is the most subtle form of Tyranny, and, thus, the most insidious. Players are offered plenty of opportunities to gain both Valor and Influence throughout the game, but only Valor Points will help in the final, climactic battle, which must be bravely fought against the powers of darkness. Influence will, ultimately, only attract the attention of the Red Shield Bankers, who will end by replacing the player character with one of their own.

THE BASIC SCOPE

Tyranny has two great mortal servants, in the form of Adam Weishaupt (controlling the Chaotic-Evil Illuminati) and Nathan Rothschild (controlling the Lawful-Evil Red Shield Banks). Neither is human, they have replaced the original, brilliant men long ago, and are lower planar beings. They believe themselves to be in conflict, though, in fact, both ultimately serve Tyranny.

Tyranny is using the Illuminati (and, less successfully, the Hellfire Club in England) to whip up fanatical nationalism and saber rattling in Europe, while the Red Shield Bankers are trying to obtain monetary control of all governments.

Tyranny is using Napoleon and his wars as the focal point of all this. The monarchies of Europe have galvanized in an attempt to stamp out democracy forever. It was bad enough when America fell to this disease, but having it on their own shores is unthinkable. Their wars against the French have bred hatred in that land, allowing evil spirits to overtake and subsume the forms of many Revolutionary leaders, such as Marat, Barras, and, of course, Robespierre.

Through the Levee en Masse, the French have built the most powerful military machine every imagined. With Napoleon to lead it, it will be unstoppable.

But Tyranny does not want Napoleon to be victorious. That could end well, but it could also end in the great genius finding out what it really going on, and turning his limitless intellect against the Old Powers.

So, Tyranny throws two other elements into the mix.

The Red Shield Banks, gaining gradually greater control of the world's economies, will be able to finance Napoleon or his enemies as needed to keep the conflict going. The Egyptian campaign, to which Napoleon will be sent by the Directory, will result in his soul being extracted

and the spiritual construct replacing it. This will not give the Old Powers complete control over Napoleon, and, in fact, it will require a great deal of their energy to keep him confined in the netherworld, but it will give them sufficient influence over him to allow them to affect his will and thinking from time to time, muddling it and confusing him as they did in Russia and at Waterloo.

The ultimate purpose is to break man's spirit by the suffering and mistrust engendered by ceaseless war.

All that really stands against them are Liberty, and her Sons and Spirits. These are extremely troubling to the Old Powers. They have never encountered anything like them before, do not know where they came from or how they came into existence, and, most importantly, cannot locate them.

RUNNING THE CAMPAIGN

The campaign is run as follows: Each campaign turn is one year long, and during each annual turn the players can perform up to one each of three actions: Adventure, Liaison, and Mass Combat. The exceptions are the winter years of December, January and February, when there is only a 50% chance that Mass Combat will be taking place.

The players can, individually or as a group and if the GM allows, switch out any one of the above activities for Service at the frontier.

Service At the frontier can either take the form of a mini-adventure, such as skirmishing on the small unit level, counter-smuggling operations, kidnapping th Duc D'Enghien, evading a victorious enemy by hiding out in a dungeon, or whatever the fertile mind of the GM can come up with, or fighting a small scale battle on the frontier.

SERVICE AT THE FRONTIER

If this latter option is chosen, the battle is fought exactly as a Mass Combat, and the units are never larger than battalion size. They can even be smaller (company level) if desired.

The only difference is that the highest ranking player character is always in command of his side's forces, and that neither noble titles nor promotion above the rank of major are ever granted out of service at the Frontier. If either a noble title or promotion to lieutenant colonel or higher would be granted, it instead counts as an award of 1d3 valor points.

The Course of the campaign could run somewhat as follows:

1793 THE SIEGE OF TOULON: The player characters are French soldiers, or other persons who meet Napoleon at the Battle of Toulon. Possibly they save the young officer's life during the bombardment (Napoleon was wounded in this battle). This is a good opportunity to do something a little out of the ordinary: An adventure in a city with random artillery shells dropping all around, and encounters would include the typical pickpockets, crooked merchants and doppelgangers, along with sorties of British, Spanish and Royalist French troops coming through or over the walls. Battles here should not be large field actions, but skirmishes.

Napoleon is grateful, and pledges friendship, telling the PCs they can attach their wagons to his star. Captain Bonaparte should be given an opportunity to show brilliance and courage here.

Napoleon is promoted to Brigadier General.

1794 BATTLE OF FLEURUS: An inconclusive fight with the Austrians, but a good opportunity for the PCs to engage in a field battle under command of Napoleon. The Battle should be brief. Afterward, they return to Paris, to find out that Robespierre is dead. Napoleon is thrown into prison, and will be executed. The PCs engage in an adventure to find some evidence to blackmail or bribe one of the members of the commission who can free Napoleon.

1795: WHIFF OF GRAPESHOT: Prussians march home, peace with Spain. Royalists in revolt in Paris. Napoleon needs gunpowder for the cannons to repulse the mob. The PCs must go through the hostile city to get the powder. First encounter with a Red Shield Courier, though, at this point, they don't know what it is.

While performing their mission, the player characters encounter a lady who is being menaced by the mob. They drive them off and escort her to safety behind their lines, where Napoleon falls in love with her at first sight. She is, of course, Josephine De'Beauharnaise.

