Jewel of the Empire

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Victoriana

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Introduction

"No matter how modern India becomes, it is still very much an old country."

- Anita Desai

Introduction

This is the 4,967th year of the Fourth Age.

According to the gurus, it has been almost 5,000 years since the end of the Third Age, when King Krishna led refugees from the sinking continent of Kumarinadu to settle in India. King Krishna and the other Enlightened Ones created the Vedas, the sacred texts by which the people should properly worship the Earth Goddess. As each Enlightened One ascended, he or she became a new deity of Hinduism.

It has been 3,867 years since the Harappan Empire reigned in the Indus Valley. The gurus teach that a terrible dragon, Vritra, led the Harappan Empire and it was only the sacrifice of the Brahmin Darvani, the "last of the Gnomes," that ended Vritra's reign of terror.

It has been 2,774 years since the army of Alexander the Great crossed the Indus River and was defeated by the Nanda Empire at the Battle of the Ganges.

It has been 2,052 years since the gods, angered by Ashoka the Great's conversion to Buddhism, allowed the Mauryan Empire to crumble upon his death. Never again would India be united under a Hindu king.

It has been 1,836 years since Saint Thomas – the brother of Saint Justas – brought the Aluminat faith to India. While his mission largely failed, his example and martyrdom inspired the Nazrani, a culture that remains in South India to this day.

It has been about 650 years since Mughal invaders came from the west, bringing the teachings of Ish'Mael with them. For centuries, most of North India would be subject to Mughal rule. Hindu temples and Nithami mosques stood side-by-side in major North Indian cities.

It has been 252 years since Sir Thomas Roe stood in the court of the Mughal Emperor at Agra, marking the beginning of British influence in India. Over time, the British East India Company would spread their influence throughout India, limiting the French and the Portuguese to a few scattered outposts.

It has been 111 years since the Nawab of Bengal attempted to expel the British, leading to the Battle of Plassey and the Nawab's execution. This strengthened the Company's grip on India with Calcutta as its capital.

It has been 15 years since Company forces annexed the Punjab, following two bloody wars. The Company extended its control of North India to the Afghan border.

Today, India sits on the brink of rebellion. While the British East India Company worries about sending troops into the Crimea, it has unwittingly stirred discontent within its borders. The fires of independence are once again being stoked in Bengal, this time through communism. The Sikhs of the Punjab sense an opportunity to reverse the outcome of the Sikh Wars; and in Delhi, the last of the Mughal Emperors prepares to reassert his authority…

This is India, the Jewel of the British Empire. Like any jewel, the subcontinent is multi-faceted; a land of many peoples, religions, cultures, governments, and philosophies. It is a land of myth and mystery. It is a land of opportunity. Above all, it is a land of great adventure.

And soon, very soon, this jewel will shatter.

How to Use this Book

The Jewel of the Empire is a regional supplement for the *Victoriana 2nd Edition Roleplaying Game*. It describes the Indian subcontinent as it is at the dawn of 1867, the default starting point for Victoriana campaigns. The final part of this book outlines India's near future, the Indian Mutiny of 1868-1870.

India is ripe for adventure. From the Colonial stations in Bombay, Calcutta, Madras, and Simla to the native states of Hyderabad and Oudh, the various regions of India provide colourful backdrops for adventure. Care has been taken to make each region an exciting place to set an adventure or even an entire campaign. Players could be Civilians struggling to keep their districts safe from predators and villager disputes, or they could be Natives secretly bringing communism to the masses in preparation for the Revolution. They could even be British East India Company naval officers keeping the Indian Ocean safe from pirates and Dutch East India Company vessels. The possibilities are endless.

India is also on the brink of war. The Indian Mutiny, which started in 1857 in our world, is only about to explode in Victoriana. In the shadow of the Crimean War and Russian subterfuge, the British East India Company will have to deal with a rebellion on multiple fronts and conflicting goals. Alliances continually shift as each faction attempts to gain the upper hand.

Part One describes the culture and society of India, including its major religions and customs. It also covers the British East India Company.

Part Two describes the geography of India and its neighbours.

Part Three offers new options for characters born in or travelling to the subcontinent. It also covers new rules for fight scenes, weapons, and magic.

Place Names In India

While writing *Jewel of the Empire* the question arose about whether to use the English or Indian versions of place names. After all, if you can play a Native character then the Colonial terms do not necessarily dominate. On the other hand, *Victoriana* is set in the 19th century and the Colonial terms help evoke the Victorian Era.

We have decided to take a mixed approach. Places established by or fully under the control of Europeans use their European names (Bombay, Calcutta, Madras, Pondicherry) while all other place names use the Indian terms unless the European term is so tied to the history of the Victorian period that it would be awkward to substitute Native names for them (Cawnpore, Oudh).

Part Four offers advice for Gamemasters as well as sample supporting characters and a bestiary of fantastic creatures.

Part Five contains information on the upcoming Indian Mutiny, including an adventure to get you started.

Historical Accuracy

While set in 1867, there are a number of differences between our world and that of Victoriana. As explained in the *Core Rulebook*, Victoriana is a fantastic world of sorcery and steam; one cannot add Beastmen and Dwarves, spiritual mediums and dark sorcerers, ornithopters and airships and expect that history will play out exactly the same. Thus, while the overall look and feel of Victoriana is roughly equivalent to our own 1867, there are several differences. India is no exception.

The Indian Mutiny of 1857-1858 has not happened yet in Victoriana, although it is poised to occur in 1867. The British East India Company still controls the administration of India. In Victoriana, the British East India Company is a powerful economic juggernaut, tempered only by a strong (and equally anachronistic) Dutch East India Company in Indonesia. Other historical deviations abound, which are better explained in the appropriate sections of this book. For the most part, these deviations simply add colour and uncertainty to the present and future of Victoriana, as well they should.

In most cases, these historical deviations will not affect how you roleplay a Colonial magistrate in an Indian village or a graduate of Hindu College passing out communist literature to her friends on the tea plantations. Victoriana is a world of mystery and adventure and the historical changes help foster an exciting setting in which to play.

A Note on Classification

There are numerous terms used for people visiting or living in India. The meanings of terms such as "Anglo-Indian" and "Eurasian" even changed over time. Similarly, it can get rather tricky to differentiate between Europeans from the British Isles, Anglo-Indians and other Europeans as well as Hindu Indians, Nithami Indians, or even Nazrani Indians or Sikhs, not to mention Asian peoples in general.

For simplicity's sake, we have divided the groups into "Colonials," which represent European characters in India, and "Natives," which represent Asian characters in India. Sharper distinctions will be made when necessary.

Glossary

The following are some common terms used in India. As India is a patchwork of many different cultures and languages, there is no one or two languages that these terms come from. You can assume that the words below are so commonly used that no Colonial or Native would have a problem understanding them.

Anglo-Indian	A Colonial living in India.
Ayah	Native maid or nanny.
Baboo	Native civilian.
Bania	A businessman.
Bess(ing) Up	Colonial slang for a memsahib that uses makeup to make her skin look pale; also applied to Natives that adopt Western fashion.
Boxwallah	A travelling salesman.
Brahmin	The educated class of Hindus; more generally used for Hindu priests.
British India	A collective term for all Indian regions under Direct Rule.

Burra Memsahib The most senior Colonial lady in a particular station.

Cantonment A semi-permanent army base that often includes family homes for the officers.

Caste Colonial term for the Hindu social structure.

Chota Hazri Breakfast.

Civilian A servant of the British East India Company's Civil Department.

Colonial Any European or person of straight European descent.

Company Raj Slang for British East India Company rule in India.

Coolie Native labourer.

Cubbie Another term for Griffin Cub.

Dabbawallah A tiffin courier.

Dervish A Nithami mystic.

Direct Rule A region in which the British East India Company, rather than a native prince, controls.

Doctrine of Lapse The right of the British East India Company to impose direct rule on a princely state whose ruler has died without a direct biological heir.

Eurasian One that has Colonial and Native blood.

Feringhi Native term for European.

Griffin A Colonial that has been in India for less than a year; also used for third-year students at Fort William College.

Griffin Cub A first or second year student at Fort William College.

Ghurkha A Nepalese soldier in the Company Army.

Guru Native term for Teacher; in Sikhism refers to one of the Ten Gurus.

Gurudwara Sikh place of worship.

Gymkhana A Colonial social and sporting club.

Hindustan Archaic term for India, primarily Northern India.

Home The British Isles, particularly England.

Hookah A water pipe used for smoking.

Howdah A carriage mounted on an elephant.

Jati Subclasses within the Hindu varna.

Jemadar Leader of a Thuggee band.

John Company Slang for British East India Company.

Kshatriya The Hindu warrior caste.

Maharaja Ruler of a strong princely state.

Mahout Elephant driver.

Memsahib Native honorific for Colonial women.

Mofussil Rural area.

Monsoon Seasonal winds that bring large amounts of rain.

Mosque A Nithami place of worship.

Mull Colonial slang for Colonials living in South India.

Mughal The Nithami Dynasty that ruled India before the British East India Company Raj.

Munshi Teacher or secretary.

Nabob A Colonial who retires in Britain having amassed a fortune in India.

Native An Asian born in India.

Native Prince The ruler of a princely state.

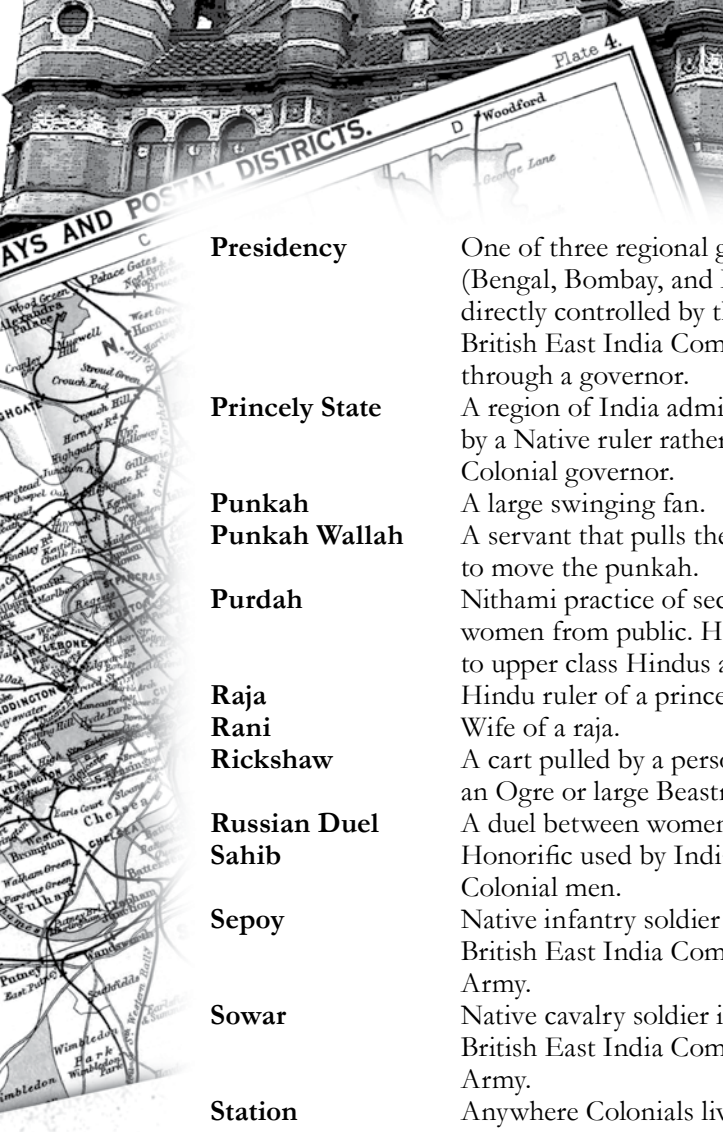
Nawab Muslim ruler of a princely state.

Nithami Follower of Ismal; plural is Nithamiyyeen**.**

P&O Technically, the Peninsular and Oriental Line though used to refer to any voyage between Europe and India.

The Nithamiyyeen

We've had a little trouble finding a name for followers of Ismal. While other religions simply use a derivative of the name of their religion, Muslims do not. The term Muslim means 'one who submits to (the will of) God' and is therefore rather inappropriate for a religion like Ismal that doesn't have one! So we have replaced the word with Nithami, which means 'one who submits to order', the plural being Nithamiyyeen. Jewel of the Empire is simply the first book to use the term (rather than 'followers of Ismal') but the word applies to any instance you might require the term, not just in India.



Presidency	One of three regional groups (Bengal, Bombay, and Madras) directly controlled by the British East India Company through a governor.
Princely State	A region of India administered by a Native ruler rather than a Colonial governor.
Punkah	A large swinging fan.
Punkah Wallah	A servant that pulls the string to move the punkah.
Purdah	Nithami practice of secluding women from public. Has spread to upper class Hindus as well.
Raja	Hindu ruler of a princely state.
Rani	Wife of a raja.
Rickshaw	A cart pulled by a person, often an Ogre or large Beastman.
Russian Duel	A duel between women.
Sahib	Honorific used by Indians for Colonial men.
Sepoy	Native infantry soldier in the British East India Company Army.
Sowar	Native cavalry soldier in the British East India Company Army.
Station	Anywhere Colonials lived.
Subaltern	Junior military officer.
Sudra	The lowest of the four varna, primarily servants and labourers.
Suttee	The self-immolation of a widow on her husband's funeral pyre.
Swami	A yoga teacher.
Thuggee	Highwaymen that usually strangle their victims.
Tiffin	Light afternoon meal, luncheon.
Tradewallah	An employee of the British East India Company Trade Division.
Triad	The three great Colonial cities in India: Bombay, Calcutta, and Madras.
Untouchable	Someone that engages in a ritually impure occupation and therefore falls outside of the Hindu caste system.
Vaishya	The agriculture and artisan class in Hinduism.
Varna	The four basic classes in Hinduism as set by the Vedas.
White Brahmin	Slang for Colonial, top caste.
Yogi	A master of Yoga.
Zamindar	Bengal landlord who collects rent and pays portion to British East India Company.
Zenana	If practicing purdah, the part of the house where women live.

Chapter 1

Culture And Society In India

"If I were asked under what sky the human mind has most fully developed some of its choicest gifts, has most deeply pondered on the greatest problems of life, and has found solutions, I should point to India"

- Max Mueller

History

"History? I have sat in their classrooms to be taught our 'history'. According to the Feringhi, we were little more than savages when they came, and barely more than that now. Their Aluminat priests thank the Host every night that the Mughals tamed us, for who knows what the Feringhi might have found had not the Nithamiyyeen gotten here first?
"They do not teach that civilisation started here, preferring some desert to the west. They do not teach that their greatest conqueror, Alexander, fell before the might of a civilised empire. They do not teach that, time and time again, outsiders have attempted to conquer us and, in the end, all have failed.
"No, what the Feringhi call 'history' I call fiction. And this fiction is being taught to our children as if it were fact. It needs to stop. It will stop. Our time is at hand… and it starts with this."
—Samyamin Patel, holding up a paper cartridge at the December meeting of the Hindu National Congress in Bombay, 1867

The history of India is difficult for western scholars to comprehend because it is so ancient, predating the creation of the world as told in the Aluminat Bible. Aluminat scholars often dismiss this claim as a result, revising Indian history to fit their Doctrine.

The End of the World

Hindu belief sees the universe as cyclical, constantly being destroyed and reborn. There are generally four ages (*yugas*), each less moral and spiritual than the one before it (very similar to the Greek concept of ages; the Golden Age, the Silver Age, etc.). Once the last age (which is the one in which the world of Victoriana exists) ends, the universe is destroyed and a new cycle begins.

The first three ages are shrouded in faith, legend, and myth. Sir Anselm Wainscott, an Eldren Guild magician employed by Surveyor-General William Lambton for the Great Trigonometric Survey of India, was surveying the Western Ghats in 1810 when he came across a Dwarf yogi sitting on a mountain ledge. Sir Anselm conversed with the yogi as he waited for the rest of the survey team to catch up. He asked the yogi about the creation of the world. The yogi's answer, published in Sir Anselm's popular *Memoirs of Hindustan* in 1840, was this: "Ask six thousand Brahmins that question and you will get six thousand different answers. They are all true."

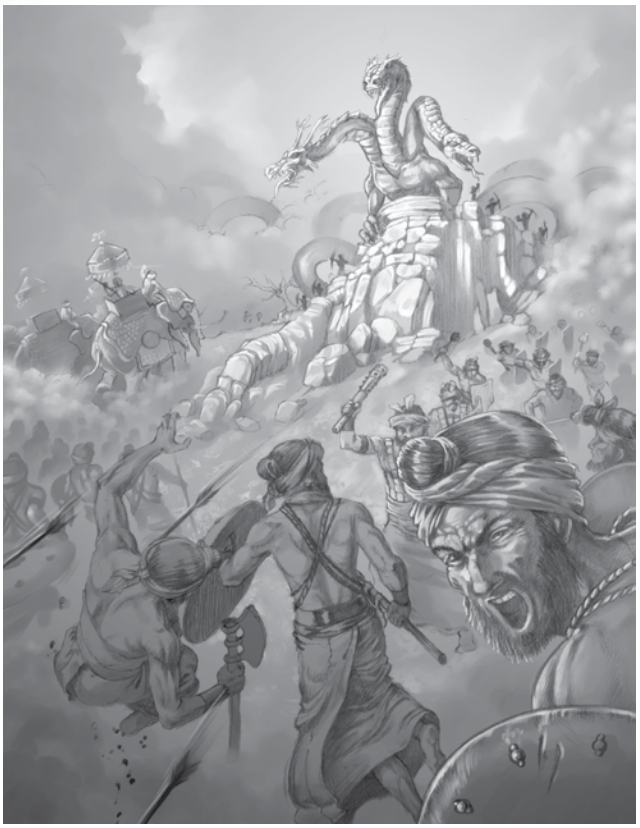
The yogi's words were accurate. Every Hindu understood that the world had been through three cycles, and that each of these cycles included the creation of the world, the races, and the gods. They included great battles and gods walking on earth. It did not bother a devout Hindu whether these stories conflicted with each other; every story changes in the retelling. What is important is that each person is interconnected with a greater universe and that his or her actions have an impact on it, and it with them.

Nonetheless, a determined scholar can piece together some semblance of India's distant past, especially towards the end of the last age. According to Hindu myth, the cradle of civilisation began on a now-sunken continent in the Indian Ocean known as Kumarinadu. Kumarinadu was a highly advanced civilisation that collapsed with the end of the Third Age. One popular legend states that for their insolence in challenging the gods, the people of Kumarinadu were punished (a story with many parallels to the Old Testament's Tower of Babel). The third age ended in a great flood in which Kumarinadu sank beneath the waves.

And a New Beginning

Whether one believes in the tales of Kumarinadu, there is little doubt that India boasts one of the oldest, if not the oldest, civilisations in the world. The Hindus believe that some gods recognised the coming of the dawn of the Fourth Age and worked to ensure that civilisation survived. Through their guidance, most of the survivors of the Third Age settled in India, while some migrated to other lands. The children of the Earth Goddess, creating new civilisations wherever they settled, guided these groups.

In India, constant warfare marked the transition between the Third and Fourth Age. These wars reached mythological proportions as great heroes



and demons wielded great magic against each other. Eventually, the most powerful of these 'enlightened ones' banded together for the good of the people. Using the best of Kumarinadu, they taught the races how to live together without losing their unique identities. These teachings were written in the Vedas, the oldest Hindu sacred texts. It is generally acknowledged that the revelations of the Vedas were the beginning of the Fourth Age. Brahmins generally date the start of the Fourth Age around 3500 BCE, which roughly corresponds to the start of the Yehudite calendar.

The First Empire

While the Vedas sought to unify the Indian people, it was a long road. Most Indians grouped themselves into insular clans largely based on family and race. These minor 'kingdoms' dotted the subcontinent. Only in city-states did a true, multi-racial Indian society begin to thrive.

The first true empire began in the Indus Valley region around 2000 BCE, when a local Brahmin, Vritra, claimed to have visions from the gods of uniting the city-states in the valley. Vritra encouraged the rulers of Harappa to conquer the region and bolstered its army with asuras. Within weeks, the Indus Valley civilisations were united under the Harappan Empire.

Indian communities in the surrounding areas were horrified and united behind a confederation of city-states along the Sarasvati River. The two armies met in battle and it seemed that the Sarasvati Confederation was going to win. Unfortunately, that is when Vritra showed his true colours. He was not a human Brahmin at all, but a giant, three-headed dragon. With his ancient magic and fiery breath, Vritra cut through the Sarasvati lines and dried up the Sarasvati River.

Only the sacrifice of Sarasvati Brahmin Darvani, known in legend as 'the last of the Gnomes', brought

Krishna and the Great Flood

The story of the Third Age and King Krishna perplexed early Aluminat missionaries. The story did not exactly correlate with the history given in the Aluminat Bible, but attempts to convince the Natives otherwise proved fruitless. Interestingly enough a Yehudi rabbi offered the solution that was subsequently adopted by the Aluminat.