1796 JOSEPHINE: Napoleon marries, PCs must escort Josephine to the wedding; they are set upon by supernatural entities on the way, and then by a Red Gnome who gives cryptic advice. Three days after the wedding, Napoleon is appointed commander in chief of the army of Italy, and leaves the PCs to guard his bride, for now...

Note that from here on, Josephine will be a great source of information to the PCs (they saved her life, and she trusts them) regarding Napoleon's personal affairs, as long as they don't abuse her trust. She will gradually tell them about the changes in Napoleon's personality, after he "changes" (see below.)

1797 COUP OF 18 FRUCTIDOR: Charles Pichegru tries to betray the Revolution to the Royalists. Napoleon sends General Augereau with an army, and the PCs are sent ahead to

capture Pichegru. Here they get some real resistance from monsters and demonic forces, which ends with a final encounter with a Red Shield Banker, who warns them that they are tampering with what they don't understand... and then vanishes.

1798 TREACHERY AT MALTA: Napoleon and the PCs sail from Toulon, arrive at Malta, and Napoleon sneak-attacks and scatters the Order. The PCs are warned by the Grand Mater that they don't know what they've done, nor whom they serve...

BATTLE OF THE PYRAMIDS: Against the Ottomans. The PCs might have their fortunes read the night before.

CHAMBER OF THE PHAROAHS: Napoleon goes into the Great Pyramid and doesn't come out. The PCs go in on a rescue mission, and battle some creatures find some treasure on the first level. They find Napoleon unconscious and take him out. He seems somehow colder thereafter. Word comes that Nelson has destroyed the French fleet.

1799 COUP OF 18 BRUMAIRE: Napoleon becomes First Consul

1800 BATTLE OF MARENGO: An entire mass combat, liaison and adventure cycle could revolve around the recipe for Chicken Marengo.

1801 SECOND BATTLE OF ABOUKIR: PCs return to Egypt under Friant. Napoleon wants them to return to the Great Pyramid, and retrieve something from the ancient Library under the Valley of the Kings. This is effectively a deeper dungeon adventure.

1802: PEACE OF AMIENS with Great Britain, France invades Switzerland. This is a good excuse for a little political roleplaying in Whitehall.

1803: THE LOUISIANA PURCHASE: Napoleon sells Louisiana to the U.S. PCs are envoys. Meet an Indian Medicine Man who gives them information.

1804: MURDER OF THE DUC D'ENGLISHEN, Fouché and Talleyrand come into the game. The PCs try to prevent the murder, meet Red Shield demons of various types. Napoleon crowned Emperor, PCs meet the pope, who says something cryptic.

1805: TRAFALGAR, AUSTERLITZ: Experience both France's greatest naval defeat and Napoleon's greatest victory.

1806: JENA-AUERSTADT: Napoleon crowns his brothers, Continental System begins.

1807: DUCHY OF WARSAW CREATED: PCs meet Poniatowski. Spain and France ally to attack Portugal.

1808: NAPOLEON BETRAYS SPAIN, Joseph crowned king of Spain, multiple battles.

1809: ASPERN-ESSLING AND WAGRAM, Napoleon divorces Josephine.



1810: MASSENA TAKE CUIDAD RODRIGO, WELLINGTON RETREATS TO TORRES VEDRAS, Napoleon marries Marie Louise.

1811: MASSENA BEGINS RETREAT FROM PORTUGAL, Napoleon's son born, begins preparations to invade Russia.

1812: NAPOLEON INVADES RUSSIA: The Grande Armee is destroyed in Russia and is retreating in Spain.

1813: LUTZEN, BAUTZEN, DRESDEN, LEIPZIG: The French win victory after victory, but lose the campaign.

1814: CAMPAIGN OF FRANCE, Napoleon abdicates.

1815: NAPOLEON ESCAPES ELBA: The Hundred Days, Waterloo.

EPILOGUE: SAINT HELENA AND THE DEATH (OR RISE) OF NAPOLEON: The struggle does not end with Waterloo. The Old Powers may make one last desperate attempt to gain some advantage from the dying (likely poisoned) Napoleon, and a last, great extra-planar adventure is in the offing.

Here the PCs discover that Betsy Balcombe IS Lady Liberty, manifested in human form, and General Sir Hudson Lowe IS Tyranny. The two mightiest spirits in the universe have manifested in the material universe for a final battle over the soul of Napoleon.

As things presently stand, Tyranny is triumphant. The French defeat at the Battle of Waterloo has forever broken the spirit of that great nation, whose people will, from this point forward, vacillate between royal and imperial dictatorships of Law and “Republican” dictatorships of Chaos, while the brilliance of its people spend their blood on meaningless wars and useless political debates. The remainder of Europe is, likewise, firmly in the grip of Chaos. All of its peoples will battle and consume each other, developing ever more brutal governments and ever more horrific weapons, until the mightiest of these will, centuries later, engulf the world in cataclysm and plunge it forever into the Abyss.

Great Britain, meanwhile, though seeming victorious, is now firmly enslaved by Law, as the Red Shield Bankers have made the Crown a mere puppet government. England will spend its now near limitless wealth on preserving the status quo. By arming and supporting nations in their wars one against the other, Britannia will maintain a balance of terror. By spreading her mercantile empire across the globe she will exploit the primitive nations and further sow distrust among men, until, in a final clash among nations, the aforementioned apocalypse will arise.

But Liberty holds out one hope.

Napoleon, created by the Old Powers to accomplish what has been accomplished, now represents their greatest fear. Though he seems weak and expended, old and tormented by illness, he remains the greatest power upon the planet. Some humans recognize this, in a dim way, and many plots exist to steal Napoleon away to the United States, to found a new Napoleonic Empire in South America, etc.

But Napoleon is dying, too long deprived of his soul, and sickened by the construct placed in his mind in the Great Pyramid so long ago. If his soul can be retrieved from the netherworld, he will again become the courageous lover of freedom that he was in Corsica, when he desired only to free his homeland from the French yoke. But that brave youth will be tempered by the knowledge of all that has happened since, and sorrowed by the useless wars and almost endless bloodshed he has brought about.

If Napoleon and his soul are reunited, he will be able to direct his almost incredible powers of mind and will, and easily banish Tyranny and escape St. Helena, fleeing to the United States.

But he will not attempt a further political career. Instead, he will live under an assumed name, - posing as a veteran of the Napoleonic Wars- and become a professor of military history at

Harvard University. Here, quietly and through his lectures and writings, he will lead a philosophical revolution unheard of in the history of mankind, teaching that martial prowess is at its most effective when placed at the service of democracy and altruism.

His students will go on to teach at West Point and Annapolis, and become senators justices and presidents. Slavery will be abolished without the horrors of civil war, and the terrible divide between Americans which will never heal.

All will come to a head when, in 1873, with Europe nearly destroyed by the Third Franco-Prussian World War, President Lee will send advisors and aid to that war-torn continent, breaking the United States' long isolation and rejuvenating the world with its philosophy of Neo-Christian-Martial-Deontological ethics.

Obviously, Tyranny wants only to prevent this, and believes it can do so most easily by killing Napoleon, and thus dispersing the energy wave that it built up in the first place, now that this is no longer of any use. So, it takes possession of a British General appointed to govern St. Helena, and prepares to strike the final blow.

But Tyranny is, unexpectedly, met there by Lady Liberty, in the form of Betsy Balcombe, and the two are now engaged in the most titanic supernatural battle ever.

However, Betsy is weakening fast. The long strain of the deaths, horrors and injustices of the Napoleonic Wars and the triumph of the Red Shield Banks have taken an immense toll upon her, and she will not be able to hold off Lowe's attacks for long. Already, Napoleon is sick and near death. It is only a matter of time.

She will come to the PCs in a dream, holding forth a horrifying vision of the future. She will tell them to return to the Great Pyramid, journey through the enormous, labyrinthine Egyptian underworld, and find the gate to the lower planes. There, they must find and rescue the soul of Napoleon Bonaparte, bring it back up through the Pyramid, and then by sea to St. Helena. The Old Powers, now well aware of what is happening, will throw everything possible at the PCs to stop them.

If they succeed, the PCs will arrive at St. Helena, fight past Lowe/Tyranny, and give the soul to Betsy/Liberty, who will restore it to Napoleon.

The newly rejuvenated Bonaparte will hurl Tyranny back into the Abyss with little more than a gesture and a word ("Sauve que peut"), offer his gratitude to the PCs, and name them each Marshals and Defenders of Mankind. He will then take ship into the west, and the campaign is ended.

GROGNARDS & GOBLINS AND D&D 3.5

Because we have kept Grogwards & Goblins to a very minimalist model, making only the changes that were absolutely necessary to the zero, 1st and 2nd edition rules, very little additional is really required to make it work with D&D 3.5.

Thus, the 3.5 fighter becomes the basis for the G&G fighter, really with only the edition of the firearm rules, and military service, the same for other classes.

Just remember that, when playing G&G 3.5, the Grogwards & Goblins rules control over any conflict with the D&D 3.5 rules, unless modified herein.

SKILLS AND NEW SKILLS

None are really needed, as the D&D 3.5 skills are pretty encompassing. Alchemy becomes chemistry, and other medieval pseudo-sciences can be similarly upgraded, if necessary.

Influence Points and Diplomatic Skills: Influence Points can, of course be used to modify Diplomacy, Intimidate and similar persuasive skills; more on this later.

FEATS AND NEW FEATS

Very few new feats are really needed, as the D&D 3.5 feats are pretty encompassing.

Valorous: The character gains 5 Valor Points.

Influential: The character gains 5 Influence Points.

Feats of Generalship: Each of the feats of generalship (see page 25) counts as one fighter-only feat in G&G 3.5. The prerequisites for each of these is 12+ level fighter, the character must have commanded in Mass Combat or on the Frontier, and must have held at least the rank of brigadier general at some point, even if he no longer holds it when the feat is gained.

Nobleman: The character begins the game with the noble rank of knight.

Archery feats as firearm feats: All feats normally associated with archery (point blank shot, etc.) can be used to modify skill with muskets, pistols and carbines.

Artillery (torsion) feats as artillery (cannon) feats: All feats normally associated with archery (point blank shot, etc.) can be used to modify skill with cannons.

CORE CHARACTER CLASSES

BARDS

This one is actually an addition to the Grogards & Goblins zero to 2.0 rules as well.

A friend pointed out to me that drummers and buglers might well be classed as bards in this period. I said that I thought it was kind of a stretch. He then politely asked me if it was too silly in a game that already had Napoleon Bonaparte's Imperial Eagles flying off their standards under the Emperor's unconscious command to do battle with the Nathan Rothschild-Doppleganger's diabolical bankers.