In 1825, an Aluminat missionary in Cochin, Father Gilbert Fairfield, took dinner with Yossi ben Solomon, a local Yehudi merchant and rabbi. Yossi theorised that the Third Age was the era before the flood and that Krishna was actually Noah. All of the discrepancies could be explained as a flawed translation of the story. Of course, to humour his Hindu friends, Yossi simply calls Noah "Krishna" in conversation.

Father Gilbert took this to heart and soon found it easier to convert Hindus to the Aluminat. His success caught the attention of the Bishop of Bombay, who carried Father Gilbert's adaptation to the Cardinal of Calcutta. In 1828, the Pope sent his blessing to make the story official Aluminat doctrine. Today, all Aluminat scholars accept that Kumarinadu and King Krishna are part of the narrative in the first book of the Aluminat Bible.

Vritra's reign to an end. Darvani created a short metal weapon called a vajra that could release thunderbolts. At first, Darvani gave the weapon to trusted army commanders, but unfortunately, the thunderbolts could not penetrate Vritra's scales. Finally, when all hope seemed lost and Vritru's army gathered to eliminate the remnants of the confederate forces, Darvani made his final decision. He took the weapon and flew straight down the mouth of one of Vritra's heads, letting loose the thunderbolts from the inside. Darvani's action destroyed Vritra at the cost of his own life.

Without Vritra to unite them, the asuras turned on their former allies. The resulting wars saw the total destruction of the Indus Valley civilisation. By 1800 BCE, Harappa and the other city-states were a memory.

A United Land

With the Harappan Empire destroyed, the people of India continued much as before – a patchwork of minor kingdoms and republics. Some of these minor states, such as the Nanda Empire, grew quite powerful and cosmopolitan. By the end of the fourth century BCE, the Nanda Empire controlled most of North India. The extreme northwest came under foreign control, first by Persia and then by Greece.

Alexander the Great proved the Nanda Empire's greatest threat. Both sides sported strong armies and powerful magicians. Both sides claimed to have the gods on their side. Alexander, however, had an ace up his sleeve – Chandusara Maurya.

Chandusara was an Eldren magician exiled from the Nanda Empire for loving someone outside his caste. He allied himself with Alexander while secretly raising an army of his own. He convinced Alexander to cross the Ganges River and meet the Nanda forces. The Battle of the Ganges was hard and brutal, with thousands lost on both sides. It appeared that Alexander might be victorious when he was struck down by uncertain means.

Without Alexander, the remaining Greek and Persian forces retreated, leaving the Nanda Empire bloodied and without many of its most powerful magicians. Chandusara acted quickly, conquering the Greek kingdoms in northwest India and then turning his attention toward the weakened Nanda Empire. In less than a year, Chandusara ruled northern India as the first king of the Maurya Empire.

Ashoka the Great, the greatest king of the Mauryan Dynasty, created arguably the most powerful army in the region. He crushed revolts and united all of India save for the extreme south. Once his conquest was complete, Ashoka surprisingly embraced Buddhism and renounced war and violence. He also freed all slaves.

After this conversion, Ashoka promoted the spread of Buddhism throughout the Empire and established friendly relations with his neighbours, sending envoys as far west as Greece. He was hailed as an excellent administrator and arbiter. Because of this, all Indians fondly remember Ashoka as the greatest Emperor of India.

Fractured India

Unfortunately, Ashoka's empire crumbled within a few decades after his death. Over the next few centuries, India saw many empires, such as the Kush, the Satavahana, the Chola, and the Gupta, rise and fall, but none that claimed the entire subcontinent. Still, most Oriental scholars consider this era to be India's Golden Age with the continued spread of Buddhism (although it is still a minority religion), the invention of chess, and the writing of the *Kama Sutra*. Contact was made with both the Roman Empire and China during this period while Yehudi, Avestian, Nazrani, and Nithami immigrants settled in India.

The Nithamiyyeen

Unity would again come to India, but it would be under foreign rule. Beginning in the 12th Century, waves of Nithami armies crossed through Persia and Afghanistan to conquer the subcontinent. At first, their gains were limited to Northern India, as the South resisted the conquerors' advances. It is believed that, during this period, Nazrani bishops went to Rome for aid and they were turned away as heretics. Southern India remained free of Nithami rule until the end of the 16th century. Delhi became the capital of Nithami India under the Mughals.

The Mughal Empire pressed southward. By the close of the 17th Century they claimed almost the whole of India save for the southern top, which remained in Hindu hands, and Goa, which was under Portuguese rule. For the most part this claim was illusory, as several Hindu kingdoms remained fiercely independent or only nominally accepted Mughal rule.

Decline of the Mughals

Mughal influence began to contract at the dawn of the 18th Century. Both Afghanistan and Persia –

now separate Nithami kingdoms – invaded India and sacked Delhi. The Maratha Empire rose up to take over large swathes of North and Central India, while Hyderabad and Bengal also broke ties with the ever-shrinking Mughal Empire. The Marathas were a rallying point for Hindus, ruled by a Hindu maharaja and having success against the Mughals.

The Maratha Empire brought innovations to the areas under its control. While a Hindu kingdom, the Marathas extended religious tolerance to people of all faiths. They chipped away at the caste system with local rulers drawn from all castes. The Marathas traded with the French and purchased guns and artillery from them. They also built a great navy.

The British East India Company

Formed in 1601, the British East India Company competed against the Dutch East India Company for control of the Oriental spice trade. Unlike other European powers, however, the British East India Company went to Delhi and negotiated Imperial sanction for factories in Northern India. The Portuguese, which by now had a few colonies in India, directly attacked the British East India Company and were decisively defeated at the naval Battle of Swally in 1612.

British East India Company representative Sir Thomas Roe negotiated directly with the Mughal Emperor for a commercial treaty in 1615. The successful result of those negotiations led to British East India Company colonisation of Madras, Calcutta, and Bombay (Bombay was a Portuguese colony acquired as part of a dowry to Charles II).

The British East India Company soon found a new enemy in France. France had colonies dotting the Indian subcontinent and skirmishes were frequent between the two. This erupted into full-scale conflict in the Seven Years' War (1754-1763). The British East India Company was the clear victor in India by the war's end, limiting France to a few trading settlements. Bengal also revolted during this period, but was finally subjugated four years later after the Second Battle of Plassey in 1768.

The Marathas Meet the British

While Britain and France fought each other, the Maratha Empire had its own problems. The Marathas fought with Afghanistan over control of North India.

In 1758, the Marathas wrested Delhi and the Punjab from Afghan control. The Afghan army responded and fought a great battle in Panipat in 1761, in which the Maratha Empire was defeated.

It was a pyrrhic victory. While winning the war, the Afghan army was exhausted and lacked the power to exert control over its conquests. The British East India Company warred with the Marathas and the neighbouring Mysore throughout the rest of the 18th century, eventually defeating them both in the early years of the 19th century.

Colonial India

With its most serious threats disposed, the British East India Company controlled India through direct annexation or treaties with friendly 'princely states'. By the 1820s, the British East India Company dropped the fiction that they were acting in the name of the Mughal Emperor.

While in control of most of India, the British East India Company began to worry about Russia. The Czarina had her eyes on access to the Indian Ocean and the boundary of her empire began to creep south towards Afghanistan. The British East India Company decided to take action and the 'Great

Game' began between Britain and Russia.

Machinations on both sides and an unstable political situation in Afghanistan led to the Afghan War (1839-1842). It was a brutal war for the British East India Company and one that they almost lost. The British retreat from Khandahar would have been disastrous if not for the famed Phoenix Squadron, a wing of wyvern riders that rescued the fleeing army from an Afghan ambush and killed the rebel leader, Akbar Khan.

The British East India Company faced further conflict in the Sikh Wars in the late 1840s over control of the Punjab. The British East India Company emerged victorious and its expansion over the Indian subcontinent was complete.

India Today

Today, India is firmly in the grip of the British East India Company. The Great Game has abated, due in no small part to the outbreak of the Crimean War. Still, old wounds have yet to heal and new pressures threaten to tear India apart in war once more. For now, India is quiet, but it is only the calm before the storm.

The Company Raj

"By what right do you wish to limit the authority granted to us by King Charles while you continue to reap the benefits that the Company acquired on your behalf? Our coffers lie empty, Gentlemen, because we endeavoured to protect British interests in Hindustan, emptying our pockets while you insist on us filling yours.

"The Company is strong, gentlemen. We have proven so. The Company has achieved what Alexander the Great could not and it has handed you that victory on a silver platter. Ultimately, Hindustan, as with the ground on which we stand, belongs to His Majesty. What we require, and what our Sovereign expects, is that you allow us the freedom to make Hindustan a model of British governance. You may set the structure, Gentlemen, but please, allow us the ability to manage it as we deem necessary.

"In the years to come, Gentlemen, when your children and grandchildren look back on this day, let them remember how your trust in your Sovereign, free trade, and property rights led to a Hindustani Golden Age. Do not let them hang their heads in sorrow over what could have been, if only you offered a helping hand instead of tying a noose around our neck!"

—Lord Caswell, 1773

While Great Britain rules most of India, it is a patchwork of governments. Unlike Burma and Ceylon, ruled directly by the Crown, the British East India Company governs India through three autonomous presidencies. In addition, there are hundreds of native-ruled princely states, which have sworn fealty to Great Britain. Finally, there are a few outposts in India that are still ruled by the French and the Portuguese, most notably Goa.

The British East India Company

In our own modern era, there is a lurking fear that private corporations are becoming too powerful. The cyberpunk literary subgenre postulates a time in the not-so-distant future in which corporate board meetings create government policy. While this may seem like ludicrous speculation in the 21st century, it was an unpleasant fact in India during the late 18th and early 19th centuries. The British East India Company ruled India on behalf of the Crown until after the Indian Mutiny (1857-1858), upon which the Crown ruled India directly.

In Victoriana, history has taken a slightly different course. It is a decade after 1857 and the Indian Mutiny has not happened yet, although it is poised to break out at any moment. Also, due primarily to the influence of Chairman Trent Caswell, the British East India Company has better weathered the storms of economic uncertainty and thus kept out most government intervention on the pretext of securing

their investment. The British East India Company of Victoriana is a powerful corporation that rules India while controlling British trade with Asia.

History

The British East India Company began in the wake of the destruction of the Spanish Armada in 1588. With Spain's naval dominance severely compromised, English merchants began exploring opportunities around the world. Queen Elysebeth granted the English East India Company a royal charter on the last day of 1600. This charter granted them a monopoly on English trade to all lands west of the Straits of Magellan and east of the Cape of Good Hope.

The English East India Company focused on the spice trade. While Spain was no longer a great threat, both the Dutch and the Portuguese proved formidable opposition. The Portuguese attempted to keep the British from trading with the Mughal Empire, but English East India Company galleons defeated the Portuguese navy at the Battle of Swally in 1612, enabling the English East India Company to trade in Indian cotton, indigo, saltpetre, silk, and spices.

The English East India Company was not so dominant in the East Indies. The Dutch proved a formidable threat, culminating in the Amboina Massacre in 1623 (when a Dutch court in Moluccas found some English merchants guilty of plotting to overthrow the local Dutch government and had them executed). While this increased animosity between the two corporations, the English East India Company continued to trade in the region.

In 1670, King Charles II strengthened the English East India Company and it became a virtual government. It could create its own civil governments, raise armies, mint money, and negotiate with foreign powers. This laid the foundation for British East India Company rule in India.

By the end of the 17th Century, new English corporations began to challenge the English East India Company's monopoly. In 1694, Parliament passed a deregulating act, but the English East India Company would not be so easily crushed. Instead, it bought majority shares of potential competitors and absorbed them, culminating in the creation of the present British East India Company in 1708. The British East India Company continued to grow, gradually shifting its emphasis from cotton (in which the American Colonies provided strong competition) to Chinese tea.

In India, France challenged the British East India Company's interests, finally turning to armed conflict in 1746, when French forces captured Madras. One civilian, Roger Chapel, escaped the city and began his journey towards becoming one of the most influential servants of the British East India Company.

Roger Chapel was a Gnome from a middle class family that took advantage of the British East India Company's recruitment policy and headed for India as a low-ranking civilian in Madras. His bravery during the recapture of Madras, his resistance of a siege at Arcot, and his pivotal role in recapturing Calcutta during the Seven Years' War made him a British legend, earning him an appointment as the Governor of Bengal in 1760.

Britain defeated France in the Seven Years' War. Although the Treaty of Paris, in 1763, gave the French their trading posts back, India was now in the hands of the British East India Company. This success was short-lived, however, as the Nawab of Bengal and some surrounding states rebelled against British control the following year.

Chapel acted quickly against the Bengali Revolt, but it was difficult fighting Bengalis on their home turf. He had to depend on Natives outside Bengal to fill his army, as he felt his Bengali troops were untrustworthy. The war dragged on for four years, culminating in the second Battle of Plassey, a bloody battle that decisively ended the war in favour of the British East India Company.

Unfortunately, the Bengali Revolt depleted the British East India Company's coffers at a time when the European economy was weak and America was on the verge of rebellion (partly due to a Tea Tax designed to help the British East India Company). Parliament offered to help, but wanted concessions in return. British East India Company Chairman, Trent Caswell, personally negotiated on the company's behalf.

Lord Caswell, a Welsh Eldren baron, struck a dashing figure. He spoke with great eloquence and wisdom that belied his youthful appearance and he had an extraordinary mind for business. He also had the support of King George III. After a week of intense negotiations, Lord Caswell and Parliament were able to hammer out an Act that was agreeable to the British East India Company.

By the end of the 18th century, the British East India Company turned its attention to another profitable enterprise: opium. While the opium trade was illegal in China, the British East India Company harvested Bengali opium and sold it to smugglers in Calcutta who pledged to sell it in China.

In 1800, Governor-General Richard Wellesley decided to open a college for new civilians in Calcutta. While the Board of Directors reacted poorly to his proposal, Lord Caswell saw an opportunity. He secured Aluminat funding for the school, arguing that it would help bring the teachings of Justas to India. The College of Fort William was established later that year and has since become the primary training ground for new civilians.

As part of the deal, the Aluminat was allowed to pursue missionary activities in earnest. While there were already churches in Bombay, Calcutta, and Madras, new missions began to spring up in smaller districts. This resulted in more women coming to India to work in the missions especially after the opening of the railroad through Egypt in 1830.

With the increase in missionary activity and available Colonial women, social mixing between Colonials and Natives slowed to a crawl. Eurasian children, once considered "Anglo-Indian," suffered a loss in status.

Chinese attempts to halt the opium trade resulted in the Opium War (1840). Financed by the Home Government, British East India Company forces first took Hong Kong and then points north, using their aerial cavalry and sorcerers to great effect. The overwhelming British victory left Hong Kong in British hands and kept the opium trade open. The British East India Company was now free to trade with five Chinese ports and could now sell opium directly to China.

In India, the British East India Company has largely been concerned with consolidating their power and keeping Russia out of India's affairs. It has contained Russian expansion in the Afghan War (1839-1842) as well as defeated Asia's strongest army in the Sikh Wars (1846-1848).

For the last two decades, the British East India Company has been continuing to govern India while expanding its commercial interests throughout the world. This success has come on the backs of the Natives and there is growing unrest. While Parliament worries that the British East India Company has become too powerful, the Company Raj is about to face its greatest challenge…

Company Structure

The British East India Company is roughly divided into three branches. The East India Trade Department handles the British East India Company's business concerns. The Civil Department handles the administration of British India and is divided into three autonomous Presidencies: Bengal, Bombay and Madras. The Presidency Armies maintain order within British India and protect it from outside threats.

As with all corporations, a Court of Directors makes the major decisions for the Company. Twenty-four directors meet at the magnificent East India House on Leadenhall Street in London, which, as well as housing the Court, houses its various subcommittees, and administrative offices, in addition

Lord Basil Pearson, Deputy Chairman

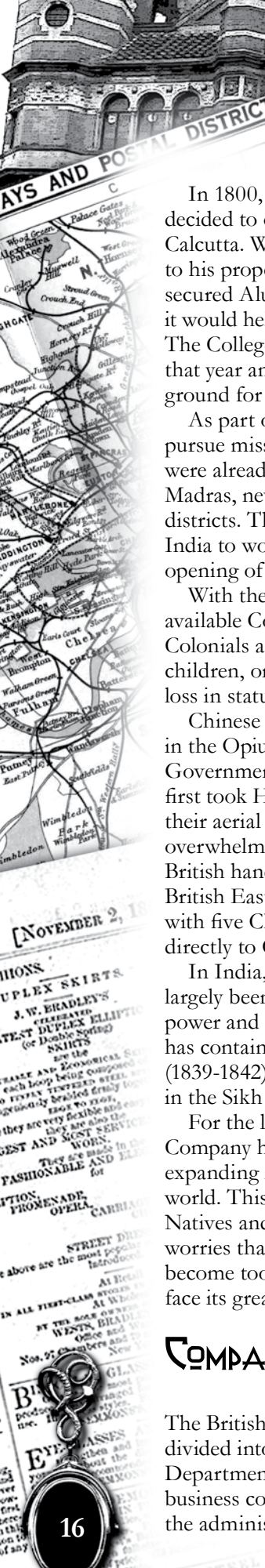
In the absence of the Chairman, meetings are presided over by Lord Basil, the Deputy Chairman. Lord Basil is an intimidating figure; he was born on the streets and boxed as a youth. He worked his way up from the docks to the deputy chairmanship and, once he achieved it, married a baroness. Lord Basil has a wicked temper when angered.

Lord Basil's favourite saying is "trade is our business." As such, he has little love for the British East India Company's administration of India. His focus on trade has harmed the British East India Company in some ways; he nominated his friend, Sir Richard Brightfield, to be the Examiner, a position in which he is not well qualified. His position has also put him at odds with Lady Rowena, who believes in a more direct oversight of the British East India Company's administrative policies.

Lord Basil is a tall human with thinning yellow hair. At 45, he looks ten years older due to his hard life, as the thick calluses on his hands attest. Lord Basil is never without his walking stick that has a chinthe head carved from jade on the handle.

Lord Basil Pearson - Rank 15 Human Businessman (Specialist)

Physical Competence: +4
Mental Competence: +14
Initiative: 8
Health: 7 Dice (14 pips)
Signature Skills: Accounting +4, Business +4, Conversation +2, Haggling +2
Traits: Air of Authority +4, Cool Negotiator +3, Practical Trade Experience +4, Wicked Temper +3
Combat Abilities: Walking Stick (4 Dice)
Damage: Walking Stick (2 Dice)



Lady Rowena Caswell, Director

Lady Rowena occupies a unique position within the British East India Company. While officially a director, she also serves as a proxy for her grandfather to the Court – a position that would have likely gone to her father had he not perished in the Napoleonic Wars. Even though Lord Caswell has been rarely seen in over two decades, Lady Rowena maintains that she speaks with him regularly. The fact that she is a powerful Medium grants her the benefit of the doubt in the minds of most directors.

Rowena is plain for an Eldren (although attractive by any other standard) and has curly red hair, a gift likely from her human mother. While she is Welsh, her accent only appears when she is flustered. Rowena wields a great deal of influence and is an attractive target for marital ambitions (although 43 years old, she still looks as if she is in her first year of coming out). Lady Rowena takes this in her stride and her social schedule is always full. Still, she shows no signs of settling down, a source of great frustration for her suitors.

Rowena is a Guild mage, an Orientalist, a member of the Theosophical Society, and secretly a Buddhist. She is rarely seen in public without Georgie, her frendal lizard. Due to her frequent criticisms of British East India Company policies in India and warnings of change, some directors believe that Rowena is a communist. When asked, Rowena vehemently and vigorously denies the accusation.

Lady Rowena Caswell – Rank 12 Eldren Businesswoman (Focused)

Physical Competence: +5
Mental Competence: +10
Initiative: 7
Health: 6 Dice (12 pips)
Mana: 4 Dice (8 pips)
Signature Skills: Business +2, Conversation +2, Empathy +4, Sensate Medium +5, Thaumaturgy +4
Traits: Caswell Legacy +5, Orientalist +4, Underestimated +4
Special Abilities: Aura Reading (Sensate Medium), Psychometry (Sensate Medium), Sixth Sense (Sensate Medium), selection of sorcery spells
Combat Abilities: Etheric Bolt (9 Dice)
Damage: Etheric Bolt (6 Dice)

to a large museum. While the directors are not well paid, they receive many benefits. A grand breakfast is served each morning that the Court meets and is followed by a lavish dinner. Various entertainments are also provided for, either in-house or in one of the neighbouring pubs. Directors may also provide for friends and family through the patronage system, granting them jobs within the British East India Company. Some directors even take such positions for themselves.

Since 1755, the Eldren Lord Caswell has been the Court Chairman. For the last twenty years, however, Lord Caswell has rarely appeared at Court meetings, allowing his granddaughter Rowena to speak for him. While this does not sit well with ambitious directors, the Caswell purse has thus far kept them in line.

Perhaps the most important voice in the British East India Company as far as India is concerned is the

Sir Richard Brightfield, Examiner

Sir Richard Brightfield claims a long lineage with the British East India Company; he can trace his history back to Sir Edward Mason, one of the initial investors in the English East India Company. While the claim is dubious (most suspect it is an attempt to draw attention away from his Beastman heritage), no one can doubt Sir Richard's business acumen. Unfortunately, Sir Richard has been misplaced; his expertise is with commercial affairs. Thus, Sir Richard is content to let the three governors, especially the Governor-General, control Company affairs in India.

Sir Richard Brightfield is a short and stocky bulldog Beastman and his build, along with his work ethic, is attributed to the many Dwarves in his bloodline. He seems to have inherited the Dwarf stubborn streak as well, and he has been slow to take action against the governors' more questionable policies.

Sir Richard Brightfield - Rank 8 Beastman Examiner (Generalist)

Physical Competence: +7
Mental Competence: +6
Initiative: 5
Health: 6 Dice (12 pips)
Signature Skills: Business +4, Fisticuffs +2, Haggling +2, Politics -2
Traits: Lazy +3, Stubborn +4
Combat Abilities: Fisticuffs (9 Dice)
Damage: Punch (3 Dice)

Sir Edmund Crofton

Sir Edmund Crofton is the epitome of the English gentleman. While not an aristocrat, he is well versed in upper class etiquette and feels equally at home addressing the House of Lords as he does the House of Commons. As if to accentuate his position between the middle and upper classes, Sir Edmund often wears a bowler and stroller instead of the more formal top hat and dress coat.

In his heart, however, Sir Edmund is a salesman. He defends British East India Company policy on the floor of Parliament and promises that the Court of Directors will address their requests and demands. However, for all his skill as a salesman, there is one deal that he has so far been unable to close. He harbours a crush on Lady Rowena, a fact that she often exploits.

Sir Edmund is a tall, slim human with short brown hair, piercing green eyes, and an impeccable dress sense. Clerks in the Secretary's Office follow his lead; the bowler has become the standard fashion among clerks coming and going from East India House.

Sir Edmund Crofton - Rank 14 Human Diplomat (Generalist)

Physical Competence: +8
Mental Competence: +9
Initiative: 7
Health: 8 Dice (16 pips)
Signature Skills: Bull +2, Charm +4, Etiquette +2, Politics +4
Traits: Charming +4, Impeccable Fashion +4, Well-Mannered +3
Combat Abilities: Sword-cane (8 dice)
Damage: Sword-cane (7 dice)

Examiner of Indian Correspondence. The Examiner is responsible for the flow of communication between the Board of Directors and the British East India Company's operations in India. The current Examiner is Sir Richard Brightfield. While an excellent administrator, Sir Richard is more interested in trade and has a habit of allowing the Presidency governors to influence his position.

The Secretary is the direct liaison between the Court of Directors and the British Government. His office is responsible for all of the communications between the two. As such, a charismatic individual that can 'sell' Company decisions and requests generally holds the position. Sir Edmund Crofton currently holds this position.

Civil Department

Officially entitled the "Honourable East India Company Civil Division", the Indian Civil Service, as it is more commonly known, is the backbone of the British East India Company's administration of India. While technically one department, the civil service of each Presidency operates autonomously and often refers to itself by Presidency (e.g. "the Bengal Civil Service").

The Presidencies

To the casual observer, India is divided in two: areas in which the British East India Company rules directly and areas in which native rulers control internal affairs but accept British East India Company suzerainty. In truth, Indian government is more complex. In addition to the hundreds of princely states, the area of direct control is divided into three presidencies: Bengal, Bombay and Madras. Each of these presidencies act autonomously from each other and, even with the primacy of the Bengal Presidency, it can be difficult to get the various governors to work together if there is little incentive for them to do so.

Such local allegiance can be felt throughout the various British East India Company departments. Each presidency has its own army and civil service (although all are organised along similar lines), such that a captain might serve in 'the Bengal Army' or a civilian in 'the Madras Civil Service'. While the Governor-General is the ultimate authority in British India, he can only count on his Bengal subordinates to react quickly to his commands. In fact, the Governor-General can often better rely on assistance from princely states than Bombay or Madras.

The Governor-General

The Governor-General is the head of the British government in India. The Court of Directors nominates the Governor-General and then approved by Parliament (a concession made to Prime Minister William Pitt by Lord Caswell and an acknowledgement that the Governor-General has some imperial authority as well as corporate authority).

The Governor-General has authority over the other Governors in matters of foreign policy. The other Governors may not act against a princely state without the Governor-General's written permission. A Governor is presumed to have permission if the princely state is already attached to his Presidency, but the Governor-General may overrule him. The Governor-General also acts as the Governor of Bengal.

The Governor-General serves at the discretion of the Court of Directors and resides at the Government House in Calcutta. Governor-General Richard Wellesley (older brother of the Duke of Wellington) built the Government House at the turn of the century.

Viscount Ecclesbury, Governor-General of India

Lord Bernard Stringfellow, the Viscount Ecclesbury, is a brutally efficient administrator who plans to "polish the jewel of the British Empire". A staunch Aluminat, Viscount Ecclesbury has been encouraging missionary activity throughout the subcontinent. This has not made him popular with the Natives.

Another dubious practice has been Viscount Ecclesbury's land acquisitions through the Doctrine of Lapse. While the British East India Company code does not recognise adopted heirs of Native property, it has traditionally turned a blind eye towards inheritance by adoption. Viscount Ecclesbury, however, has not, and has greatly increased British East India Company holdings within India. This has caused distrust amongst many Native nobles, especially those serving in the Presidency Armies.

Like most Governor-Generals, Viscount Ecclesbury is a Gnome. He has small, deep-set eyes, often covered by spectacles. He has a rather large, crooked nose that he claims was broken in an altercation with a Frenchman. Viscount Ecclesbury carries his Bible with him at all times and is fond of quoting passages from it.

Lord Bernard Stringfellow - Rank 18 Gnome Chief Administrator (Focused)

Physical Competence: +6
Mental Competence: +15
Initiative: 9
Health: 8 Dice (16 pips)
Signature Skills: Conversation +2, Intimidate +3, Politics +4, Theology (Aluminat) +4
Traits: Bossy +4, Brutally Efficient +5, Company Code +3, Zealot +4
Combat Abilities: Firearms (6 dice)
Damage: Pistol (8 dice)

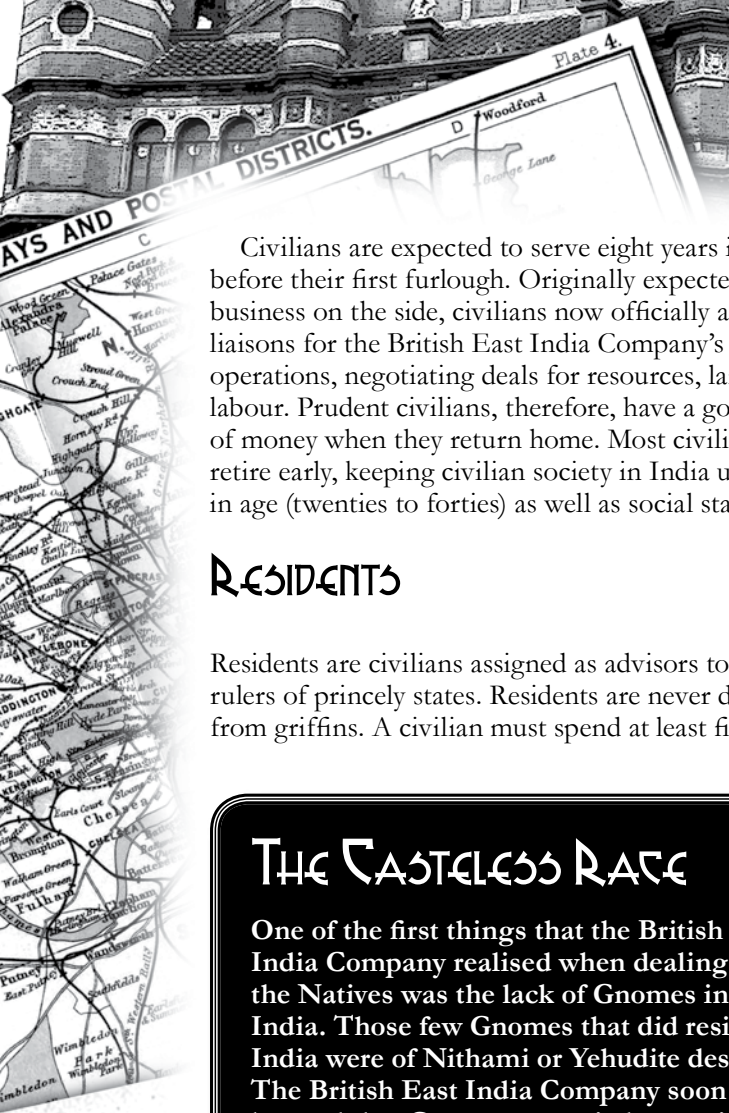
Civilians

British East India Company administrators are known as 'civilians'. Civilians fall into two types: covenanted and uncovenanted. Covenanted civilians have signed the Company Covenant in which they promise impeccable loyalty to the British East India Company in return for a high position at a good salary. Civilians that do not sign the Covenant are limited to lower positions. Needless to say, only Colonial (and, rarely, Eurasian) civilians sign the Covenant.

Covenanted civilians come from similar backgrounds: most are upper-middle class, primarily clergymen or wealthy scions. Many simply followed in their parent's footsteps. This has led to an English culture that is very uniform in India, a form of elite egalitarianism (at least amongst the English) not found in the home country.

All civilians have to attend Fort Williams College. Generally, a new student is expected to attend for three years. Upon completion of the first two years' (four terms) general curriculum, the student receives an assignment and spends the last year on specialised training for that assignment. Students must then pass an exam in order to be sent to their new district. As the student is allowed a social life during his third year (and is officially a griffin), many would-be civilians accumulate a lot of debt in Calcutta that they spend most of their careers paying off. Students that do not succeed are often transferred to the Company Army.

Most civilians graduate and go to their district, where the district officer gives them their field training. Each Presidency is divided into hundreds of districts of varying sizes. In rare instances, a newly graduated civilian may find themselves already a district officer (usually in a one-man station). The field experience in this case is a trial by fire. The number of hats that a district officer wears depends upon the remoteness and importance of the district. A civilian in the mofussil may collect revenues, adjudicate disputes and hunt dangerous animals, while a civilian in Calcutta may never leave his desk, keeping records in order.



Civilians are expected to serve eight years in India before their first furlough. Originally expected to do business on the side, civilians now officially act as liaisons for the British East India Company's trade operations, negotiating deals for resources, land, and labour. Prudent civilians, therefore, have a good sum of money when they return home. Most civilians retire early, keeping civilian society in India uniform in age (twenties to forties) as well as social standing.

Residents

Residents are civilians assigned as advisors to the rulers of princely states. Residents are never drawn from griffins. A civilian must spend at least five years in the civil service before he can apply for a Resident position. The position is also open to army officers under the age of 26. Both must spend a year (two terms) at Fort Williams College before they can take their posts.

A Resident largely acts as an advisor to a native prince. While one Resident is generally assigned to each major princely state, a Resident may be assigned to two or more minor princely states. He may also act as interpreter, secretary, or even bodyguard, if necessary. The life of a Resident is quite leisurely compared to that of a District Officer. Most Residents feel as if they have stepped back in time to a mediaeval, romantic land, especially in Nithami courts, where the Arabic/Persian influences foster an 'Arabian Nights' feel.

The Casteless Race

One of the first things that the British East India Company realised when dealing with the Natives was the lack of Gnomes in India. Those few Gnomes that did reside in India were of Nithami or Yehudite descent. The British East India Company soon learned that Gnomes occupied a special place outside the caste system as kin of the great hero, Darvani. It also learned that the Nithami Mughal Empire used Gnome emissaries and tax collectors to keep its Hindu subjects under control.

Seizing on this advantage, the British East India Company assigned Gnome employees to as many administrative positions as possible. This eased negotiations with native princes and resulted in an influx of opportunistic Gnomes from home. The British East India Company even recruited Gnomes from other nations (although only British Gnomes were given powerful positions).

While such tactics are no longer necessary (all Colonials, regardless of race, are now seen as a 'ruling caste'), there is still a plurality of Gnome civilians, and the majority of senior administrative positions are filled by Gnomes. Most of the Governor-Generals have been Gnomes, although there are notable exceptions, such as Richard Wellesley.

Zamindars

The one thing an administration needs to keep operating is taxes. Generally, the collection of taxes falls either on a native prince, who provides taxes as tribute, or to the district officer, who must assess the land and collect the taxes. In North India, however, the collection of taxes usually goes through an intermediary known as a zamindar.

The zamindar system was established during the Mughal era and essentially operates according to feudal principles (under the Mughal system, a zamindar was considered the lowest rung of nobility, similar to a baron). A zamindar owns land and pays the taxes to the British East India Company. Most of this revenue comes from his tenant, who pays taxes to him. Thus, the farmer tilling the soil or the grazier herding cattle probably does not own the land that he is using. Whole villages, in fact, might be owned, ultimately, by a zamindar.

Due to the circumstances of its creation, many zamindars are Nithamiyyeen with the majority of their tenants being Hindus. That said many upper caste Hindus are also zamindars, and there are Sikh zamindars in the Punjab region. Being a zamindar is not a well-respected occupation and many zamindars have difficulty paying the taxes. In that case, the land is sold and the new owner becomes a zamindar.

Early on, the British East India Company tried to introduce the zamindar system in South India, but the Natives were unaccustomed to it and resisted the loss of ownership. Instead, the British East India Company settled on two systems, zamindars in the north and direct collection in the south. Areas where the zamindar system is imposed are often hotbeds of discontent amongst tenants, the target of whose ire

extends past the zamindar to the district officers to the British East India Company itself.

Presidency Armies

The British East India Company currently supports three armies in India, one for each of the presidencies. The Governor-General is ultimately in control of all British East India Company forces, but their respective governors regularly head the armies. Interestingly, the combined forces of the three Presidency Armies are slightly larger than the regular British Army! (They were roughly the same size, but things have been going poorly for the British in the Crimea lately…)

Presidency armies are organised into European units and Indian units. European units are essentially mercenaries; they are British or other European soldiers now employed by the British East India Company. Indian units are drawn from the local Indian populations and are generally led by Colonial officers (there are about six Indians for every European in the Indian units). Perhaps ironically, less than 20% of the company armies are non-Indian. The Bengal Army is the largest with about 160,000 troops, while Bombay and Madras have about 55,000 troops each. Royal British units under the direct command of the Governor-General often supplement these armies.

Indian infantry troops are commonly called sepoys, after the Persian word for 'soldier'. Indian cavalry troops are generally called sowars, also from the Persian word for a horse rider. Some Indian units, however, have garnered fierce reputations and are called by their proper names, such as Gurkhas, Rajputs, and Sikhs. Presidency armies tend to keep Indian units out of their native territories to avoid conflicts of interest. The Presidency Armies have also been blending Indian units together regardless of ethnicity or caste, a move to promote unity but seen as offensive by some Native soldiers.

The British East India Company equips the Presidency armies, financed from the coffers of the princely rulers. While suggestions have been made within Parliament to integrate the Presidency armies with the Royal Armed Forces, the British East India Company has successfully resisted such attempts. Its official position is that the Presidency armies are defensive in nature and more akin to police forces. Native troops, especially Hindu Brahmins that have a taboo against leaving India, concur with this view. One of the agitating factors of the Indian Mutiny, in fact, is the recent passing of a law in Parliament that allows British East India Company units to be deployed overseas (a precautionary measure in case the Crimean War continues to put a strain on British forces there).

Governors are hesitant to move their forces beyond their presidency boundaries, and, in some cases, individual Indian units have mutinied against orders to do just that. Nonetheless, the British East India Company has bowed to Parliamentary pressure and allowed their units to be sent overseas to advance British interests elsewhere.

Seniority

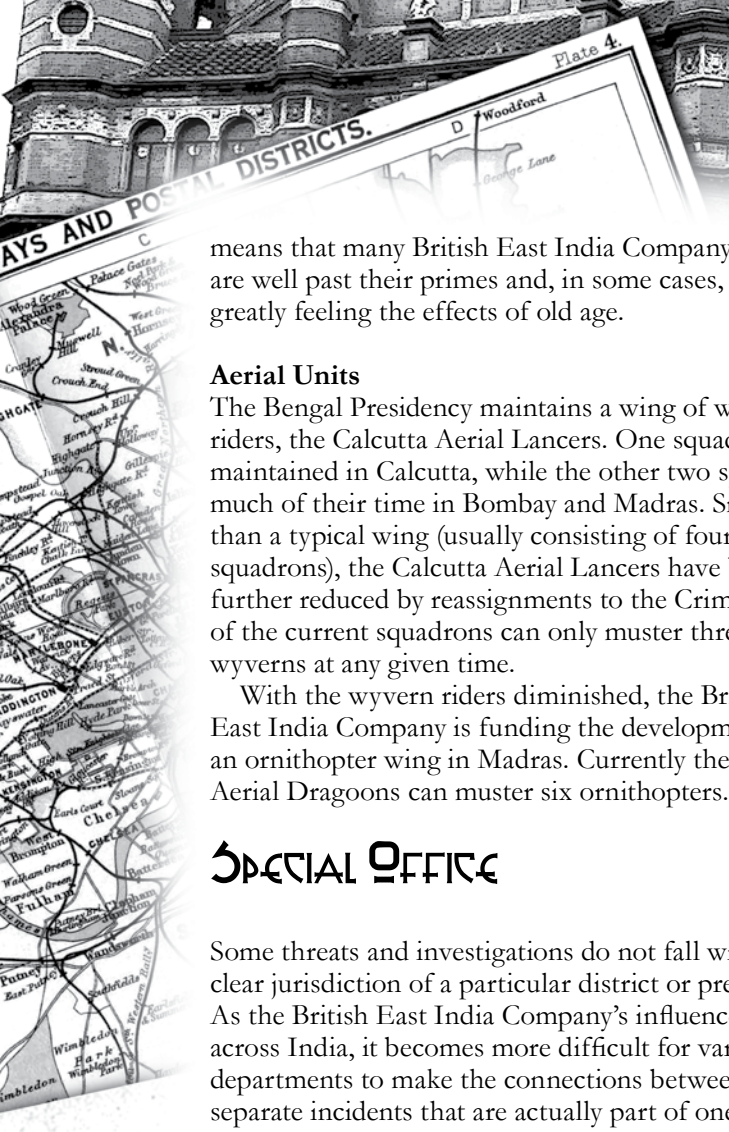
Unlike the regular British Army, in which officers purchase their positions through commissions, the British East India Company promotes their officers from the ranks by seniority. This means that the average Bengal Army officer is far more experienced than a Royal Army Officer of the same rank and less prone to rash decision-making. Unfortunately, it also

Royal Units

While the British East India Company has its own army, there are a number of royal units in India as well. Over roughly half of the Colonial military forces in India are part of the 'Queen's regiments' or Royal units. Royal units are paid for by the British East India Company and are under the control of the Governor-General.

While a Royal unit and a British East India Company's European unit may look alike, there are significant differences. The average British East India Company soldier is better paid than his Royal army counterpart. Furthermore, while officers in the Royal units purchase their commissions, British East India Company officers gain their rank through seniority. Thus, while the average Royal army officer is a brash youth from a landed family, the average British East India Company officer is an older career soldier that has likely seen action in India.

The British East India Company sees the Royal units as opportunities for recruitment. With better pay and rank by seniority, a career in a Presidency army can seem quite attractive to a Royal soldier.



means that many British East India Company officers are well past their primes and, in some cases, are greatly feeling the effects of old age.

Aerial Units

The Bengal Presidency maintains a wing of wyvern riders, the Calcutta Aerial Lancers. One squadron is maintained in Calcutta, while the other two spend much of their time in Bombay and Madras. Smaller than a typical wing (usually consisting of four squadrons), the Calcutta Aerial Lancers have been further reduced by reassignments to the Crimea. Each of the current squadrons can only muster three to five wyverns at any given time.

With the wyvern riders diminished, the British East India Company is funding the development of an ornithopter wing in Madras. Currently the Madras Aerial Dragoons can muster six ornithopters.

Special Office

Some threats and investigations do not fall within the clear jurisdiction of a particular district or presidency. As the British East India Company's influence grows across India, it becomes more difficult for various departments to make the connections between separate incidents that are actually part of one threat. Presidency investigators often lacked certain skills and abilities, forced to suspend an investigation until the British East India Company could supply an appropriate investigator. These concerns, as well as an embarrassing incident in 1836 between Bengal civilians and Madras civilians (the specifics of the incident are never spoken; whenever there is potential for friction between civilians, the simple reminder of '1836' is enough to bring everyone back to their senses) led to the formation of the Special Office in 1837.

The Special Office is not tied to any particular Presidency, answerable only to the Governor-General. The Special Office's main offices are in the Government House in Calcutta, with regional offices in Bombay and Madras. The Chief Superintendent (or 'Chief') heads the Special Office and is appointed by the Governor-General, subject to the Board of Director's approval. The appointment is usually someone that the Governor-General trusts implicitly, although in practice a new Governor-General rarely appoints a new Chief Superintendent unless there is a vacancy. Below the Chief Superintendent are the three Superintendents responsible for overseeing each of the regional offices.