There really wasn't much of an answer to that.

So, we will, henceforth, be allowing bards as a core class in all versions of G&G. The rules are unchanged, except as below:

1. The bard is proficient with pistols and carbines (not muskets) and can wear no armor except a cloak.
2. The bard must be skilled with either the bugle or drum, though he can learn other instruments as well.

PRESTIGE CLASSES

Of course, it wouldn't be 3.5 without a few prestige classes. Submitted for your approval are the following five classes, themselves modifications of D&D 3.5 prestige classes available in the core rules. These are probably the only prestige classes that would make sense in a fairly subtle-magic campaign as is suggested in Grogards & Goblins. Of course, if you want to go really wild, with cuirassiers mounted on velociraptors and rocket powered attack balloons, where batteries of wizards supplement the field artillery, and you think an Arcane Musketeer would fit this perfectly, then go for it. It's your game:

Assassin

In D&D zero to 2.0, the assassin is a core class. Since, in D&D 3.5, the assassin is a prestige class, we will adhere to that here. Of course, the assassin can use firearms, though remember that these give a nice, loud report when fired, and tend to cause problems with well-planned assassinations, if this is not factored in, somehow.

Grogard

The most terrible fighters of the Napoleonic Wars, the grognard (literally, "old grumbler") is a member of Napoleon's Imperial Guard.

Hit Die: d12.

Requirements

To qualify to become a grognard, a character must fulfill all the following criteria.

Race: Any.

Alignment: Any lawful.

Base Attack Bonus: +7.

Feats: Dodge, Endurance, Toughness.

Other: Mentioned in dispatches, battlefield commission, or earned at least 5 Valor Points.

Class Skills

The grognard's class skills (and the key ability for each skill) are Intimidate (Str), Listen (Wis), Ride (Dex), and Spot (Wis).

Skill Points at Each Level: 2 + Int modifier.

Table: The Grognard

<i>Level</i>	Base	Fort	Ref	Will	AC Bonus	Special
	<i>Attack Bonus</i>	Save	Save	Save		
1st	+1	+2	+0	+2	+1	Young Guard Regiment, Merde! 1/day
2nd	+2	+3	+0	+3	+1	Uncanny dodge
3rd	+3	+3	+1	+3	+1	Merde! 2/day
4th	+4	+4	+1	+4	+2	Middle Guard Regiment, Valorous
5th	+5	+4	+1	+4	+2	Merde! 3/day
6th	+6	+5	+2	+5	+2	Damage reduction 3/–, improved uncanny dodge
7th	+7	+5	+2	+5	+3	Merde! 4/day
8th	+8	+6	+2	+6	+3	Old Guard Regiment, Valorous, Merde! 5/day
9th	+9	+6	+3	+6	+3	Merde! 6/day
10th	+10	+7	+3	+7	+4	Damage reduction 6/–

Class Features

All of the following are Class Features of the grognard prestige class.

AC Bonus (Ex): The grognard receives a dodge bonus to Armor Class that starts at +1 and improves as the grognard gains levels, until it reaches +4 at 10th level.

Weapon and Armor Proficiency: A grognard is proficient with all simple and martial weapons, all types of armor, and shields.

Young/Middle/Old Guard Regiment: The character is assigned to a regiment in the Imperial Guard, and will fight with a Young/Middle/Old Guard regiment as listed on the table above when in a Mass Combat. If he chooses to serve at the Frontier, this ability does not apply, though he will serve with the most elite unit available.

Merde! (Aka "The Guard Dies But Does Not Surrender!"): When he adopts a Merde! stance, a grognard gains phenomenal durability, but he cannot move from the spot he is defending. He gains double hit points which go away at the end of the Merde! stance. These extra hit points are lost first the way temporary hit points are, but the grognard must make a fortitude save against a DC equal to the number of extra hit points lost in battle, or fall unconscious from exhaustion for 1d4 rounds. A Merde! stance lasts until the end of the encounter, or until the grognard moves from his position. The grognard may end his Merde! Stance voluntarily prior to this limit. A grognard can only use his Merde! stance a certain number of times per day as determined by his level (see Table: The Grognard). Using the Merde! stance takes no time itself, but a grognard can only do so during his action.

Uncanny Dodge (Ex): Starting at 2nd level, a grognard retains his Dexterity bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker. (He still loses any Dexterity bonus to AC if immobilized.)

If a character gains uncanny dodge from a second class, the character automatically gains improved uncanny dodge (see below).

Valorous (Ex): The grognard gains five Valor Points.

Damage Reduction (Ex): At 6th level, a grognard gains damage reduction. Subtract 3 points from the damage the grognard takes each time he is dealt damage. At 10th level, this damage reduction rises to 6/-. Damage reduction can reduce damage to 0 but not below 0.

Improved Uncanny Dodge (Ex): At 6th level, a grognard can no longer be flanked. This defense denies rogues the ability to use flank attacks to sneak attack the grognard. The exception to this defense is that a rogue at least four levels higher than the grognard can flank him (and thus sneak attack him).

If a character gains uncanny dodge (see above) from a second class the character automatically gains improved uncanny dodge, and the levels from those classes stack to determine the minimum rogue level required to flank the character.

Eclaireur

The Guard of Honor was created for French noble emigres who wished to return to France and serve under Napoleon. However, the eclaireur can also represent members of other elite units outside the Imperial Guard.

Hit Die: d10.

Requirements

To qualify to become an eclaireur, a character must fulfill all the following criteria.

Base Attack Bonus: +6.

Skills: Ride 3 ranks.

Feats: Dodge, Mobility, Weapon Finesse.

Other: noble rank 1 (knight) or higher.

Class Skills

The duelist's class skills (and the key ability for each skill) are Diplomacy (Int), Bluff (Cha), Ride (Dex), Heraldry (Int), Listen (Wis), Tumble (Dex), Sense Motive (Wis), Spot (Wis), and Tactics (Int).

Skill Points at Each Level: 4 + Int modifier.

Table: The Eclaireur

<i>Level</i>	<i>Bonus</i>	Base	Fort	Ref	Will	Special
		Attack	Save	Save	Save	
1st	+1	+0	+2	+0		Elite Regiment, Canny defense
2nd	+2	+0	+3	+0		Improved reaction +2
3rd	+3	+1	+3	+1		Enhanced mobility
4th	+4	+1	+4	+1		Grace
5th	+5	+1	+4	+1		Precise strike +1d6
6th	+6	+2	+5	+2		Skilled horse charge
7th	+7	+2	+5	+2		Elaborate parry
8th	+8	+2	+6	+2		Improved reaction +4
9th	+9	+3	+6	+3		Influential
10th	+10	+3	+7	+3		Precise strike +2d6

Class Features

Weapon and Armor Proficiency: The duelist is proficient with all simple and martial weapons, but no type of armor or shield, other than the cloak.

Canny Defense (Ex): When not wearing armor, an eclairer adds 1 point of Intelligence bonus (if any) per eclairer class level to his Dexterity bonus to modify Armor Class while wielding a melee weapon. If a duelist is caught flat-footed or otherwise denied his Dexterity bonus, he also loses this bonus.

Elite Regiment: The character is assigned to an elite (second level) regiment, and will fight with it when in a Mass Combat. If he chooses to serve at the Frontier, this ability does not apply, though he will serve with the most elite unit available.

Improved Reaction (Ex): At 2nd level, a duelist gains a +2 bonus on initiative checks. At 8th level, the bonus increases to +4. This bonus stacks with the benefit provided by the Improved Initiative feat.

Enhanced Mobility (Ex): When wearing no armor and not using a shield, a duelist gains an additional +4 bonus to AC against attacks of opportunity caused when he moves out of a threatened square.

Grace (Ex): At 4th level, an eclairer gains an additional +2 competence bonus on all Reflex saving throws. This ability functions for an eclairer only when he is wearing no armor and not using a shield.

Precise Strike (Ex): At 5th level, an eclairer gains the ability to strike precisely with a saber or light lance, gaining an extra 1d6 damage added to her normal damage roll. When making a precise strike, an eclairer cannot attack with a weapon in his other hand or use a shield. an eclairer's precise strike only works against living creatures with discernible anatomies. Any creature that is immune to critical hits is not vulnerable to a precise strike, and any item or ability that protects a creature from critical hits also protects a creature from a precise strike. At 10th level, the extra damage on a precise strike increases to +2d6.

Skilled Horse Charge (Ex): At 6th level, an eclairer gains the ability to charge in situations where others cannot. He may charge over difficult terrain that normally slows movement. Depending on the circumstance, he may still need to make appropriate checks to successfully move over the terrain.

Elaborate Parry (Ex): At 7th level and higher, if an eclairer chooses to fight defensively or use total defense in melee combat, he gains an additional +1 dodge bonus to AC for each level of duelist he has.

Influential: At 9th level, an eclairer gains the benefit of the Influential feat

Courtier

The courtier is a man of influence serving in and around the Imperial government. While he probably holds a commission as an officer in the reserves, and sees some fighting (and is an accomplished duellist), his main forte is in the halls of power.

Hit Die: d10.

Requirements

To qualify to become a courtier, a character must fulfill all the following criteria.

Base Attack Bonus: +6.

Skills: Perform 3 ranks, Diplomacy 5 ranks.

Feats: Dodge, Mobility, Weapon Finesse.

Class Skills

The courtier's class skills (and the key ability for each skill) are Diplomacy (Cha), Bluff (Cha), Intimidate Artist (Dex), Heraldry (Int), Listen (Wis), Perform (Cha), and Sense Motive (Wis).

Skill Points at Each Level: 4 + Int modifier.

Table: The Courtier

<i>Level</i>	<i>Bonus</i>	Base				Special
		Attack	Fort	Ref	Will	
		Save	Save	Save		
1st	+1	+0	+2	+0	Reserve Commission, Canny defense	
2nd	+2	+0	+3	+0	Nobleman	
3rd	+3	+1	+3	+1	Influential	
4th	+4	+1	+4	+1	Grace	
5th	+5	+1	+4	+1	Precise strike +1d6	
6th	+6	+2	+5	+2	Influential	
7th	+7	+2	+5	+2	Elaborate parry	
8th	+8	+2	+6	+2	Improved reaction +2	
9th	+9	+3	+6	+3	Influential	
10th	+10	+3	+7	+3	Nobleman	

Class Features

Weapon and Armor Proficiency: The courtier is proficient with all simple and martial weapons, but no type of armor or shield.