The Irregulars are the core of the Special Office. The Irregulars are people of worthy character personally selected by the Chief Superintendent to take on special assignments. These usually involve investigating ruins, hunting unusual beasts, rooting out secret cults, or any other assignment for which the typical civilian or military unit is unable to handle.

Irregulars receive a stipend from the British East India Company and are allowed to conduct their own professional lives outside the Special Office. Some Irregulars work for the British East India Company in some other capacity, such as a District Magistrate

Sir Sheldon Campbell

Sir Sheldon Campbell is the current Chief Superintendant of the Special Office, knighted for his service to the Empire during the Sikh Wars. He has a vast knowledge of Native culture and the ins and outs of all of the major cities. He thoroughly enjoys his job; indeed, one might say that the unusual fascinates Sir Sheldon. He has a Native wife that converted to Aluminat; he believes it quite rude to ask about her past.

Sir Sheldon is old for a Halfling; he looks like a white-haired child with wrinkles around his large eyes. His round figure is a testament to how well he has adapted to the spicy cuisine of India. He has a personal story for every region of India. Unusual for a Halfling, Sir Sheldon is also a Sensate Medium.

Sir Sheldon Campbell - Rank 16 Halfling Special Agent (Focused)

Physical Competence: +6
Mental Competence: +13
Initiative: 8
Health: 8 Dice (16 pips)
Mana: 6 Dice (12 pips)
Signature Skills: High Society +3, Politics +5, Sensate Medium +4, Streetwise +5
Traits: Knows Everyone +4, Misdirection +4, Silver Tongue +5, Survivor +4
Special Abilities: Aura Reading (Sensate Medium), Know Living History (Sensate Medium), Psychometry (Sensate Medium), Sixth Sense (Sensate Medium)
Combat Abilities: Firearms (6 Dice), Swordplay (6 Dice)
Damage: Derringer (4 Dice), Spring Blade (5 Dice)

or Cavalry Officer, while others may have separate occupations, such as an Aluminat missionary, college professor, or independent trader. The Special Office even recruits from Native society, as it can always use knowledgeable experts on Indian languages, cultures, and magic. All Irregulars are obligated to suspend their personal obligations when the Special Office calls.

Unlike in other British East India Company offices or units, Irregulars are treated fairly evenly. If something is important enough to get the Special Office involved, then one cannot let prejudices get in the way. Unfortunately, this is more of an ideal than fact, and Native Irregulars often face the same prejudices that other Natives do.

Irregulars are answerable to the Chief Superintendent. The Superintendents and their offices act as support, although the Irregulars have no rank over superintendents either, and the local Superintendent must approve any request of a Special Office subordinate made by an Irregular. The Special Office also keeps Field Agents embedded in cities and princely states that also provide support to Irregulars.

Trade Department

In addition to the administration of India, the British East India Company is still highly involved in its original business, the Oriental trade. The Trade Department operates the means of production (e.g. tea plantations and factories) and sales, securing lucrative contracts around the world. Technically, the British East India Company still has a monopoly on trade in Indian and Eastern ports, but due to strong coercion from Parliament, the British East India Company does allow other British companies to purchase licenses to join the oriental trade. Many of these smaller companies are glorified middlemen, purchasing British East India Company goods and selling them elsewhere.

In India, British East India Company employees involved in trade are known as *tradewallahs* rather than the more common term *bania* to distinguish them from other merchants, especially *boxwallahs*. Calling a *tradewallah* a *boxwallah* is considered an insult in Colonial society.

Merchant Fleet

The British East India Company maintains a fleet of merchant vessels to carry men and trade goods around the world. Each ship is relatively autonomous,

The Callisto

The *Callisto* is an East Indiaman that runs shipments between Hong Kong, Singapore, and Calcutta. What is most interesting about this vessel is that it is owned and run by a woman.

Dame Mika Rose is a mysterious woman of English and Chinese descent. She holds a Guild membership and is known to be a powerful sorcerer. The *Callisto* was instrumental in breaking through a number of Chinese and Dutch blockades during the Taiping Rebellion, and for her service Queen Victoria has created Mika a baronetess.

While one might entertain the idea of a female captain as a woman in male uniform or a scantily clad pirate queen, Dame Mika prefers to dress as a proper Chinese or English lady. She is known to conduct an elaborate blend of Chinese and English tea ceremonies on board her ship and usually invites the crew to join her. She also has no problems hiring female crew, but she has a strict policy of no fraternization aboard the *Callisto*. Anyone violating this policy is immediately removed.

Dame Mika Rose is a stunning Human woman. She is polite and soft-spoken, although there is always a hint of menace in her voice. She prefers to wear a qipao at sea and English clothing when going ashore.

Dame Mika Rose - Rank 14 Human Pirate Sorcerer (Generalist)

Physical Competence: +8
Mental Competence: +9
Initiative: 7
Health: 8 Dice (16 pips)
Mana: 5 Dice (10 pips)
Signature Skills: Boating +3, Fashion +2, Lore +4, Swordplay +2, Thaumaturgy +4
Traits: Capable Captain +4, Polite +4, Quiet Menace +4
Special Abilities: Ectoplasmic Bonds, Etheric Bolt, Flight of the Wyvern, Groom, Heal, Instant Beauty, Steely Skin
Combat Abilities: Swordplay (10 Dice), Thaumaturgy (13 Dice)
Damage: Cutlass (8 Dice), Etheric Bolt (6 Dice)

as their owners are members of the General Court. The ships are generally East Indiamen, run by a Commander and crew. The British East India Company allows the privately owned ships to run duty-free side operations as well as turn a blind eye to smuggling. Thus, a builder of an East Indiaman could retire quite comfortably and quickly on income derived independently from shipping British East India Company goods.

While the British East India Company is not allowed to have a true 'navy', Queen Elizabeth granted the British East India Company permission to police English interests in the Oriental trade. This standard has changed very little over time, and today most East Indiamen are as well-armed as a small warship. The Royal Navy, stationed largely at Colombo in Ceylon and Rangoon in Burma, often escorts British vessels through Indonesia and Indian waters. British East India Companies can be conscripted into the Royal Navy during times of war. The Royal Navy interprets this to also include unofficial wars, such as a particularly tenacious pirate fleet or a standoff with Dutch forces.

Princely States

While the British East India Company rules the Indian Subcontinent, many native states chose to accept British suzerainty rather than resist and risk being conquered. These states allow the British East India Company to govern foreign affairs while leaving the local government intact. All princely states have a British East India Company resident overseeing their compliance with British East India Company rules and British law. Each state also answers to one of the Presidency Governors.

Princely states often have lavish courts and their own armies. Most princely courts offer a glimpse into the past, with great feasts, dancing, and music inspired by Arabic, Persian, and Hindu traditions. British East India Company residents are often treated like royalty, given lavish palaces and servants as gifts from the native rulers. Decadent rulers appreciate the stability that British suzerainty offers and are more resistant to attempts to free the subcontinent from it than those under direct British rule. In fact, during

Creating Princely States

Only a few of the hundreds of princely states are detailed here; there is plenty of room in the subcontinent for others. Fictional princely states offer great opportunity for court intrigues that do not alter the official political map (well, not anymore than we did for *Victoriana*, at any rate). Even a cluster of fictional princely states could be created, interspersed with areas of direct administration, to provide for an entire campaign's worth of adventures.

When creating a princely state, first settle on where it is located. A princely state's location determines languages, weather, and culture. A city-state in the north-western part of the subcontinent will be an arid land with a strong Nithami influence, while one closer to the tip of southern India will have a Hindu ruler, a Tamil-speaking population, and be subject to heavy rainfall and monsoons.

Next, establish the population breakdown, especially for the rulers. This could affect aspects of the architecture and society. A lecherous Eldren prince might have converted to Ismal to take multiple wives (though that hardly stops him from taking concubines); while a dynasty of Dwarven princes might have palaces with low ceilings. Also, decide on the dominant religion in the state, as well as that of the ruling class.

Then, determine fantastic elements. Are enchantments or sorcery common in the princely state? What laws or rules affect them? Does the prince keep an ornithopter, roc riders, or even black tiger riders?

Finally, detail the politics. How does the princely state get along with its neighbours? Which Presidency is attached to it? Is there a potential for relapse? How does the prince really feel about the Colonials? Is the state large enough for its own Resident or does the Resident have to ride a circuit? Does the railroad cut through the princely state (or is there a plan for one)? How many troops does the princely state provide to the appropriate Presidency Army?

Once you have these answers in place, you should be able to flesh out the rest of the princely state fairly easily. Unless a player character is taking on the role, develop the Resident in charge of the state as well as any *banias*.

earlier revolts, Britons often found refuge in nearby princely states.

There are over six hundred princely states, far more than could be reasonably detailed in a single supplement. Instead, some of the major princely states in India are detailed in **Chapter Two**, which should give you a feel of the different types of princely states throughout the subcontinent. Gamemasters that wish to create new princely states or 'fill in the map' should refer to the **Sidebar** on creating new princely states.

Princely state boundaries are not set in stone. A marriage can unite two states or an internal power struggle can divide a state. The marriage of a prince to the princess of a directly administered state will not increase the size of the princely state; once a state has been absorbed into a Presidency, usually due to the Doctrine of Lapse, it almost never becomes a princely state again.

Doctrine of Lapse

All princely states are subject to the Doctrine of Lapse. If a prince has no blood heirs, then upon his death or abdication the British East India Company can absorb the state into British India. Whether this actually occurs depends on the politics involved. A Governor may allow a ruler to adopt an heir or accept a child of dubious descent in order to keep territorial integrity or good relations. Alternatively, a Governor may require hard evidence (such as documentation or a Resident's eyewitness testimony) before forcibly taking the princely state. Historically, the governors have been lax where adoptions were concerned, but the current Governor-General's insistence on the strict interpretation is fomenting rebellious notions in threatened and recently annexed princely states.

Religion

As well as being the cradle of civilisation in the Fourth Age, India sits at the crossroads between East and West. Many different peoples have come to the continent and brought their beliefs with them, mingling with the indigenous faiths that have cropped up in India. Almost every major religion in the world can be found here.

Hinduism is by far the earliest and most dominant faith, itself a reflection of the Earth Goddess. Some religions, such as Jahan and Sikhism, represent attempts to better worship the Earth Goddess. The Host of Heaven, of course, could not leave the subcontinent alone for long. Avestism influenced Buddhism, which was the Host's first attempt to convert Indians. Buddhism largely failed, so the Host instead brought the Nithamiyyeen to the subcontinent. After centuries of struggles and Hinduism's resilience, the Aluminat has come to India with the aid of the British East India Company. Aluminat missionaries hope to succeed where Buddhist monks and Nithami rulers have failed.

India is also home to religions that have only a small presence. Yehudism, Avestism, and the Nazrani Aluminat have long had presences on the subcontinent without notably expanding their numbers. The Nazrani are an exception only in that Saint Thomas attempted to convert the natives, but soon after his death, the Nazrani have largely survived through the descendants of Saint Thomas' converts.

Real Inspirations, Fictional Faiths

In *Victoriana* it is rather easy to differentiate between real world faiths and their fantasy counterparts, as the Abrahamic faiths go by different names and different beliefs or key characters. In *Jewel of the Empire,* this is the same for some religions, such as Avestism, Jahanuism, and Nizranism, but Buddhism, Hinduism, and Sikhism retain their original names. That is not to say, of course, that just because the name is the same the underlying faith is as well. The main reason we changed some names and not others is that the basic tenets of Buddhism, Sikhism and Hinduism have remained mostly the same. It seemed inappropriate not to change the names of the Abrahamic faiths when we had removed the concept of God from them.

Whether the name is changed or not *Victoriana* takes creative liberties with all religions and no disrespect is intended toward their real-world counterparts. *Victoriana* is first and foremost a game and its treatment of religions is designed to enhance the playability of its setting. It bears repeating that all of the religions in this section are fictional, even those that share a lot of similarities with the real world religion that inspired them. *Victoriana* is a fantasy setting and the religions have been altered to reflect that. Therefore, while Hinduism or Sikhism might share the same name as their real-world counterparts, the beliefs and practices of each are not the same in *Victoriana* as they are in our world.

Hinduism

The *Victoriana* Core Rulebook covers Hinduism well enough that there is no need to duplicated that material here. That said, Hinduism is as much a part of India as the land itself (indeed, 'Hinduism' and 'India' come from the same root word 'Sindhu') and deserves at least a few words in *Jewel of the Empire*. By far the vast majority of Natives on the subcontinent practice Hinduism, even in those areas of India where Nithami aristocrats have ruled for centuries.

By all indications, Hinduism is the oldest religion in the world and practiced by the oldest civilisation in the world. While most Egyptologists in Europe would give Egypt that claim, the history and legends of India seem to go back even further. Hindu Brahmins speak of King Krishna leading the Hindus, and by extension all of the races, off a sinking continent and into the Indus Valley.

Ultimately, Hinduism has evolved into a monotheistic faith, where all things are Brahman. Brahman himself is divided into three and the first of these, Brahma, married the Earth Goddess. The Earth Goddess is the world, manifested through all of the goddesses in Hinduism. Brahma, Vishnu, and Shiva, in turn, are all married to her and they can only work through her. In a sense, Hinduism is both monotheistic and pantheistic; its myriad gods are all Brahmin, but yet still very separate gods. Like many things in India, it all really depends on your point of view.

King Krishna and the other Enlightened Ones gave the people the Vedas to structure their lives so that they could one day attain *moksha* and be with Brahman once more. Should they fail, then they continue to reincarnate until they get it right. To illustrate this, the Vedas created the caste system that permeates Hindu practice.

With its malleability and willingness to adapt, Hinduism has survived centuries of invasions and civil wars. Many times another religion has attempted to supersede it; in all cases, Hinduism has maintained its dominance even when that religion, such as Buddhism and Ismal, was wildly successful elsewhere.

Moksha

Central to Hindu belief is the goal of *moksha*, or the freeing of one's soul from the cycle of reincarnation and a return to Brahman. One must attain enough good karma to free oneself and this usually cannot be done in a single lifetime. It is possible, however, to measure how close a Hindu is to achieving *moksha*. This is the essence of the caste system. The karma one gains during life determines whether he is able to achieve *moksha* or is instead reborn. A Hindu that gained good karma during life might be reborn into a higher caste, while a Hindu that gained bad karma might be reborn into a lower caste or even into an animal.

The Vedas

The *Vedas* are the most sacred texts in Hinduism. They describe the four *yugas*, or ages, of the world

with a particular emphasis on the fall of the third age and the birth of the current one. It also contains the blueprint for Hinduism as created by the Enlightened Ones that brought the Natives to India. The *Vedas* include prayers, chants, worship styles, caste distinctions, and other rules to govern Hindu society and culture. Perhaps unique amongst most religious scripture, the *Vedas* also contain a collection of Enchantment spells and exercises to attain various types of Mediumship.

Snake Worship

One interesting aspect of Hinduism is snake worship. Throughout India, snake worship takes many forms. In Northern India, Nagaraja, the King of Snakes, is worshiped as a god. In Southern India, actual snakes are worshiped. In Bengal, the snake goddess, Manasa, is worshiped, while east of Bengal there is a Native tribe called Naga, distinct from the Beastman sub-race that bears the same name.

Oriental scholars believe that all of these are related to the Snakemen, known in India as Nagas and in Egypt as Apophids. The prevailing theory is that the Nagas dominated the subcontinent until the Great Flood, which decimated them. For a time, Snakemen sorcerers controlled Native tribes and that influence resulted in the snake worship of today. Another theory holds that Vritra and Nagaraja are one in the same and that snake worship is the remnants of dedications to him.

Whatever the case, Hindu society holds snakes in high regard. Snake charmers are some of the most popular performers, and night watchmen bang their staffs on the ground to warn snakes of their approach. Even finding snakes in one's house is cause for celebration rather than fear (see sidebar for more details).

Nagas benefit from this snake worship and they have formed their own cult alongside Hinduism. The details of this organization are in the **Faces of India** section of **Chapter Four.**

Snakes? Why does it have to be snakes?

Native homes, like Colonial homes, are not airtight and often have animals within them (pets are generally housecleaners against vermin). Birds in the rafters or mice and rats on the floor are not uncommon to either. What really could spook a Colonial in a Native home, however, is the presence of cobras.

Amongst Native families, however, the presence of a cobra family in the home is considered a lucky event. Thus, Natives often allow cobras to remain in the house. While Natives are used to watching out for cobras coiled under beds or in dark corners, a Colonial may not. This is especially dangerous for District Officers riding the circuits, as an invitation into a villager's home could end in a poisonous snakebite. Prudent District Officers keep an anti-venom poultice on hand for just such an emergency.

Hindu Deities

While the *Victoriana Core Rulebook* contains a list of the most popular Hindu deities, *Jewel of the Empire* mentions a few that were not listed, and so are described here.

Agni

Agni is Indra's twin brother and the god of fire and sacrifice. In the latter role, he is a messenger of the gods and as such the patron god of Mediums. Agni is often invoked at weddings and funerals.

Buddha

Some Hindu texts portray the Buddha as an avatar of Krishna. This Buddha created Buddhism to trick some of the Asuras into losing their powers. The Buddha never intended to catch mortals in the trick, and now Buddha works tirelessly to undo his mistakes. This version of the Buddha is portrayed as a blue-skinned Dwarf, the blue representing Krishna.

Durga

Durga is the warrior aspect of the Earth Goddess and can be compared to the Roman goddess, Minerva. She is often depicted with multiple arms wielding many weapons while riding an Asiatic lion or tiger through battle. While a fierce combatant, Durga keeps her cool during a fight and can think on her feet.

Sati

Sati is the patron of devoted wives. Shiva's first wife, Sati has the unfortunate distinction of lending her name to the practice she inspired. Sati became an avatar to prove her devotion to Shiva. Unfortunately,

her Human father harboured ill feelings towards Shiva and rejected the marriage. Sati burned herself to death in anger during a party of her father's. Shiva exacted his revenge on Sati's father and his guests, summoning beasts to kill them all. Later, Shiva restored everyone to life.

It should be noted that, in Sati's story, her suicide was not provoked by her husband's death. Nevertheless, she is tied to the ritual that bears her name as something a devoted wife should be eager to perform.

Varuna

Varuna is the god of the sea. European sailors associate him with Neptune and essentially perform the same rituals for Varuna as they would for his Roman counterpart. Native sailors similarly worship Varuna. Considered an honourable god, many pirates treat their victims respectfully for fear of angering Varuna.

Jahanuism

Jahanuism is an offshoot of Hinduism that rejects the caste system and stresses non-violence. Jahanuism officially began in 560 BCE, when Jahan Muresh, a former Halfling Sudra in Bihar (which is now part of the Bengal Presidency), came out of five years of self-imposed asceticism. He declared that anyone could attain communion with the Divine in a single life and that this communion could not happen so long as people continued to kill.

This distressed the Brahmins and Kshatriyas, as Jahan's teachings were gaining many converts from the lower castes and threatened the established order. Brahmins went to Jahan and asked him to recant; he refused. An army was sent to arrest him; Jahan used magical powers to create barriers and confuse the invaders. Unharmed, but unable to force a conflict, the army had no choice but to withdraw. Finally, several of the greatest Brahmin sorcerers were sent to counter Jahan's magic. After a month the sorcerers returned, uninjured, but without having been able to defeat Jahan. When asked how they had been defeated, the sorcerers would only answer 'with truth', and would explain no further what had passed between them.

In the grand scheme of things, the upper castes had little to fear. The path of Jahan was a difficult one and many converts soon returned into the Hindu fold. It is said that a Nepalese prince sat at the feet of Jahan, ready to give up his inheritance for Jahanuism. This prince, however, found Jahan's teachings too ascetic, and the prince left to become the Buddha.

Followers of Jahan believe in the Hindu gods and freely mix with Hindus. They follow numerous vows, including non-violence, chastity outside of marriage, limits on wealth, and vegetarianism. Jahanu monks go further. A Jahanu monk wears no clothes (although they wear a simple white garment outside of their temples if nudity would offend those unaccustomed to Jahanu traditions) and takes non-violence to the extreme, using brooms to brush away insects and veiling their faces to prevent accidentally eating them. The most practiced Jahanu monks learn spells to make keeping their vows easier, but such spells are taught only after the student has proved worthy (it is a rare Jahanu under 40 that knows such spells).

Today, most major Indian cities have a Jahanu temple. Lay practitioners are forbidden to perform work that is considered murder (such as tilling fields or raising livestock), so most Jahanus enter service professions, such as money-lending. This ironically makes the Jahanu among a city's wealthiest residents, even though a Jahanu still pursues a modest lifestyle, using his wealth to aid others.

Jahanu monks can also be found helping out in other Hindu temples and ministering to the lower castes. Occasionally, a Jahanu sorcerer can be found protecting a village from predators (both animal and intelligent) using non-violent methods, or acting as counsel to a native prince.