Canny Defense (Ex): When not wearing armor or using a shield, a courtier adds 1 point of Intelligence bonus (if any) per courtier class level to his Dexterity bonus to modify Armor Class while wielding a melee weapon. If a courtier is caught flat-footed or otherwise denied his Dexterity bonus, he also loses this bonus.

Reserve Commission: The courtier is commissioned as an ensign in the reserves, and fights as an officer in Mass Combat or at the Frontier.

Improved Reaction (Ex): At 8th level, a courtier gains a +2 bonus on initiative checks.

At 8th level, the bonus increases to +4. This bonus stacks with the benefit provided by the Improved Initiative feat.

Nobleman (Ex): As the Nobleman feat, except that if the character is already titled, he advances to the next rank in the nobility.

Influential (Ex): As the Influential feat.

Grace (Ex): At 4th level, a courtier gains an additional +2 competence bonus on all Reflex saving throws. This ability functions for a courtier only when he is wearing no armor and not using a shield.

Precise Strike (Ex): At 5th level, a courtier gains the ability to strike precisely with a light or one-handed piercing weapon, gaining an extra 1d6 damage added to his normal damage roll.

When making a precise strike, a courtier cannot attack with a weapon in his other hand or use a shield. A courtier's precise strike only works against living creatures with discernible anatomies. Any creature that is immune to critical hits is not vulnerable to a precise strike, and any item or ability that protects a creature from critical hits also protects a creature from a precise strike. At 10th level, the extra damage on a precise strike increases to +2d6.

Elaborate Parry (Ex): At 7th level and higher, if a courtier chooses to fight defensively or use total defense in melee combat, he gains an additional +1 dodge bonus to AC for each level of courtier he has.

Renegade Illuminatus

The renegade illuminatus is a former member of that dark association who has seen the real light of Liberty, and, through tremendous effort, has banished the evil spirits that possessed him.

This class functions exactly as the Loremaster Class from the DMG, with three exceptions: the renegade illuminatus must be of good alignment, the renegade illuminatus is proficient with all firearms and simple weapons, and automatically gains an additional Secret: *Secrets of the Illuminati*: A renegade illuminatus knows the secret arcane signs by which illuminati and Red Shield Bankers and their servants identify each other. These signs involve arcane passes and words that only an illuminatus can learn, so this secret cannot be passed on to other characters.

MASS COMBAT and D&D 3.5

It is, despite popular belief, not necessary to re-engineer entire systems to the point that every die roll is made on a d20 for a game system to be d20 compatible. Again, our philosophy is that minimal change to a functioning system is best. Thus, the G&G Mass Combat system, itself derived from Mythmere Games' excellent Swords & Wizardry Mass Combat system, needs no modification to resolve large battles in a D20 setting. The characters still have hit points, and the main thing that combat system accomplishes is to resolve battles between large units under arms, to tell us how player characters effect those battles, and to tell us how the battles effect the player characters.

It should be noted that feats and skills (other than Feats of Generalship, q.v.) do not come into play in Mass Combat. In this period, soldiers fight in formation, and not as free-agents. Their

skills come into play as members of large units; what is important is accuracy and courage under fire. Though tricks of fencing and shot come in on the individual level, these things are assumed to be factored in on the mass combat level.

SPELLS AND MAGIC

Generally, any illusion or divination spells, as well as those listed in the standard G&G rules, will be allowed. Bardic songs are unchanged from the D&D 3.5 core rules.

LIAISONS

The reaction roll for liaisons, where required on the table, is based on the skill that the game master thinks is most appropriate, or that the player can make the best case for. Generally, this will be diplomacy, as you are unlikely to be able to use intimidate to get a marshal to appoint you as his aide. Still, strange situations are possible, and so no hard and fast rule is given. Any reaction roll anywhere on these rules that can be modified by Influence Points is assumed to be made against a DC 20.

MONSTERS

RED SHIELD BANKERS are increased to 14 hit dice, get skills, feats and characteristics as Ice Devils, and are also given the Appraise skill at level 24.

RED SHIELD COURIERS are increased to 6 hit dice, get skills, feats and characteristics as Horned Devils, and are also given the Appraise skill at level 16.

RED SHIELD COILED HORRORS are increased to 20 hit dice, get skills, feats and characteristics as Pit Fiends, and are also given the Appraise skill at level 20.

RED GNOMES: are increased to 4 hit dice, get skills, feats and characteristics as Imps, and are also given the Appraise skill at level 14.

SPIRITS OF LIBERTY are increased to 20 hit dice, and get skills, feats and characteristics as Planetars.

IMPERIAL EAGLES The eagles become 9 hit die monsters in G&G 3.5, but are otherwise unchanged. Give them skills and feats as griffons.

Grogards & Goblins: Addenda and Errata

I. CHARACTER CREATION

BARD: This is really just a reminder that the bard (as drummer or bugler) is now a core class. See the 3.5 conversion section for additional details.