Mediumship and Jahanuism

More so than any other group, Jahanuism counts Mediums amongst their ranks. Most Jahanus are Faith Mediums, although there are Channelling and Sensate Mediums as well. Jahanus often rely on these powers, such as Becalm, Glimpse and Grace, to promote non-violent solutions to potentially violent situations. Due to this high rate of Mediumship and their emphasis on asceticism, Jahanus also have a higher proportion of Yogis than any other group.

Ismal

Ismal is another faith that is well-covered in the *Core Rulebook*. Ismal came to India through invasions

from Persia and created a ruling class that was largely Nithami. These conquerors destroyed Buddhist temples and built mosques in their stead, although they left Hindu temples largely intact.

Today, a majority of the princely states have Nithami rulers. Colonials tend to be more comfortable around Nithami Indians rather than Hindus, largely because the Nithami faith is closer to the Aluminat, and Nithami society follows a more familiar structure. Indeed, a Colonial host often shows more respect to an Nithami aristocrat than a Brahmin, and prefers to have Nithami servants as opposed to Hindu ones (indeed, the honorific 'sahib' is Persian, not Indian, in origin).

Sikhism

Sikhism is a regional religion, found primarily in the Punjab and surrounding regions of Northwestern India. The Colonials have many misconceptions about Sikhism, largely stemming from their obligation to bear arms and the fact that Sikhism seems to be Ismal-influenced Hinduism. In truth, Sikhism is very much its own faith. However, many Hindus consider it (in the same way they see Buddhism and Jahanuism) as nothing more than a sub-cult of Hinduism.

When the Nithamiyyeen dominated Northern India, the Earth Goddess decided to fight fire with fire. Unlike Buddhism, Jahanuism, Avestism, Yehudism, and Nizranism, Ismal was the first 'faith of Order' that truly threatened Hinduism's dominance in India. The Heavenly Host had finally established a foothold in the Cradle of the Old Faith. For the first time, the Earth Goddess understood that Hinduism was not enough and visited ten successive 'Gurus' in visions to inspire them with a new faith that was capable of resisting Nithami rule while appealing to Natives of both Hinduism and Ismal.

Every soul taken by the Host of Heaven diminished the Earth Goddess, as each one claimed by Heaven or Hell is taken from the natural cycle of birth and rebirth. The new faith taught that the physical world and the spiritual world could not be divided. Furthermore, to promote unity, the new faith also rejected the caste system and instituted communal dining and worship. However, caste is so ingrained in Indian culture that many Sikhs still maintain caste divisions.

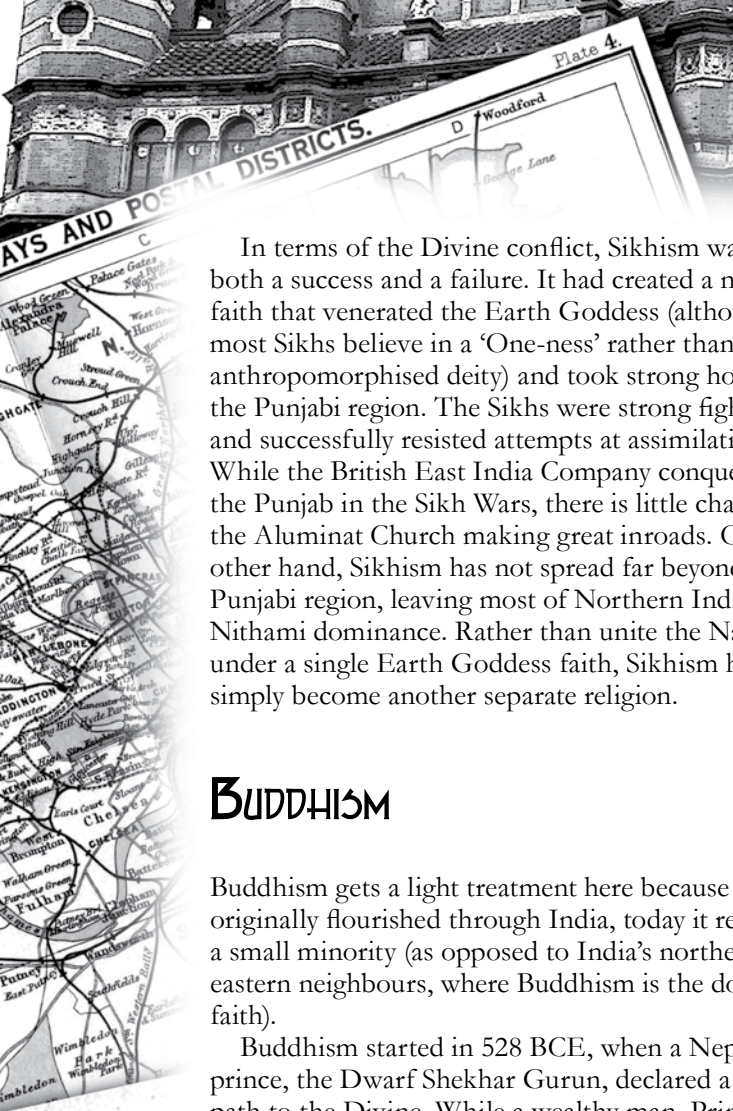
The Earth Goddess revealed her plan to a succession of Ten Punjabi Gurus. She chose the Punjab because of its location; South Indians, relatively free from Mughal influence, would likely see no need to change their ancient traditions. Punjabis, on the other hand, were very receptive to the Gurus' message, a fact that concerned the Mughal rulers. They reacted swiftly and most of these Gurus met violent deaths. Still, the new faith persevered.

The Tenth and last Guru (Guru Gobind Singh, 1666-1708), in response to their battles with Nithami rulers, created a more dedicated group of Sikhs, the Kalsa. This group were required to carry symbols of the faith, including the keeping of one's hair uncut and carrying a sword. The sword requirement has led to Sikhism being labelled a 'martial religion' although in truth most Sikhs are not warriors. All Kalsa men and women take 'Singh' and 'Kaur' respectively as a middle or last name. There is no stigma to not performing the ritual of 'Taking Amrit' (drinking a mixture of water and sweet spices stirred with a sword). Those who become Kalsa have made a choice to become more dedicated to Sikhism, although the choice is considered a very personal one. It is very similar in practice to an Aluminat becoming 'confirmed'.

The last act of the final Guru was to end the line of human succession. He declared that no new Guru would be chosen after him, that all his followers would need hereafter was the book compiled by himself and his predecessors, the 'Guru Granth Sahib'. To Sikhs, this book is a living Guru and it is often treated as such.

Sikhs and the Bengal Army

Colonial officers were so impressed with Sikh soldiers during the Sikh Wars that they invited them into the Bengal Army. Unfortunately, this has created friction with the *sepoys*, the vast majority of whom were upper caste Brahmins. Like most new faiths introduced to the subcontinent, Sikhism was a magnet for lower caste Hindus. The influx of Sikh soldiers now threatens Brahmin dominance and it has led to agitation amongst Brahmins, as the Sikhs invite all *sepoys* to eat and fraternise with them. Brahmin *sepoys* fear that this threatens their traditions and that the Bengal Army will soon purge the accommodations made for Brahmin *sepoys*.



In terms of the Divine conflict, Sikhism was both a success and a failure. It had created a new faith that venerated the Earth Goddess (although most Sikhs believe in a 'One-ness' rather than an anthropomorphised deity) and took strong hold of the Punjabi region. The Sikhs were strong fighters and successfully resisted attempts at assimilation. While the British East India Company conquered the Punjab in the Sikh Wars, there is little chance of the Aluminat Church making great inroads. On the other hand, Sikhism has not spread far beyond the Punjabi region, leaving most of Northern India under Nithami dominance. Rather than unite the Natives under a single Earth Goddess faith, Sikhism has simply become another separate religion.

Buddhism

Buddhism gets a light treatment here because while it originally flourished through India, today it remains a small minority (as opposed to India's northern and eastern neighbours, where Buddhism is the dominant faith).

Buddhism started in 528 BCE, when a Nepalese prince, the Dwarf Shekhar Gurun, declared a new path to the Divine. While a wealthy man, Prince Gurun was unhappy with Hinduism as he often looked out of his palace window and noted that inequality and violence still existed. Gurun left his home to study under the yogi, Jahan, but found that asceticism was not the answer he sought. Gurun returned home and, after a couple of years, received an Avesti merchant. Gurun was enthralled with this new faith as they conversed and, after the merchant had left, the prince hammered out a new version of Hinduism.

Buddhism, as the new faith would come to be called, preached 'the Middle Path', a way to *nirvana* (the Buddhist term for *moksha*) in one's current life. Rather than abstain or over-indulge, a Buddhist should find the best middle ground. In other words, all things in moderation are fine. Buddhism rejected the extremities of Jahanism and the caste system of Hinduism.

For a time, Buddhism flourished in India. Without the rigorous rules of Jahanism, Buddhism was far more popular with the lower classes, especially as it freed them from their low place in the caste system. Buddhism reached its pinnacle in India with the conversion of Mauryan emperor, Ashoka, in the 3rd Century BCE. A conspiracy against his immediate successors tore India into several Hindu states, and Buddhism never regained its prominence. The Dwarves of North India are an exception.

Shekhar's words resonated with his fellow Dwarves, especially those that lived in the Himalayas. Primarily Vaishyas, the mountain Dwarves essentially had a classless system for some time. Buddhism enabled them to formalise that notion while keeping familiar rituals and gods. Over time, the Himalayan Dwarves adopted aspects of Tibetan Buddhism as well (there is a 'chicken or the egg' argument over whether the Himalayan Dwarves brought Tibetan Buddhism to the plateau or whether Tibetan monks influenced Himalayan Buddhism). Today, a large percentage of Dwarves in Northern India are Buddhists.

Ashoka built many statues and temples to Buddha across India, but chose to model such statues on his own Human race, claiming that Buddha transcended such ties. As Asoka's statues were quite populous, they have become the accepted image of Buddha in the world, something that angers many Dwarven Buddhists. Many Dwarves insist their images are more accurate, but Buddhists from other races have taken Asoka's words to heart and created images of Buddha in many different ways, as Eldren, Halfling and even Ogre, with many being female as well as male.

When Persian invaders took over most of India, one of the directives of the Nithami angels was to destroy the Buddhist temples and build mosques in their place. As a result, Buddhism almost disappeared from India, although it took hold in regions outside Nithami rule.

Under British East India Company rule, Buddhists have been allowed to re-establish temples, as the Anglo-Indian rulers believe that Buddhism, like Ismal, is a good stepping-stone from Hinduism to the Aluminat faith.

Aluminat

Saint Thomas was Justas' identical twin brother and one of his most ardent supporters. He was born in secret; just prior to his birth, the angel Gabriel came to his parents and announced that both children were destined for great things, but that they were to hide the second child (the twin delivered last) from Roman censors. Thus, Thomas did not exist in Roman records.

In spite of the unusual circumstances of his birth, Thomas had an ordinary childhood and, like Justas, learned to be a mason. At some point, Justas began his call to action and Thomas dutifully followed.

He often helped Justas trick Roman governors and sorcerers, as it appeared that Justas could be in two places at once without magic. Thomas' lack of records also ensured that the Roman government only pursued Justas.

Justas' capture and execution shook Thomas' faith in the cause. He fled east to Persia, where his risen brother visited him. Justas asked him to take the faith to India. Thomas did so, arriving at Travancore and bringing the word of Justas to the Yehudis living there. Thomas had much success, but overextended his reach by attempting to convert all of Southern India. His mission ended in Madras, where Hindu and Aluminat scholars believe he was killed. The Nazrani (see below), however, believe that Thomas survived and sailed across the Bay of Bengal.

Many Aluminat believe that while there was a St Thomas he was not any brother of Justas, rather he was Justas himself resurrected. Such was the prophet's power that he could be in two places at once and assumed a new identity to escape persecution and bring the word of Heaven further. There are some who believe he still walks the earth, or even that he assumed a further new identity as Ish'Mael to convert the Arabians. As you can imagine, such ideas are not approved by either the Aluminat Church or the Nithayeen.

Aluminat Saints
A few saints are more important to the Indian subcontinent than elsewhere. This is due to both Saint Thomas' mission and increased Colonial influence in the region. The Aluminat Church officially sanctions all three saints listed here and the *Book of Saints* in the Vatican Library contains them. While Saint Ignus and Saint Lakshmi are obviously rewritten Hindu gods, the Aluminat holds them to be actual people and it has published their official biographies. Both are considered disciples of Saint Thomas while he was crossing India.

Saint Ignus – Saint of Widows and Converts
Ignus is the protector of Hindu widows that choose conversion rather than Suttee. Such protection has since extended to any Hindu (or Nithami) that converts to the Aluminat faith. He is generally portrayed as a priest turning the flames of a Suttee against those that would burn the widow. Saint Ignus is the Aluminat version of the Hindu god, Agni.

Saint Lakshmi – Saint of Fortune
Lakshmi, better known as 'Lady Luck', is known to sway fortunes. Whenever an Aluminat faithful is in trouble, he often sends a quick prayer to Lady Luck. Saint Lakshmi is the Aluminat version of the Hindu goddess, Lakshmi.

Saint Thomas – Saint of Missionaries
Thomas was the twin brother of Justas and charged with bringing the faith east (as St. Saul did for the west). While his success was muted and twisted into heresy, modern Aluminat missionaries pledge to properly complete his mission and pray to him for assistance.

Saint Thomas and Ismal

Ish'Mael taught that Justas did not rise from the dead; rather his twin brother, Thomas, faked it. St. Thomas played the role long enough to stoke the fires of the Aluminat, and then fled to India. Most Nithamiyeen believe that because of this heresy, the forces of Order shunned him and he could no longer convert followers, explaining his small impact in India. Many go further to suggest it was because of this that the forces of Order decreed a new covenant should be made with the faithful in another land and created Ismal.

Other Religions

Other religions in India do not have as large a presence. Many of these centre on a specific region, or are scattered across the subcontinent in insignificant numbers. Nonetheless, these religions are an important part of the communities in which they have settled and their practitioners are as much Natives as practitioners of Hinduism or Ismal.

Sons of David
The Yehudi have had a long relationship with India; Saint Thomas travelled on a Yehudi trading ship to Cochin in the first century. Some Yehudi traders settled here to participate in the lucrative spice trade. Small Yehudi communities soon dotted Southwest India. The Yehudi, however, weren't interested in converting the Natives (although a few did adopt Yehudism) and most of these communities evaporated as the Yehudi migrated elsewhere, were absorbed into other Yehudi communities, or died out. Only a small

Prester John

Prester John is believed to be a descendant of St. Thomas and the priest-king of a Nazrani Kingdom somewhere in Southeast Asia. 'Prester' is a corruption of 'Priest' and is used as a title. It is also believed that the descendants of Thomas are named after the twelve followers of Justas.

It is said that Nazrani emissaries came to see the Pope in the 13th Century, appealing for aid against the encroaching Nithami invasion. The Council of Cardinals debated for days, as the final Crusades were still occurring and the Council feared that there would be little support, especially since it would involve sailing all around Africa. In the end, the Council decided that the Nazrani faith was not 'Aluminat enough', and sent the Indian delegation away with Aluminat Bibles, promising to send help when they could.

Since then, a legend was fostered about a strong Aluminat kingdom somewhere in Asia ('Prester John' was likely a minor bishop, but the legend grew). Even today, the occasional European explorer travels into the Thar Desert, the Burmese jungle, and the Himalayas looking for the legendary kingdom, where great relics from the time of Justas are believed to be hidden.

number of sizable Yehudi communities exist today and are still primarily engaged in the spice trade.

Yehudi immigrants that came after the Roman destruction of Jerusalem were surprised to discover how welcoming Natives were. Given the Native preference for vegetarianism, Yehudi communities could easily dine with the Natives without violating their dietary restrictions. While the upper castes still held the Yehudi at arm's length, the lower castes freely mingled with the Sons of David.

Perhaps ironically, the greatest source of strife for the Yehudi has come from other foreigners. Aluminat has been a particular thorn; first, Saint Thomas' mission threatened early Yehudi with conversion to the Nazrani, while later, European exploration brought Aluminat missionaries that offered a "convert or die" approach to the small Yehudi communities. Only Ismal has left them alone, as the Nithami empires had a history of tolerating Yehudism.

Avestism

Avestaism is a Persian religion founded by Avestos, an advisor to King Cyrus. Like Yehudism, Avestism has remained a small faith, but endured for hundreds of years. When the Persians conquered the Babylonians, the faith of the Yehudi slaves inspired Avestos to create a new faith based on the principles of Order and Chaos. Seven Immortals at war with each other represent Order and Chaos. Each Immortal represents a concept of Order (e.g. Devotion, Truth) or Chaos (e.g. Lies, Oppression). Humans join the war by making decisions in their life that determine which side they are on in the divine war after their deaths.

Avestism has gone through some changes over time. Avestos assumed that Order would eventually conquer Chaos; later scriptures make the outcome more uncertain. The names and number of Immortals have also changed over time; some Babylonian and Hindu gods have been attributed to Immortals at one time or another.

Of great importance to India is that Avestism may be responsible for the creation of both Aluminat and Buddhism. The parallels are striking; a young man meets an Avestist merchant and is inspired to create a new branch of his faith that incorporates Avestian principles. On the other hand, some scholars believe that this is simply evidence of Avestian propaganda.

Nazranism

The Yehudi and Indians that chose to follow St. Thomas became known as 'Nazrani' (from Nazareth, the place where Justas and Thomas were born). Like Yehudism and Avestism, the Nazrani failed to spread.

The Nazrani Bible consists of the Yehudi Tanakh (the 'Old Testament') and the Gospel of Thomas, a text supposedly written by Thomas, including his teachings and the life of Justas. Due to its closer foundations in Yehudism, the Nazrani faith is steeped in Yehudi tradition. The Gospel of Thomas contains an even more vivid account of Justas' life, including his early years, and contains all of Justas' teachings (including the Eleven Commandments). The Nazrani Bible also contains a number of letters Thomas wrote to various communities and major sermons he gave. Finally, the book holds (most controversially) the 'Revelation to Thomas', an account of Justas' return to Thomas to record his final teachings to his flock. Many of these revelations contradict Aluminat doctrine. Most controversially, the revelations claim each person can have a relationship with the Heavens

and that priests (and indeed a hierarchical church) are unnecessary. Very few copies of the original gospel exist, as the Aluminat Church considers it a heresy and destroys every copy they find. Many Nazrani refer to an Aluminat Bible and the wisdom of their elders out of necessity, but no matter how many Nazrani Bibles are destroyed, more seem to appear.

While many scholars believe that Nazranism is a more 'pure' form of Aluminat, the Aluminat Church believes it to be a heresy. Both Goan Inquisitors and Anglican missionaries have attempted to stamp out Nazranism with some success (at best, the most affected Nazrani communities adopted New Testament texts and stopped following Yehudi rituals), but 'pure' Nazranism still exists today in some South Indian princely states.

Society

Society in 19th Century India is complex. India, like Germany, is a collection of minor states held together by common traditions. While these traditions are primarily Hindu in origin, Ismal has had a strong influence in northern India. In addition, the colonial powers, primarily Great Britain, have also brought their own societies with them. All of these different societies mingle together and influence each other. As in all places, the rules you follow are based on where you are at the time.

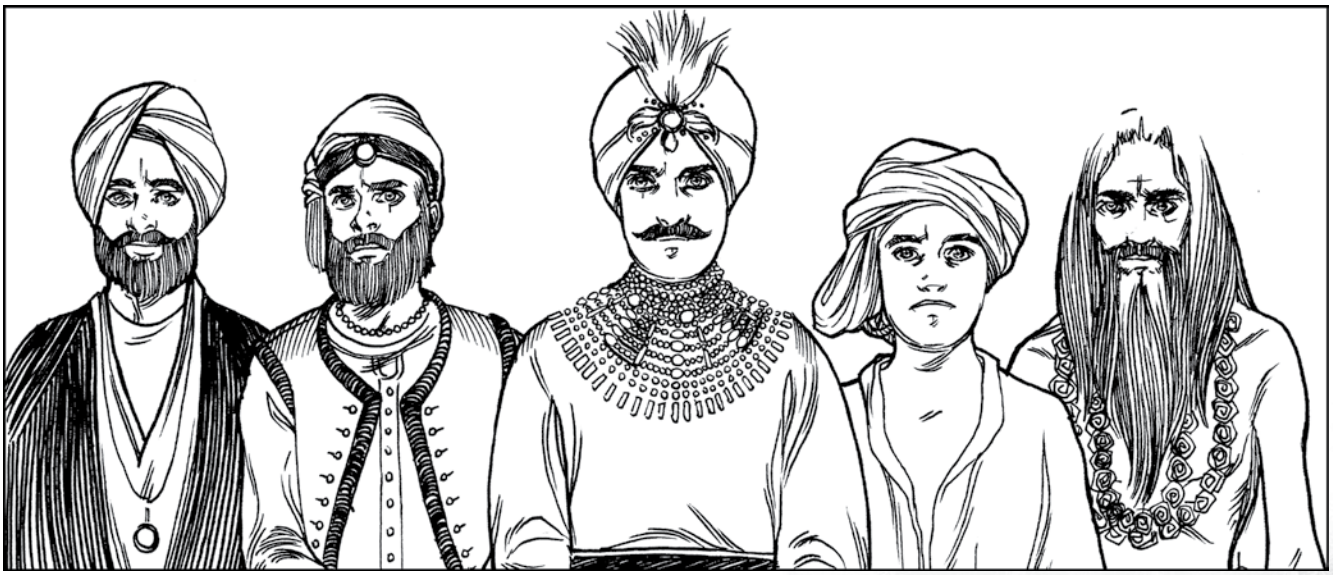
Ironically, social class plays more of a role amongst Natives than with Colonials. Very few Colonial aristocrats reside in India, and lower class Colonials are mostly stationed in garrisons outside cities when not on the move. This leaves the middle class in charge of business and government, creating an almost egalitarian Colonial society (which, of course, immediately created a new social stratification). Unfortunately, this egalitarianism does not extend to Eurasians.