II. EQUIPMENT

NEW WEAPONS

FIREARMS	Rate of Fire	Damage	Short Range(+1)	Long Range(-1)
Rifle (1)	1/4 rounds	1d12	0-200 feet	400-600 feet
Air Rifle (2)	1/1 rounds	1d12	0-100 feet	200-300 feet
Grenade (3)	1/2 rounds	1d12 (5' rad.)	0-10 feet	20-30 feet

- (1) The British Baker Rifle (or similar) has a low rate of fire, but is long ranged and very accurate (+2 to hit) at all ranges, as compared to a musket.
- (2) The Girandoni Air Rifle (used by Tyrolean light troops) is nearly silent. If fired from surprise and from cover, and if the rifle does an outright kill on the first shot, there is a 50% chance that surprise can be maintained for a second round. It also fires up to 30 shots before reloading is required. However, it takes half an hour to reload (requires 1500 strokes to recharge with a hand pump) and the weapon is fragile. If a 1 is rolled to hit, it requires 8 hours to repair before it can be fired again.
- (3) Napoleonic grenades are fairly uncommon; grenadiers now generally just acting as elite shock infantry. It takes one round to light a grenade, and it can be thrown the next round. Roll to hit all targets within a 5' radius of the point of impact. A roll of 1 indicates it is dropped, and then the grenadier must roll to hit himself, and anyone within a 5' radius of him.

III. MASS COMBAT ADDITIONS

SIMPLIFYING MASS COMBAT

The Mass Combat rules in G&G are drawn from Swords & Wizardry's excellent Mass Combat rules, which are designed for medieval fantasy battles, in which large numbers of low level troops may fight smaller units of powerful, supernatural monsters.

Since this is less the case in G&G, there really is no need to multiply the hit points of, and damage caused by, units in the field. If you count all units as having the same hit points and causing the same damage as a single soldier of their type, the rules will work perfectly well.

Essentially, it is up to you which way to play it. If your armies consist mostly or completely of human troops, as per the campaign outlined in these rules, it is easier to use the more simplified system. If, on the other hand, you wish to include units of griffon-mounted carabiniers, troll grenadiers and trained giant spiders lurking in the woods with the guerillas, it is probably better to use the number-crunchier system as outlined in the main body of the rules. Either way, it works out exactly the same.

ENLISTED RANKS

A character who is not commissioned will automatically rise one enlisted rank per year of military service as long as he does not get caught poltrooning by rolling 4+ on the Poltroonery Table. The enlisted ranks are (lowest to highest): private, corporal, sergeant, platoon sergeant, first sergeant, sergeant major and warrant officer. Higher ranking enlisted men can give orders to lower ranking enlisted men. Sergeants and above get a +1 bonus to plunder rolls. First sergeants and above get a -1 bonus to rolls on the Poltroonery Table. Warrant Officers can act as sub-commanders at the Frontier (see below) if there is a unit without a player character commander and no player character officer is available to command it.

SKIRMISH LINE

The Skirmish Line is another special infantry formation. Well-trained light infantry battalions in the Napoleonic Wars often screened ahead of the infantry regiment in a "cloud" of individual marksmen who made use of cover to snipe at the enemy infantry. This could be a devastating tactic, resulting in a quick loss of morale by the opposing forces, as they were whittled away by the sharpshooters, who were not so vulnerable to the massed volley fires of lines and squares. The downside of the skirmish line was that it was vulnerable in melee and would be cut to pieces if caught by enemy cavalry.

Only light infantry (including guerrillas) can form a skirmish line. It takes one turn to form skirmish line and one turn to return to line (ordinary) formation. The unit can do nothing else in the turn in which it forms or breaks skirmish line. If an infantry unit is contacted by any enemy unit during the turn in which it forms or breaks skirmish line, the forming/breaking unit is automatically destroyed. A unit in skirmish line formation should have some type of marker placed on it to show it is in skirmish line.

A unit in skirmish line takes 1/4 damage from missile fire, but takes double damage from melee with infantry in line or square and quadruple damage from melee with cavalry. Infantry in square or line formation must make a morale check every time they are successfully damaged by fire from infantry in skirmish line.

Skirmishers are fast, gaining a +3" movement bonus per round. No unit can ever go directly from square to skirmish formation or vice versa.

COMMAND AND VICTORY

A player character who commands an army to victory in battle gains special rolls on the Glory of War Table. If he won a battle in Mass Combat, he rolls three times on the Glory of War Table and keeps any two of the rolls that he chooses. If he won a battle at the Frontier, he rolls two times on the Glory of War Table and keeps any one of the rolls that he chooses.

SUB-COMMANDERS: A sub-commander commands (and is assigned to) a single unit. He must hold the minimum rank of ensign (or warrant officer if no commissioned officer is available) at the Frontier, major in Mass Combat, or brigadier general in a truly epic mass combat like Marengo, Austerlitz, Eylau, etc. A sub-commander whose side wins in Mass Combat rolls two times on the Glory of War Table and keeps any one of the rolls that he chooses. If his side won a battle at the Frontier, he rolls once on the Glory of War Table.

DISOBEDIENCE: A sub-commander has absolute say over what his unit does in battle, and can disobey the orders of his commander at will. However, his overall commander can choose to have him court martialed for disobedience (see the Poltroonery Table). Note that a commander can only order a sub-commander to move to a certain place or attack a certain enemy. "Roll a 20", "Win the battle", etc., are not legitimate orders.

Note that a player character non-commander can be ordered by the commander of his unit to perform any action that the GM deems reasonable, and is also subject to court martial if he disobeys.

Court Martial by another PC does not result in automatic death. Instead, the Emperor can be petitioned for a lesser sentence, in which case all interested parties can (secretly) contribute Influence Points (positively or negatively), to a final roll made on the Poltroonery Table for the sentence, with a result of 0-2 indicating an Imperial pardon.