Hindu Castes

Hindu society is divided into numerous castes. A Hindu's karma from his past life determines his caste. If he had good karma then he reincarnated into a higher caste and if he had bad karma then he reincarnated into a lower caste or, worse, an animal

Varna, Jati, or Caste?

The Hindu caste system can be quite confusing, especially given the relationship between *varna* and *jati*. In most cases, *Jewel of the Empire* simply uses 'caste' in the text, allowing you, the Gamemaster, to decide how deeply you want to delve into *jati* distinctions. In any case, only *varnas* provide mechanical bonuses (see Chapter Three).



(which is one of the reasons why vegetarianism is so popular amongst Hindus; in a spiritual sense, eating any animal is cannibalism). Thus, there is nothing inherently wrong with looking down upon the Untouchables or considering a Kshatriya to be a better person as everyone has gotten what they deserve. Caste is also considered a measure of a person's purity. Many believe that even touching a member of a lower caste can 'dirty' your soul and spirit. This even extends to Hindus with lower caste servants having to rewash their kitchenware as otherwise it will not be pure enough for them to use. For this reason, the different castes rarely mix (unless they work directly as servants). Most communities are divided into different areas inhabited by different castes and there is little or no contact between them. As you might imagine, the communities of the lower castes are often significantly more poverty struck than of those of higher castes.

Traditionally, castes are divided into four general *varnas*, but over time occupations, family, clans, and traditions have created thousands of *jati* or subcastes. Your *varna* and *jati* determines your occupation, what you eat, who you may associate with, and who you may marry. While originating in Hinduism, the concept of caste, especially *jati*, is so ingrained in Indian culture that Indian converts to the Aluminat and Ismal often remain in their *jati*.

Jati can be a difficult concept to grasp. By way of comparison and explanation, in English society a cabbie and a navvy would both be lower class characters. However, using an Indian-style caste system, the cabbies and navvies would have their own subcastes. Let us also assume that, traditionally, the cabbies and navvies have no problem with intermarriage. However, at some point in the past, the McAndrews (a cabbie family) were police officers and arrested members of the Gordon family (who are navvies but had some criminal elements in their past). Due to the bad blood, McAndrews and Gordons are now prohibited from associating with and marrying each other, even if the original insult is long since forgotten. However, a McAndrew could marry a Cardwell (another navvy family) with no problems.

The complexities of the caste system can be mystifying to Colonial characters. Most civilians are happy to rule as Rome did, leaving Native institutions and customs intact so long as they don't threaten the British East India Company's interests. Only in the most extreme circumstances do the British East India Company insist on change, such as the destruction of the Thuggee and the abolition of Suttee (where Hindu wives were expected to throw themselves on their husbands' funeral pyres).

The Twice-Born

Hindus recognise two births in a Hindu child's life, the physical and the spiritual. Physical birth occurs when the child is actually born. Amongst the upper castes (Brahmin, Kshatriya, and Vaishya), the child is then 'born' into spiritual life around age 6 for Brahmins, 12 for Kshatriyas, and 16 for Vaishyas). At this point, they are considered to be twice-born and eligible to be instructed in religious teachings. This also marks the start of formal education.

Sudras and Untouchables never receive spiritual training and are thus never twice-born (and have no hope of attaining *moksha*, only a better caste in the next life). Originally, Sudras and Untouchables could hear the teachings of the Vedas; over the centuries, however, it has evolved that the lower castes cannot

The Practicality of Celibacy

When a twice-born is ready for formal education he typically leaves his home to live with his guru. He also takes a vow of celibacy for the duration of his formal studies. While this is supposed to keep the student focused on his meditations and indoctrination, there is a more practical reason behind it. As Hindu women often married at a very young age, the new student was often around her age as well. The Guru was often much older and less interested in intimacy. Thus, the vow of celibacy served to decrease the chance of adultery.

In *Victoriana*, such illicit affairs could become known if a child born to the wife favours the race of the student, where the student's race is different from the Guru and his wife. In fact, it has become standard practice among Gurus to select students of different races precisely to reinforce the vow of celibacy. Unfortunately, the student pool is often heavily weighted toward humans and only one or two other races, making it difficult to pair off a student of a different race to a Guru.

hear them. Brahmins take Untouchables a step further, they will not associate with them and even spotting one could defile a Brahmin.

Caste Mobility
Normally, a Hindu character is locked into his caste. According to Hindu beliefs, the best way to attain a higher caste is to lead a good life and be rewarded with a higher caste in the next one. Even a Hindu character that manifests Medium abilities is rarely raised into the Brahmin caste, although they often become the shaman-priest for their caste community. However, there are always exceptions. A Hindu character that makes himself 'unclean' could become an Untouchable. A Hindu female takes the caste of her husband, for better or worse (although marriage outside caste is extremely rare). A soldier with an exemplary record of military service might be elevated to the Kshatriya. In general, the only way to escape the caste system is to renounce Hinduism itself. Many low caste Indians have adopted the Aluminat faith (or Ismal and Buddhism) simply to be free of their allocated lot in life. This attrition in the lower castes is a major concern to those in higher castes.

In some cases, an entire group could claim high caste status and, over time, all Hindus will recognise the change. A group of Sudras that create a princely state might declare themselves Kshatriya and, at least within that new state, are treated as such. Over time, neighbouring territories will recognise the change as well, and within a handful of generations members of that group will be fully accepted as members of the warrior caste.

Brahman, Brahma & Brahmin

You may see 'Brahman', 'Bhrahma', and 'Brahmin' sprinkled throughout *Jewel of the Empire* and the Hinduism section of the *Core Rulebook*. No, it's not a sloppy editing job. Actually, each one of these terms has a separate meaning.

Brahman is the source of everything in the universe. In essence, Hinduism and Aluminat ultimately share the same belief that a single source creates and maintains the universe. Like Order, Brahman is a metaphysical concept, not a single anthropomorphic god, although Brahman has an astounding amount of parallels to the Earth Goddess.

Brahma is the creator of the world. He is one aspect of Brahman (the other two being Vishnu and Shiva), but he is an anthropomorphic figure, generally given four faces and four arms. Brahma is not widely worshipped, although temples to Vishnu and Shiva also contain images of Brahma.

Brahmin is the title of the purest Hindu caste. Brahmins are the learned caste and make up the vast majority of priests, teachers, and advisors.

Brahmin

Brahmins are the advisors, priests, scholars, and teachers of Hindu society. Originally considered the second-highest caste, Brahmin authors have, over time, elevated their caste into the highest level (after all, he who writes the history...). Brahmins consider themselves to be the most ritually pure of the castes and act accordingly. Most Brahmins are strictly vegetarian and cannot handle impure material. Indeed, a Brahmin considers an Untouchable so impure that even looking at one will make the Brahmin impure.

Some Brahmins choose a different vocation than the ones traditionally assigned, and in many cases take occupations normally associated with a lower *varna*. In some regions, Brahmins have usurped the Kshatriya as leaders, ruling over princely states or taking positions of authority. Many Brahmins have joined the British East India Company armies. Some have even gone into business, as long as such business does not involve impure activities (farming is okay, slaughtering chickens is not). Finally, some Brahmins work as domestic servants, especially as cooks.

Within the Brahmin *varna* there is one subgroup that is held in higher esteem than the rest: Mediums. While Brahmins and Hinduism, in general, look down on Sorcery (although Petty Magic is fine), Mediums are considered especially blessed, as the Medium is able to connect his mind to his body and the world around him. Mediums are considered so special that sometimes any Hindu Medium is considered a Brahmin and worthy of respect. Mediums born into a lower caste are sometimes taken to the nearest temple, undergo initiation into the Brahmin caste, and are taken under the wing of an elder Brahmin.

Hindu Worship

Hindu ceremony and worship (or 'Puja') is full of many different attitudes to that of the Aluminat faith. Brahmin do not lead congregations of worshippers in the same way an Aluminat Priest does. Instead, they perform rituals on behalf of the congregation, as they alone are pure enough to do so.

This can often make Hinduism appear to be a spectator sport rather than a religion, although there are many festivals and rituals that everyone plays some part in. Most Brahmin make a living performing these rituals for the local populace, more as a service than a ministry. However, as with all things in Hinduism there are many variations on what the job of a Brahmin might be depending of the community.

It is also interesting to note that Hindus see little wrong with praying for oneself and for quite prosaic needs. The Hindu gods are there for the little material things as well as the big spiritual things.

Kshatriya

The Kshatriyas are the aristocrats and warriors of Hindu society. Most rajahs claim to be of the Kshatriya caste. While the Brahmins have usurped their position at the top of the caste system, the Kshatriyas still wield most of the power (second only, of course, to Nithami and Colonial rulers). As aristocrats, Kshatriyas are also the landowners and many zamindars are of this caste.

The Kshatriya is also one of the most mobile castes as fortunes rise and fall for particular Kshatriya families. A Kshatriya prince might be enamoured of a woman of a different caste and offer her a chance at caste mobility through marriage. A non-Kshatriya warrior that has provided noteworthy service may be granted Kshatriya status (similar to being knighted in European societies).

Kshatriya warriors tend to be honourable foes, usually adhering to a warrior's code of one sort or another. The Rajput tribes are primarily Kshatriyas and noted for their fierceness in battle.

Interestingly enough, Kshatriyas have had a profound effect on two religions that branched off from Hinduism. Shekhar Gurun was the founder of Buddhism, and Mahavira shaped many of the tenets of Jahanuism. Chandusara Maurya tossed away his sword (some claim this was the Sword of Ares) while his grandson, Ashoka the Great, converted to Buddhism.

Vaishya

The lowest of the Twice-Born castes, the Vaishyas are primarily merchants and moneylenders. Many Vaishyas also own land and, like the Kshatriya, many have found employment in British India as zamindars. Landowning Vaishyas often use their property for farming or herding.

The Vaishya were amongst the first Hindus to interact with Europeans. Vaishya traders bought and sold goods to Europeans on Indian docks and set up trade houses. Initially, many Vaishya sought employment in the British East India Company's Trade Department, acting as middlemen between the Colonials and Native farmers. As time went on, however, Colonial landowners began taking land from the Vaishya by either unequal contracts or force, pushing many Vaishyas into poverty. When the Mutiny comes, such Vaishya will be at the forefront.

Sudra

The Sudras encompass the rest of Hindu society. As such, the Sudras encompass a wide swath in Hindu society, roughly encompassing all of the lower and most of the middle class. Thus, one Sudra may be a wealthy landowner while another might be a commode cleaner. Sudras are not Twice-Born; they have no chance of achieving *moksha* in their current life. They cannot enter temples used by the higher castes for fear that they might hear the words of the Vedas.

Sudras are primarily artisans and labourers, although many find work as servants. Lower class Sudras, along with Untouchables, are the most likely of the castes to be attracted to other faiths, as they offer a way out of Sudra status (short of dying, that is).

It is said that the Sudra caste was created for Beastmen, as they physically resembled the next lower caste, which was an animal. Indeed, some Brahmins still teach that Beastmen resemble the animal that they were in the last life and the animal that they will be in the next life should they gather bad karma. It

is even said that non-Beastmen Sudras created the Untouchable caste as a way to differentiate themselves from Beastmen. That said Bovinemen have always been held in high regard, and Beastman soldiers fought their way into the Kshatriya. Still, most Beastmen today are Sudras or Untouchables, giving the old stories some merit.

Untouchable

Early in India's history, a distinction was made between 'clean' and 'unclean' Sudras. 'Unclean' Sudras were those that performed acts that were considered impure, such as killing animals (fishermen and ranchers), handling corpses, or performing activities that put one in contact with emissions from the human body (commode cleaners, street sweepers, washer men). Brahmins would have nothing to do with such Sudras and, over time, these 'unclean' Sudras became a caste of their own: the Untouchables.

Certain tribes are also considered Untouchable due to their tribal practices (such as eating beef). Certain groups are considered 'criminal tribes' and are Untouchable. Many of these tribes fall under the Criminal Tribes Act (see below).

Untouchables are actually treated as separate from the *varnas*, even though they perform vital functions in Hindu society. Untouchables cannot share food or water with members of *varnas* (including Sudras) and the very sight of one could make a member of any caste impure. As a practical matter, however, only the Brahmins adhere to this rule.

Sadhu

A special kind of caste-less Hindu is the Sadhu, or renouncer. Sadhus are Hindus that have achieved a higher level of consciousness and have chosen to divorce themselves from their old life. Some say that they have attained *moksha* while still living; others do not go quite that far, but certainly believe that a Sadhu will reunite with Brahman upon his death. Virtually all Sadhus are twice-born, although there are a few cases where a Sudra or even a member of another faith has become a Sadhu.

A Sadhu usually has lived what one might call a full life, raising and providing for a family. Once he feels ready to take the next step, he finds a Guru that teaches him the ways of Yoga. The would-be Sadhu then holds his own funeral (symbolic, of course) and is considered 'dead' for all intents and purposes; he cannot be held to old debts nor may he testify in court. It is still a crime to harm or kill a Sadhu (unfortunately, some 'widows' are still expected to perform Suttee if their husbands become Sadhus). After a few years with his Swami, the renouncer becomes a true Sadhu.

Most Sadhus wander from place to place, accepting food and shelter in return for a few words of wisdom. Some Sadhu choose instead to meditate in a hard-to-reach place, such as on a mountain, so that those who seek his words are truly dedicated to hearing them. All Sadhus are practitioners of Yoga.

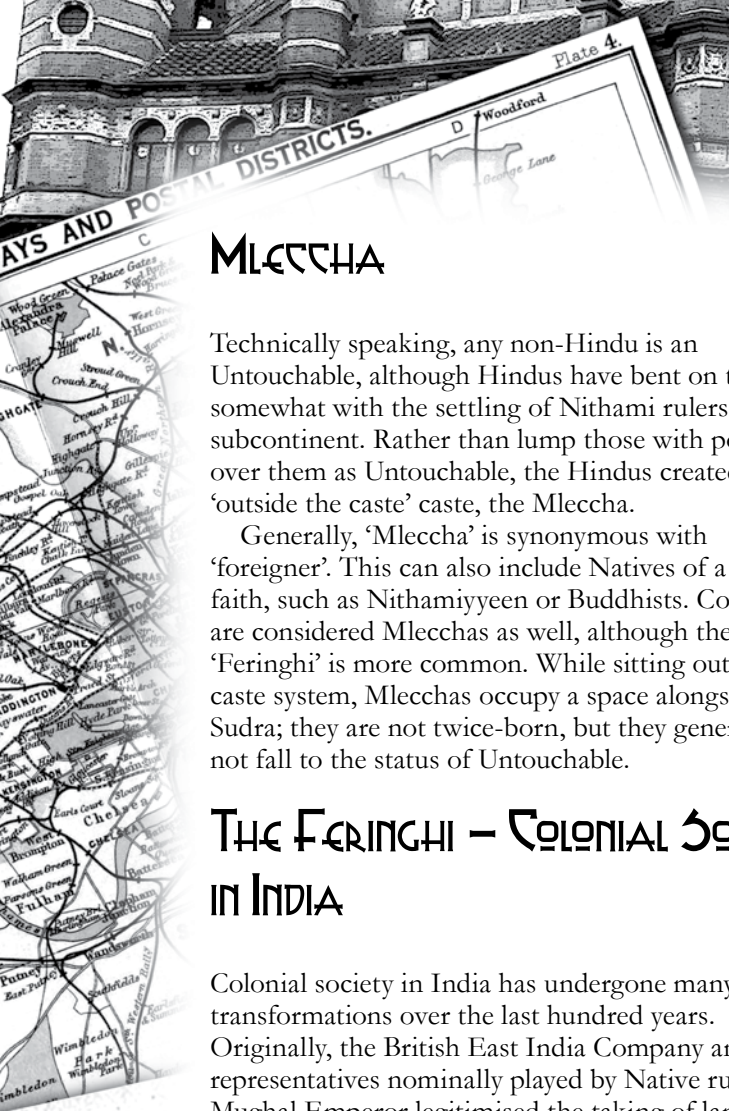
Female renouncers are known as Sadhvis and generally live in secluded places similar to a Western nunnery. Like their male counterparts, the Sadvhis are taught Yoga until they attain higher consciousness. Sadhvis tend to be younger than Sadhus, as many young widows join a Sadhvi rather than commit Suttee or be a burden to their families. This places them in conflict with the Sisters of Saint Ignus, although the caste system mitigates this somewhat.

All Sadhus, regardless of gender, are considered yogis when they have completed their yoga training. A yogi that teaches yoga to Sadhu is given the honorific of Swami, regardless of gender.

Railroad Pilgrims

Being a wandering Sadhu can be a lazy lifestyle if one has the inclination. Revered as a holy man, he only needs to utter a few prayers or words of wisdom in return for food and shelter. As ascetics are wanderers, being unknown to a community does not make him a suspicious character. Many 'ascetics' are actually fakes, using their disguise to eke out a living without having to work. As Sadhus are known to take on a more youthful appearance, seeing a young 'Sadhu' is not alarming.

The advent of the railroad system has created a new kind of ascetic, the fleeing criminal. With access to anywhere in India, a criminal could disappear into India's heartland, playing the role of ascetic to get food and shelter along the way without arousing suspicion. A Thuggee or other criminal could also use the railroad to get to a remote location, dress as an ascetic, murder a target, get back on the train and return home with no one being any the wiser.



Mleccha

Technically speaking, any non-Hindu is an Untouchable, although Hindus have bent on this somewhat with the settling of Nithami rulers in the subcontinent. Rather than lump those with power over them as Untouchable, the Hindus created a new 'outside the caste' caste, the Mleccha.

Generally, 'Mleccha' is synonymous with 'foreigner'. This can also include Natives of a different faith, such as Nithamiyyeen or Buddhists. Colonials are considered Mlecchas as well, although the term 'Feringhi' is more common. While sitting outside the caste system, Mlecchas occupy a space alongside the Sudra; they are not twice-born, but they generally do not fall to the status of Untouchable.

The Feringhi – Colonial Society in India

Colonial society in India has undergone many transformations over the last hundred years. Originally, the British East India Company and its representatives nominally played by Native rules. The Mughal Emperor legitimised the taking of land and British East India Company civilians tolerated Native practices and even took Native wives. Some Colonial husbands even converted to their wife's religion, although this was more common with Ismal than Hinduism.

Colonial society was generally limited to the major port cities of India and British East India Company towns that supported major plantations. Originally, Eurasian children were considered part of Colonial society as well and could rise to high positions within the British East India Company and the three Presidency Armies.

Things began to change after the turn of the 19th Century. Aluminat, previously curtailed to serve as pastors in British East India Company stations, were now allowed to spread the Word of Justas across the subcontinent. The single Aluminat bishop in India was promoted to Cardinal and bishops were installed at every major station. Aluminat missionaries soon spread into the interior, baptizing Natives and building missions. This had a chilling effect on Colonial assimilation.

The second major change was an increase in Colonial women immigrating to the Continent. The retirement of wealthy nabobs led to a belief that suitable husbands could be found in India, leading to an exodus of middle class and cash-strapped upper class women from Great Britain. At first, they sailed around the Cape of Good Hope, but regular steam service and a railway from Alexandria to Suez, established by the Peninsular and Oriental Steam Navigation Company, cut the trip to India from months to weeks. This turned the trickle of Colonial women into a flood, and by the middle of the 19th Century, a Colonial wife became the norm rather than the exception.

This increase in memsahibs had a greater impact on Colonial society than even the increased Aluminat presence. The memsahibs had no interest in assimilation, striving instead to be proper British ladies, perhaps in practice for early retirement at Home. Unmarried Colonial men were pressured to take Colonial wives, and potential Native brides were soon relegated to concubine status or avoided altogether.

Eurasian children, once accepted in Colonial society, soon formed a lesser social class of its own. Doors to upper levels of British East India Company management as well as higher ranks in the Presidency Armies were closed to Eurasians. The only way for a Eurasian to enjoy benefits that were previously open to him was to move to remote stations.

Being British In India

With the increased influence of the Aluminat Church and Colonial immigrants, there has been a cultural shift from assimilation to emulation. Colonial stations are becoming 'Little Britains', where Colonials emulate British society as best they can and are generally far more rigid than their peers at home are. Unfortunately, with a lack of 'creative' Colonials, station society is often tedious and repetitive.

Introduction into Colonial society is rather easy, if tedious. Upon arrival in a station, a Colonial is expected to visit every Colonial household and leave his card. This is almost a requirement if he wishes to receive any invitations to dinner parties or other social events (indeed, some memsahibs kept accurate records of when they received calls). Each Presidency has its own rules on who to call (none allow a lady to call on a bachelor).

Because of the relatively small number of Colonials in a given district, Colonials enjoy almost intimate knowledge of each other. A Colonial generally knows the address, profession, pay, marital status, and other information of other Colonials in his station. Even in the Triad, where several thousand Colonials reside, there is still a sense of familiarity that is absent at Home without introductions.

The Warrant of Precedence

The *Warrant of Precedence*, a British East India Company publication that ranks civilians and military officers according to position and time served, religiously shapes Colonial society. Without much differentiation in true social class, the *Warrant* serves to give Colonials a sense of hierarchy, albeit one largely based on merit rather than birth.

The *Warrant* is used to determine everything from whom you should first address, to where you sit at dinner, to who should leave a party first (and when others must follow). Failing to seat someone in the proper order or shaking the hand of a subaltern before a collector can be a major faux pas. Moreover, because of a Colonial's pride of his place in the order, the faux pas can easily explode into a major offense.

Because of the intricacies of the *Warrant* (as well as the grey areas) and the Colonials' devotion to it, social gatherings tend to be a stressful chore rather than a pleasant diversion. It is difficult to maintain friendships, for just as a couple of Colonials learned to enjoy each other's company one of them would get transferred or otherwise leave their society.

Perhaps ironically, the Colonial's careful attention to the *Warrant* means nothing once the Colonial is Home, nor would it affect a visiting British aristocrat that was naturally above everyone else. It was a cold reminder that, regardless how they perceived it, the *Warrant of Precedence* was nothing more than a game to amuse the Colonials.

The Wyvern Rider Exception

Being a wyvern rider requires a great deal of coin; even in India, a wyvern rider is expected to take care of his mount. He also probably spent a small fortune on raising a wyvern to start with. As a result, most wyvern riders come from the upper class, especially amongst second-born or later children that do not stand to inherit a title. This has interesting implications in Colonial society, as a wyvern rider often finds that his only 'peers' are his wing mates.

As such, wyvern riders never have a problem receiving an invitation to a Colonial social event, and wyvern riders are usually given the 'aristocratic treatment'. The Warrant of Precedence is ignored on such occasions, as the Colonials follow the wyvern rider's lead on whom he wishes to sit with and so forth. As might be expected, unmarried Colonial women find a wyvern rider to be a very attractive marital prospect and flock to any social occasion in which an eligible wyvern rider might be present.

Social Ranking

One interesting difference between British society and Colonial society is the lack of variety amongst Colonials. Colonial society is almost exclusively middle-class. There is generally a mood in India that Britain is a long way away and while things must still be done 'properly', the old traditions enforced by the upper classes hold less power. Banias, civilians, and military officers all tend to have similar backgrounds and, as India is primarily an opportunity to seek one's fortune, they are all roughly within the same age range. Older Colonials tend to retire in Great Britain, and the children of Colonial families are shipped Home at age seven (sometimes with their mothers), often not returning until they are in their late teens or early twenties, if at all.

Nor is there great variety in race, although that is changing. For decades, most civilians were Gnomes, as the British East India Company soon learned that its Gnome officials garnered the most respect amongst the Natives. As the British East India Company has tightened its grip on India there has been more diversity, but Gnomes still make up a majority of the older civilians and army officers. Notable exceptions include banias, army soldiers, and the navy in general.

In contrast to the Colonial stations, Presidency Armies are primarily filled by the lower class, traditionally from Ireland (especially Northern Ireland). British soldiers rarely mingle with Natives and tend not to mix with the rest of Colonial society either, usually remaining in the barracks, on patrol, or

Black and White

Prejudice, unfortunately, is alive and well in Victorian India. This probably is not much of a surprise to the modern reader, as history is riddled with prejudice. What may be something of a shock is how much the language of a Colonial speaking about the Natives resembles that of a white American Southerner speaking about African slaves. The same ethnic slurs used against those of African descent were also used against those of Indian descent.

The same Western attitudes prevailed as well. To a Colonial, European culture is modern, industrialised, and civilised, while Native Indian culture is one step above savage. Hinduism is seen as a pagan, primitive religion (there is more respect for the monotheistic Ismal, and as such many Colonials prefer Nithami servants to Hindu ones). Hindu women are considered scandalously dressed and Hindu culture as a whole seems to have a preoccupation with sex. Indian servants understand that they can never touch their sahibs and memsahibs, even to caution them. It is grounds for dismissal or worse.

One indicator of prejudice is the concept of dividing new cities into White Towns and Black Towns. White Town is the Station, where the Colonials reside. It was, also, where the garrisons were stationed, the ports were built, and the government sat. White Towns were often built as new settlements, using both local and imported labour.

Black Town is where the Natives reside. It usually started as a nearby village or settlement for Native workers helping to build White Town. While the boundaries of the two often meet, there is little crossover. Given the separation of communities by caste though, to many Indians this is not as strange or insulting as it might seem. For a time, it seemed that cultural blending would take place as Company men took Native brides, but with the influx of available Colonial women, the line has hardened once more.

Colonials can and do venture into Black Towns, often to shop, smoke opium, or find an evening's comfort. The same does not apply for Natives; a Native needs a good reason to be in White Town.

Not all prejudice flowed from Colonial to Native. Technically, Hindus considered the Feringhis to be Untouchables and Brahmins often refused to shake a Colonial's hand or eat with them. Native brides and their children were often ostracised from Hindu society (some would-be brides were even killed if they refused to call off the marriage). This was a glaring offense to many Colonials, who otherwise would have thought nothing of heaping their prejudice the other way.

in particular pubs and other establishments that cater directly to them.

Eurasian

Eurasians are Indian residents with mixed Colonial and Native ancestry. Unfortunately, Eurasians tend not to be fully embraced by either Colonial or Native culture. Eurasians that work for the British East India Company generally find their employment limited to the lowest positions.

In the mofussil, where the Colonial presence is minimal, Eurasians are still afforded the same status as Colonials except at the highest levels. Still, this designation is limited to the local Colonial acceptance of that status, and a high-ranking Eurasian civilian could be in for quite a shock when he travels to Bombay or Calcutta.

Customs of Society

Courtship and Marriage

The British East India Company frowns on Griffins marrying before they arrive in India; an unspoken rule is that they wait for their first furlough (typically, eight years). This, however, is not a hard rule; in fact, young Colonial women often walk the Maidan in Calcutta in the hopes of attracting the attention of a Griffin before his first assignment.

Prior to the establishment of the short route through Egypt to India, Colonials would either take a Native bride, or wait until they could go Home to acquire a Colonial one. Now, however, established local Colonial families as well as quicker voyages from England to Bombay ensure a larger pool of Colonial prospects.

Unfortunately, the harsh climate and rigors of childbirth often meant that a Civilian could wait until thirty for marriage only to lose his wife within a few years. Faced with raising children and keeping a home while continuing his duties, as well as the prospect of another long stretch of celibacy, Civilian widowers often snatch up available Colonial women.

Some Colonials take Native mistresses only to dispose of them when an available Colonial woman comes along as, by the mid-Nineteenth Century, taking Native brides had fallen out of fashion. This often horrified the new bride when she discovered that her new husband already had several Eurasian children out of wedlock. This was hard with the Native mistress as well, as it was difficult to be accepted back within her own family after her lover dismissed her.

In some cases, Colonial courtship would be carried out solely through correspondence and photographs. The prospective bride and groom would be introduced through relatives, friends or acquaintances and, after several correspondences, the proposal would be made through the mail. Either the groom would arrive in Great Britain to wed his bride and bring her back to India or, if that were not possible, the fiancée would go to India to marry her husband.

Native marriages amongst the upper castes are generally arranged between the parents of the prospective spouses. The bride is expected to provide a sufficient dowry to her groom, the amount of which is agreed upon in the parental negotiations. A Medium is often employed to ensure that the match is compatible. The children rarely have a say in the matter and, in most cases, do not even meet their future spouses until after the engagement is announced. The lower castes also arrange marriages, although there is more freedom and less of a dowry is expected.

In all cases, marriages are generally confined to partners of the same *jati*. There is also a chance of upward mobility for wives; they generally take on the caste of their husband. Thus, dowry offers are usually quite extravagant from Vaishya families if the prospective groom is a Kshatriya or Brahmin.

Hindu weddings are extravagant affairs and usually take several days. The groom often begins the actual ceremony by departing from his parent's house on a richly decorated elephant (Rajput grooms generally substitute a horse instead, while Elephantmen are carried in a sedan chair). This is an extravagant parade in which the groom is accompanied by musicians and dancers. Once the groom arrives at the wedding site, he taps on the door with his sword and is led to the bride's family. He then meets his bride on the stage for the ceremony. The bride and groom circle the sacred fire (Agni) seven times, after which they marry. The wedding generally ends with the bride leaving her parent's home in a sedan chair to join her husband in her new home.

Presidency and Regimental Pride

While united by a common heritage, Colonials of the three Presidencies tend to treat each other as almost separate nations. Bengal is the old establishment, Bombay is the upstart, and Madras is the backwater. Civilians of a Presidency have rivalries with civilians from the other two and they often take any opportunity to make a dig at them. Colonial families generally socialise from within their own Presidency and they expect their children to marry someone from the same Presidency if they cannot secure a suitable match from Home.

Similarly, the Presidency Armies follow the British custom of regimental pride. Each regiment has its own traditions and customs and retired soldiers still feel camaraderie with their old regiment (and often continue to participate in the regiment's social activities). Children are expected to marry within the regiment, and sons often join the same regiments as their fathers. In effect, pride in one's regiment is almost (or perhaps is) greater than pride in Great Britain. This regimental unity has proven very effective in organizing Native forces, as sepoys and sowars find it easier to accept the Regiment, rather than a foreign power, as a legitimate authority. This regimental pride keeps the upcoming Indian Mutiny from being more disastrous for the Colonials.

Suttee

Suttee is the self-immolation of a widow on her husband's funeral pyre. It is generally seen as an act of devotion; the wife follows her husband to the afterlife. In some Suttee ceremonies, the wife wears her wedding dress and lies next to her husband's corpse before the fire is lit. In other cases, she flings herself on the burning body.

Suttee is supposed to be voluntary. There are, however, rumours that some widows are forced to die, compelled physically or emotionally by their families that do not wish for the widow to become their burden. Given that a Hindu funeral is usually within a day of the death, widows are often not in a reasonable frame of mind when deciding to kill themselves.

Both the Mughal Empire and the British East India Company deplored the practice of Suttee and took steps against it. Suttee was banned in the more urban areas of India under direct rule. However, fearing resistance from Hindu villagers, the British East India

Company generally turned a blind eye to Suttee until the early part of this century, reasoning that instances of Suttee were relatively rare and the push to end it would do more harm than good.

The Aluminat Church, of course, met such a policy with strong disapproval. In 1825, the newly-appointed Cardinal of India held a meeting with the Governor-General to take steps against the practice. The result was the creation of the Sisters of Saint Ignus (see sidebar). While the British East India Company sees this as the final word on the matter, the Aluminat Church sees it as a stepping-stone to a full cessation of the practice.

Sisters of Saint Ignus

The Company generally turned a blind eye towards Suttee, but the arrival of Aluminat missionaries shattered the illusion. Something needed to be done, but the Company did not wish to incite a rebellion. In a stroke of foresight, the newly appointed Cardinal of India offered a solution. Widows could opt for conversion and dedicate the rest of their lives to helping others while being supported by the Church. Thus, the Sisters of Saint Ignus (a canonised version of Agni, god of fire) was born.

Perhaps unsurprisingly, widows welcomed the offer and soon every major region had at least one nunnery dedicated to Saint Ignus. Completely cutting ties with her old life, each nun took the name of an Aluminat angel or saint. The Sisters did charitable works and learned skills to help the less fortunate, especially amongst the Untouchables. While Suttee is still technically legal, it is rarely carried out (those that participate in a Suttee ceremony without having given an Aluminat representative a chance to consult with the widow are arrested and harshly punished).

Recently, some Brahmins have noticed that the ranks of the Sisters are swelling at an alarming rate. Not only does the order seem to be attracting widows, but also young Hindus that wish to break free from the caste system or arranged marriages. This has also resulted in other conversions as well, and the Aluminat Church's influence is growing rapidly throughout India. While the Aluminat faith's size is still relatively small, many Indian leaders, both Hindu and Nithami, fear that Aluminat may one day dominate India.

Jauhar

A closely related practice to Suttee is *jauhar*, practiced amongst the Rajputs before a hopeless battle. Rather than put themselves at the mercy of their enemies, Rajput men and women on the losing side perform a ritual of mass suicide. The wives and children of the Rajput warriors burn themselves before the battle, after which the enraged Rajput men ride out to die in battle.

As this is seen as a highly honourable act, there is more resistance to *jauhar* than Suttee amongst the Rajputs. Currently, the Colonial agents and residents of the Rajputana Agency and related princely states are attempting to erase the practice through negotiation. By setting up rules of warfare that protect prisoners of war, the Colonials hope that the need for *jauhar* no longer arises. As one of the first signatories of the document committed *jauhar* within four weeks of signing it, however, it seems that this goal is unlikely.

The Fairer Sex in India

Colonial women in India have a difficult life compared to their peers at Home. Fortunately, memsahibs have one 'advantage': they have an entire race of people constantly reminding them that they are of the more civilised, ruling caste. Memsahibs also have a lot more control of their households. Unlike the aristocracy at Home, the middle-class husbands of memsahibs spend their days at work, leaving home management to their wives.

With little to occupy their time, memsahibs often schedule elaborate social entertainments on a daily basis. Most of these are covered in the **Entertainment and Vice** section, below. If possible, the social affairs of Colonials are often more formal and elaborate than their home counterparts. Memsahibs scour magazines and newspapers from Home as well as catch up on gossip from recently-arrived peers.

In spite of all this, the life of a memsahib can be a lonely one. In addition to losing her husband for most of the day, a memsahib is often sent to a hill station for vacation weeks before her husband arrives. Children are often sent Home for their educations

at an early age and the language barrier between the memsahib and her servants tends to prevent close associations.

Prospective Colonial wives are often taught what their parents feel is needed to attract a husband. Thus, a memsahib generally enters a marriage knowing how to dance, play sports, and conduct a conversation, but with few practical skills. As such, a memsahib's entrance into domestic life can be quite overwhelming and many early deaths can be attributed more to a broken spirit than the Indian heat.

Native Hindu women often grow up before they have a chance to be children. A lucky native woman is engaged before her 10th birthday, and married as soon as she reaches puberty. Her sole purpose in life is to please her husband and bear his children. In Nithami households and upper caste North Indian Hindu ones, wives are often kept in a separate wing of the house, a practice known as *purdah*. A widow is generally not expected to remarry and must wear white mourning clothes for the rest of her life, existing on the charity of her family or begging. It is no wonder that some young widows chose to throw themselves on their husbands' funeral pyres.

Native Hindu women, however, do have a bit more physical freedom than even memsahibs. They are allowed to walk unescorted with no one blinking an eye. Sikh women have even more freedom, as they can be warriors in addition to domestic partners. Furthermore, as always, upper class Native women tend to do as they please, so long as their social position is not threatened.

The Politics of the Subcontinent

The politics of India can be a tricky subject, as there are many different regions with many different interests. Some political philosophies in the *Core Rulebook* are applicable to India, as well as some new ones specific to the subcontinent or colonies in general. This section lays out the various political philosophies that are appropriate in India. In some cases, these are clarifications of *Core Rulebook* philosophies, while others are new to this book.

Communists

If one wants an argument for a classless society then one need look no further than the Indian subcontinent. The Hindu caste system is even more complex than Europe's, and Colonialism has added even more layers. The Colonials in particular prey on caste and cultural distinctions to play different groups against each other for the benefit of a few. It is up to us to educate the downtrodden masses of India so they may throw off their shackles and create a new society that benefits all Indians. If such an ideal can be achieved in as unlikely a place as India, imagine how easy it will be to convince the rest of the world!

Money? Money is the ultimate measure of class and ensures unequal distribution of society's benefits. It is also the main drive for war, as capitalists fight to acquire wealth. The fruits of labour should be shared equally and the role of government is to ensure this.

Education? What has the British East India Company brought to India in terms of education? The vast majority of its people are sent to work on plantations or in factories, while the aristocratic Natives send their children to Colonial colleges, no doubt to perpetuate the existing order. All Natives should be taught practical trades so that they may fully participate in an egalitarian society.

Classes? We are all equal in the eyes of Nature; class is an invention of the few to protect what they have gained through exploiting others.

Religion? Do we need any more proof of religion's failings than Hinduism? Hinduism has perpetuated the notion of class distinctions for millennia. Other religions are little better; offering excuses for the existing inequalities with promises of equality in the next world. There is only this world; let us make Heaven here.

Marriage? Marriage is another tool to strengthen classes and hoard wealth. There is no room for such obligations in a truly free society. People should be free to associate with whom they wish for as long as they wish.

Honour? Honour is an excuse by the upper class to inflict their values on others and acts as yet another reinforcement of the class system. Who needs honour when there is no conflict?

Company Rule? The British East India Company is a tool of the middle class trying to emulate the upper class. In the end, it is the same: inequality and oppression. British East India Company rule must be overthrown.

Expansionists

'Expansionist' is a misnomer; Expansionists do not seek to expand India's boundaries as much as bring princely states under direct British rule. Expansionists are generally middle class Colonials. Some are Residents or banias that have tired of princely obstacles to their trades, while others genuinely believe that direct British rule is necessary to bring civilisation and prosperity to the entire subcontinent. Some Expansionists are experts on princely bloodlines and use the Doctrine of Relapse to achieve their goals, while others intervene directly, causing internal instability within a princely state or manufacturing reasons to invade, depose the current ruler, and install a British government.

Money? The wealth of this subcontinent is wasted on the Natives, who are little more than savages. With a firm hand, we can use their own wealth to guide them into becoming civilised.

Education? Education is best given to Colonials; Natives are prone to waste what they have learned.

Classes? It is pointless to make any distinctions other than Colonial and Native; one is naturally superior to the other.

Religion? Aluminat is the one true faith; most of these Natives will not even believe the flawed Nithami faith. Unless the Natives can accept the Host into their lives, we shall need to provide guidance and bring order to their lives.

Marriage? So long as the Colonial involved stays true to the Aluminat faith and raises his children as Aluminat, there is no shame in taking a Native spouse. In fact, such marriages aid in expanding the Empire and, in the long run, increase Aluminat influence amongst the Natives.

Honour? British honour is unparalleled in this land. The Natives would do good to adopt it.

Company Rule? The Company works best when it controls the land and people. It has done a great job with the Presidencies so far; allow it to spread its influence into the backwards areas of the subcontinent.

Free Traders

The Free Traders are largely British and other European traders that decry the British East India Company's monopoly on Indian trade. They want the British government to revoke this exclusivity so that they can fairly compete with the British East India Company on Indian exports.

Money? Profit is our lifeblood. Why should we have to pay blood money to the British East India Company for the privilege of conducting business in India? Let the market determine prices according to supply and demand.

Education? Education is necessary to keep the British East India Company from squeezing even more money out of you. Many independent businessmen have come back to London crestfallen, only to learn that they had been unfairly treated.

Classes? One of the problems with Colonials is that they have forgotten their roots. The middle class was founded on capitalistic principals. Now, with the support of the British East India Company's monopoly, the middle class plays at being upper class. The only way to strengthen the market is to remind these civilians of what they were.

Religion? Religion is useful to keep the lower class happy and producing great works of art that sell well in the Oriental trade.

Marriage? Marriage is a necessity, as someone must inherit your estate before the government takes it back.

Honour? Honour hides weakness. The rules of the market reward the cunning.

Company Rule? Let the British East India Company govern India if they wish, but end the trade monopoly and ensure that there is Parliamentary oversight to keep the Indian government from rewarding the British East India Company at the expense of other traders.

Imperialists

Imperialists are advocates of Home Rule; the British Government should oversee the subcontinent, but

local rulers and governments should make all of the internal decisions. In other words, India should be exclusively a patchwork of princely states overseen by Governors much like the Roman Empire did in antiquity. Imperialists are not popular within the Company, who see princely states as a necessary inconvenience, not a desirable model.

Money? India is a land filled with great natural resources. These resources should be used to generate revenue for the improvement and industrialization of the subcontinent.

Education? The Colonial administrators should be well educated, as should Native civilians and business leaders. Such education should emphasise the positives gained from British rule.

Classes? Natives, regardless of their previous social positions, are effectively lower class citizens in the imperial order. Colonials will have to run government and industry until some Natives can prove capable of understanding the complexities of modern civilisation.