A character who is successfully court-martialed by another PC still gets his rolls on the Glory of War Table, but can benefit only from Valor Points or Plunder; all other results count only as pats on the back.

The GM can choose to apply a modifier of from +2 to -2 to a court martial roll ordered by another PC, depending on how blatant the disobedience was, on how reasonable or unfair the commander was in giving the order (did he order a unit of unsupported infantry to form square in

point-blank range of the enemy artillery?), on whether the disobedience ultimately helped or hurt the army's chance of victory, etc.

IV. LIAISONS

APPOINTMENTS

Since Napoleon is effectively an absolute ruler, all appointments last, not one year, as in the rules, but until the holder no longer qualifies (because of loss of noble rank, military rank, etc.), until the holder is offered (and accepts) another appointment, or until someone else is offered and accepts, HIS appointment, indicating that he has been replaced.

However, in the latter case, or if two or more characters are offered the same appointment in the same year, each must secretly write down the number of Influence Points he will expend to try to persuade the Emperor to grant him the appointment. Each can also negotiate (for money, items, or whatever they have to spend) with other PCs for Influence Points to be expended on their behalf to gain the position/appointment.

In this case, each party then reveals his total Influence Points expended and adds them to a reaction roll. The higher total gets the appointment/position. As with any other contest of influence, all Influence Points wagered are lost, whether the appointment is received or not.

Note that if the holder of an appointment attempts to gain another appointment and fails, he has lost both appointments.

THE INTRIGUE COLUMN

Rolling on the Intrigue Column of the Liaisons Table (pages 40-41) is dangerous and often not rewarding. For this reason, whenever a player character chooses to roll on this table, he automatically gains 1d6-3 Influence Points, regardless of the results of the Liaison roll. It is assumed that just by daring to engage in Intrigue, he gains valuable and nefarious contacts who may aid him in his future schemes.

THE CROWN

A character who holds the rank of Marshal and who rolls on the Place Seeking table for annual activities will be, if he rolls doubles (11, 77, 00, etc.) offered to be made the crown prince or king (50% chance of each) of a small nation, instead of the ordinary liaison made by the roll. This nation may be a Napoleonic vassal, or an independent state that wishes to align itself with France. Roll on the table below to determine which nation has offered him the crown (d20):

1	Denmark/Norway	11	Saxony
2	Poland	12	Hessia
3	Naples	13	Baden
4	Sicily	14	Westphalia
5	Sardinia	15	Thuringia
6	Levant	16	Nassau
7	Egypt	17	Hanover
8	Netherlands	18	Tunis
9	Bavaria	19	Morocco
10	Wurtemberg	20	Algeria

While such a king does rule a (theoretically) independent nation, and even has his own army to command, it is always good to remember that he is a gnat among giants, and his policies will tend to alter with the waxing and waning fortunes of Britain, Prussia, Austria, Russia and especially France.

Note that this is also an excellent way to begin a spin-off campaign into an era where Tyranny has won, and the Napoleon-Lich is now bent on world conquest and the destruction of humanity (see below).

No player character can obtain the crown of more than one nation by this method.

V. G&G 3.5 MODIFICATIONS

FEATS

Valorous: Rather than a one-time grant of 5 Valor Points, this feat gives 2 Valor Points per year in which the character fights in mass combat, at the frontier, in a duel, or in an adventure, and does not run away or poltroon.

Influential: Rather than a one-time grant of 5 Influence Points, this feat gives 2 Influence Points per year in which the character gains any other Influence Points for any reason or fights a duel.

Page 137 Errata: The “Artillery (torsion)” feat should be worded “Artillery (torsion) feats as artillery (cannon) feats: All feats normally associated with torsion artillery can be used to modify skill with cannons.”

VI. WHAT IF TYRANNY WINS?

It is entirely possible that Tyranny could win the final battle for Napoleon’s soul. If this happens, the PCs are either dead, or he banishes them to some lower plane from which they must escape. This can be the continuation of the campaign, or the beginning of a new campaign.

In either case, Napoleon is enslaved by Tyranny, and becomes a Lich (choose either the front or back cover illustration as your model), though based on the fighter, rather than the magic-user or cleric class. The gateways to the faery realms burst open, and monsters and the undead again walk the earth unimpinged. A dark cloud rests permanently in the sky above, and blocks the full power of the sun, so that vampires and similar creatures can walk day and night. Armies of zombies, dire wolves, the dark strangers (ombre etranger) and still worse things gather to Napoleon’s banner, and he begins to conquer the world with frightening rapidity.

And what became of Liberty? We are uncertain. Perhaps she shattered in the last blow flung by Tyranny, bursting into tiny crystals of white light (the shards of Liberty) which hold power useful against the servants of darkness, or perhaps she now inhabits a sword or other weapon, that is the only device capable of slaying the monster-Napoleon, or perhaps she is reborn as an infant, who knows nothing of its powers, and must be found, hidden and guarded by the PCs, until she grows strong and wise again, and able to renew the battle with her ancient enemy.

In any case, Tyranny, though presently triumphant, has had the fright of his existence. Never before in all of eternity has he faced anything like Liberty, and he never cares to again. He now wishes to destroy that which gave birth to her (humanity) ultimately and forever. This, then, is the Napoleon-Lich’s ultimate aim.

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