Religion? The Aluminat faith is the only way to advance a nation. Hanging on to pagan beliefs will only cement the Native's status as lower class.

Marriage? Colonials should stick together until properly educated Natives filter into the upper classes.

Honour? Only a Colonial may be trusted. The Natives will stab you as soon as you turn your back.

Company Rule? Imperialists are staunchly against Company rule. The Company has a vested interest in Direct Rule; governors should be appointed by the Crown. Let the Company compete for contracts with the princely rulers like everyone else.

Integrationists

Integrationists believe that all people in India should be treated as equals and have the opportunity to rise as far as their skills and talents will take them. Not surprisingly, this faction is most popular with Eurasians and Indians receiving Western educations (especially in the Hindu College in Calcutta). While a small group, the Integrationist's impact is best felt in remote locations, where the Colonial pool is tiny and that placing an incompetent Colonial in a particular position would be seen as more disastrous than appointing a competent Eurasian or Native. Unfortunately, this only works in the most extreme cases.

Money? The only way that the Natives will appreciate our way of life is if they reap the fruits of it. We must allow the Natives the opportunity to rise to the middle class.

Education? Education is the key to integration. We must both understand each other's ways if we are to incorporate the best of Native civilisation into our own.

Classes? The Hindu caste system is unnecessarily confusing and rigid. For full integration, the Hindus must follow the example of their Buddhist and Nithami brethren and drop the caste system.

Religion? There is truth in every religion; Aluminat is simply the most correct. By stressing the commonalities, we may draw the Native closer to our faith. Perhaps a Hindu Aluminat will emerge.

Marriage? What better example of integration is there than a Colonial and a Native joining in marriage? The children of such a union will naturally honour both cultures and use the best of both.

Honour? What can be more honourable than dealing fairly with the Native and offering him the full benefit of sitting at our table? Honest dealings promote integration. Exploitation does not.

Company Rule? The British East India Company could better benefit by tapping all of the resources available to it, not simply those of a pure British heritage.

Liberals

'Liberal' is a code word amongst certain Colonial societal circles that simply means 'anti-nobility'. Colonial Society is a middle class society, primarily made up of self-made men and their wives. It is a slap in the face when a British noble visits and expects the best of everything simply because of his title; many Colonials own property in India that would be the envy of most minor nobles at Home. Most Liberals simply want the respect they accord themselves in India when visiting Home or receiving aristocratic visitors. A more extreme minority, the 'Pond Faction', wish to overthrow the aristocracy and replace British government with one modelled on constitutional

principles (despite the "across the Pond" reference, they do not necessarily want an American-style republic).

Money? Ambition and hard work should be the full measure of a man and money is the unit of measure. No one should enjoy higher status based solely on birth; it is achievement that matters.

Education? An educated man makes better decisions, but one must not dilute a good education with too much education. Every year spent in a university is one year less making money. Stick to practical topics.

Classes? Wealth should be the sole factor in determining one's social class.

Religion? Religion is for the ignorant, often cementing the upper class's position at the expense of the middle. Perhaps if we filled their coffers enough, the churches will come around to our position.

Marriage? Currently, marriage is the only way for a wealthy man to become an upper class one. Good marriages keep wealthy families strong and ensure that your legacy will continue.

Honour? A businessman is only as good as his word; his reputation depends on it. Only a fool would let his fortune suffer because no one will do business with him.

Company Rule? Company rule has proven that you do not need aristocrats to form a powerful society. The East India Company is a model of the potential of educated entrepreneurship. Perhaps Parliament would be better served with such men in control.

Missionaries

Missionaries are dedicated to converting everyone to a particular faith. While Aluminat missionaries are currently pushing conversion, Nithami, Nazrani, and Buddhist missionaries came before them. A missionary cares little for the political government as long as it his own faith shapes and influences it. Ultimately, a theocracy, whether openly or in secret, is the missionary's goal.

Money? One can do great works with money. While one should not keep what he earns solely for himself, the shrewd acquisition of wealth can aid a developing mission.

Education? Religious education is important, as it uplifts the Natives and indoctrinates them into the true religion.

Classes? Look to the Divine and religious tradition for the best class model.

Religion? Religion is the foundation of our life and society.

Marriage? Marry according to the tenets of your faith and only enter into marriage with another that shares your religious beliefs.

Honour? Our sacred books illustrate the epitome of honour.

Company Rule? So long as the British East India Company supports our faith, then we shall leave administration to them. If the British East India Company stands in our way, then it must be overthrown.

Nationalists

Nationalism is more of a category than a single movement in the Indian subcontinent. Perhaps ironically, the idea of a united India is more a Colonial creation than a Native one. Nationalist movements tend to be regional, such as Bengali Nationalists, Marathi Nationalists, or Sikh Nationalists. Sometimes, Nationalist movements work together (as indeed they will in the coming Indian Mutiny), but for the most part their contrasting goals keep various Nationalist groups from forging more ties.

Money? The British East India Company and other invaders have been robbing and hoarding our riches and taking our resources for too long. It is time for us to benefit from the fruits of our labours on our own lands.

Education? Colonial educators and missionaries spend too much time tearing down our past and promoting their own culture to our children. It is time that we are able to teach our children the truth without foreign lies covering it.

Classes? Our rulers should be Native, with a government of our choosing. We do not need, nor should we tolerate a Resident or Colonial Governor influencing our lives.

Religion? We should be free to practice the beliefs of our ancestors, not the one that the foreigner would have us follow.

Marriage? In order to maintain a national identity we should ensure that our children fully share in that identity. The best marriages are forged within our culture.

Honour? The Colonials cared little about our sense of honour when they conquered us. We are a proud and honourable people and soon we shall be able to show it.

Company Rule? Not the British East India Company, nor any foreign power, has the right to rule over us; trade with us if they like, but under our terms.

Parliamentarians

Parliamentarians believe that India, like Burma and Ceylon, should be crown colonies. The British East India Company wields too much power in the Indian Ocean and other British corporations are subordinated to it if they wish to engage in the Oriental trade.

The British East India Company must be gradually stripped of its power in an ordinary transition to a truly colonial government. Princely states, too, should be dissolved and replaced with Parliament-appointed administrators.

Money? Money should flow to the government to be allocated as Parliament thinks best.

Education? Education should be offered to the Indians, as cultural assimilation will benefit their civilisation. They can replace superstitious beliefs with a modern education.

Classes? The Hindu caste system is primitive and confusing. They would do better to emulate their Native Nithami brethren and adopt a European class system.

Religion? The Hindus and Nithamiyyeen should adopt the one true Aluminat faith. For Hindus especially, their religion has held them back from progress.

Marriage? While the Colonial should educate and guide the Native, he should be careful not to mix too freely until the Native is properly assimilated. A European wife also keeps one from forgetting his privileged status and going native.

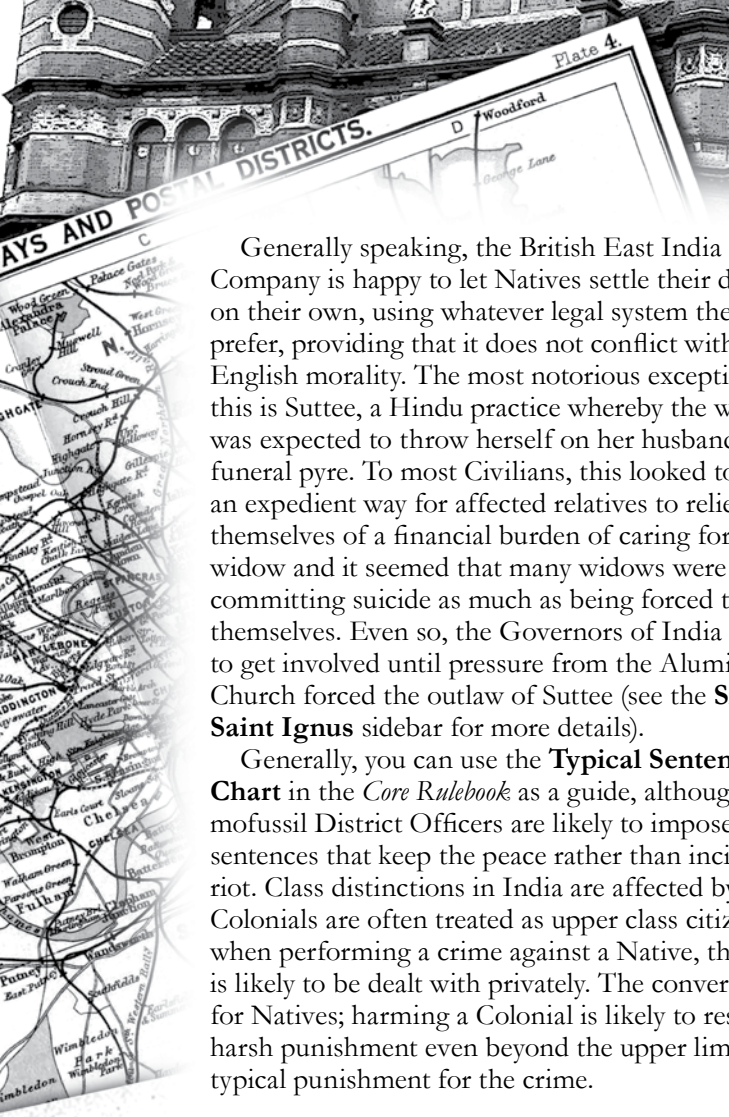
Honour? We play by the rule of law. It is British law that should be imposed on British India, not corporate rules or antiquated pagan laws.

Company Rule? The British East India Company is ill suited to run a government and princely states will only hold back India's development into a modern state. Parliament should more directly oversee the administration of India.

The Law

Like the Indian subcontinent itself, Law in India is a mosaic of different conflicting and interwoven systems of laws and regulations. At the top, of course, rests the British East India Company. The British East India Company is responsible for governing India, especially those areas under direct rule. As a British corporation, the British East India Company must comply with English Law and allow English Law to govern its judicial system. Within the princely states, however, regional governmental systems, often founded on Hindu or Nithami principles, dominate, and beleaguered Civilians in mofussil stations often look to such systems for guidance to ensure that the villages within his jurisdiction remain content with his decisions.

Attempts to involve Natives and Eurasians into the judicial system met with mixed results. All Colonials have the right to have their cases heard by a Colonial judge; thus, any ruling made against a Colonial by a Native judge is non-binding unless the affected Colonial assents. Native judges are, however, preferred in Native disputes. As might be expected, suspicion is aroused in cases between a Colonial and a Native based on the ethnicity of the judge sitting on the bench.



Generally speaking, the British East India Company is happy to let Natives settle their disputes on their own, using whatever legal system they prefer, providing that it does not conflict with English morality. The most notorious exception to this is Suttee, a Hindu practice whereby the widow was expected to throw herself on her husband's funeral pyre. To most Civilians, this looked to be an expedient way for affected relatives to relieve themselves of a financial burden of caring for the widow and it seemed that many widows were not committing suicide as much as being forced to kill themselves. Even so, the Governors of India refused to get involved until pressure from the Aluminat Church forced the outlaw of Suttee (see the **Sisters of Saint Ignus** sidebar for more details).

Generally, you can use the **Typical Sentences Chart** in the *Core Rulebook* as a guide, although mofussil District Officers are likely to impose sentences that keep the peace rather than incite a riot. Class distinctions in India are affected by race; Colonials are often treated as upper class citizens when performing a crime against a Native, the affair is likely to be dealt with privately. The converse is true for Natives; harming a Colonial is likely to result in harsh punishment even beyond the upper limits of a typical punishment for the crime.

The Criminal Tribes Act

The Thuggee and other criminal bands have been a thorn in the side of travellers, both Colonial and Native, since before the Company Raj. It was thought that the opening of the railways would mitigate this somewhat, but instead the criminals have adapted and train robberies are becoming common as the trains pass through the mofussil. There have also been increased 'mug and jumps', wherein a Native boards a rail car at a train station, then robs the passengers within that single car at gun or knifepoint. Once the passengers have turned out their pockets the criminal then leaps off the train onto soft ground.

Disturbed by this turn of events, Governor-General Ecclesbury appointed a promising Gnomish barrister, Jeremy Stevenson, in 1864 to study the problem and offer a solution. What Mr. Stevenson uncovered was shocking. It appeared that there were numerous Untouchable tribes that were practiced criminals. Many were wandering nomads that struck fear in the hearts of nearby villages. Mr. Stevenson also believed that the Thuggee were supporting these bands. He submitted the Criminal Tribes Act to the Governor-General in 1865. The Act was sent to Parliament for approval. While some Members of Parliament were apprehensive, the near-completion of the Suez Canal and the prospect of more British subjects being preyed upon enabled the Act to garner enough support to pass.

The Criminal Tribes Act allowed Civilians to suspend basic legal rights to members of 'criminal tribes' when arresting and interrogating them. At first, the Natives gave the Governor-General their enthusiastic support, as the British East India Company allowed local Brahmins to give them a list of such tribes to be designated as criminal. Even the so-called criminal tribes were supportive, as the Criminal Tribes Act gave them an opportunity to shake their criminal status. Much progress was made throughout 1866, as the British East India Company was able to legally round up and process entire criminal tribes. Many were sent to the Andaman Islands or Singapore.

As 1867 began, however, Viscount Ecclesbury has been using the Criminal Tribes Act to support his own ambitions. He has issued an order that any tribe or village that harbours more than a certain percentage of criminals can be designated a 'criminal tribe' and subject to incarceration and removal. If a particular tribe that vexes the Governor-General does not meet the requirement, then the local District Officer is pressured to make enough arrests and convictions to ensure that it does. It has not taken long for the Natives to realise what is going on, and thus the Criminal Tribes Act has thrown another log onto the building fire for the Indian Mutiny.

Entertainment and Vice

The Dinner Party

For a visitor from Home, the formal Colonial dinner party can be a surreal experience. Indeed, even Colonials took little pleasure from throwing them; it is a highly ritualised affair, which deviates little from day-to-day and from house-to-house. Informal dinner parties, especially those given by the memsahibs of subalterns, tended to be more pleasant affairs.

The formal dinner party begins in the drawing room, where guests are offered a drink. When dinner is ready, the Indian bearer summons everyone to the dining room. This is where the hostess shines, as it is her task to ensure that the order of precedence is followed. Indeed, she soon learns of any mistakes, for guests generally enter the dining room according to their ranking.

The excuse for the party, of course, is dinner, and it is unfortunate that Colonial hostesses concentrate on aping Home dishes rather than take advantage of the local cuisine. Menu cards are printed in French, and it is becoming more popular to feature British dishes rather than Indian cuisine. Unfortunately, that means that most of the meal comes from tins than from the local markets. Not all of it is tinned, however; many fruits and vegetables available at Home are now grown in India. Some elements of Indian food do make it to the table; Colonial food tends to be very spicy and include a few fusion dishes, such as Mulligatawny soup and heavy curries.

Memsahibs do their best to ensure that every guest has a servant behind his or her chair. While most do not have quite so many on staff (indeed, they likely do not have enough to work the kitchen), memsahibs often borrow servants for this purpose. Conversations are kept pleasant and on the most banal of topics. There is frighteningly little deviation, especially considering that, thanks to the *Warrant*, one was always seated next to the same people.

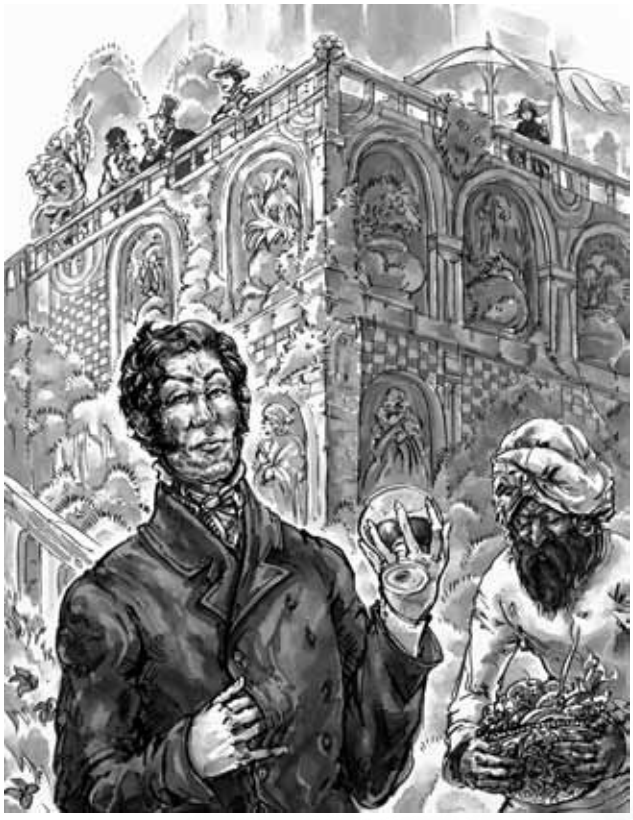
After dinner, the men enjoy a port while the ladies go to the hostess' bedroom to freshen up. Soon thereafter, everyone would meet again in the drawing room. This is the most random aspect of the party, as the hosts and their guests may sing songs, play card games (such as whist or pontoon) or a party game (such as dumb crambo, which is similar to charades).

About an hour after dinner, the bearer appears with drinks (usually whiskey and soda), signalling the end of the evening. Again, the *Warrant* determines this. The most senior lady (using her husband's rank) is expected to leave first, followed soon thereafter by the other guests. Interestingly, if someone has to leave early, they seek permission from the most senior lady, whether or not she is also the hostess.

Food and Drink

More than perhaps any other element, a culture is defined by its cuisine. A single meal can tell an entire story; native foodstuffs, religious or status considerations, foreign influences, and length of the workday. India is rife with cultural deviations; with the diversity of a subcontinent, there is no single 'Indian cuisine'. While largely guided by Hindu custom, Indian food has adapted with Nithami, and later, Colonial influences.

Traditional Indian dishes are heavily inspired by religion, region, and climate. Hindus do not eat beef, although they use cow's milk. Vegetarianism is also held in high regard, especially amongst Brahmins, so there are a great variety of non-meat dishes. Spices are



The Mulls of South India

In the competition among civilians of the three Presidencies, Madras civilians are often disparaged as being less cultured and more provincial than their counterparts in Bombay or Calcutta. One way in which this has manifested is by calling Madras civilians or indeed any Colonial from South India a 'Mull'.

'Mull' is short for 'mulligatawny soup eater'. As Madras was one of the first places that the British East India Company colonised, the local Tamil pepper water dish was 'westernised' into a thicker, meaty soup to accommodate an English palate. This dish has become so associated with the Colonials of South India and Madras has so lagged behind Bombay and Calcutta in urbanisation that 'Mull' is now used for 'country bumpkin'.

used to keep meat from spoiling in the hot climates, and coastal regions incorporate seafood.

Nithami incursions into India introduced Middle Eastern cuisine, such as the kebab, gravies (what Westerners commonly call 'curries'), and, of course, beef. Nithamiyyeen do not eat pork and in areas of India where the concentration of both Hindus and Nithamiyyeen are high both pork and beef are kept off the menu.

The European trade and conquest brought new foods to India, including chillies, potatoes, and tomatoes. Indian cooks adapted to their sahib's tastes; thick curries and soups were created for the Colonial palate. Mulligatawny soup, rogan josh, and vindaloo were all developed due to foreign influences in India.

Although Goa is Portuguese-controlled, Goan chefs are highly prized in Colonial kitchens. As most Goans are Aluminat, they do not have the food restrictions of Hindu and Nithami chefs and can cook beef and pork for their sahibs.

Alcohol

Drinking alcohol is a common pastime amongst the soldiers of the British East India Company. At first, ale and beer was hard to get due to barrels spoiling on the long voyage around the Cape of Good Hope. The British East India Company originally hired Enchanters to preserve barrels, but the resulting beer was too costly for the average soldier. By the end of the 18th Century, however, English brewers created an India Pale Ale. This strongly hopped brew made the long voyage quite easily and was considered so tasty that retired Colonials missed it at Home (leading to a Home market for the product). Today, there are local breweries in most cities, especially those that host British East India Company garrisons. Many of these beers, ironically, are exported Home.

Nithami characters tend to refrain from alcohol, especially when in the company of other Nithamiyyeen. Many Hindus also refrain from alcohol, but this tends to vary by region and caste.

Caste Restrictions

Vegetarianism is highly valued in Hinduism (and essential to Jahanism). Eating meat is a sign of being lower caste and many Brahmins and well-to-do Hindus are vegetarians as a result. Vegetarianism is also popular in regions with high concentrations of both Hindus and Nithamiyyeen, as it enables them to eat together without worrying about offensive animal products. The small Yehudi and Nazrani populations tend to favour vegetarianism as well (the Nazrani follow a variation of Yehudi dietary laws).

In general, members of a particular caste are supposed to only eat and associate with each other, although in practice only the highest castes are strict about this. If the castes are mingled (such as in the British East India Company Army) then separate dining facilities must be set up. Many Brahmins refuse to eat food prepared by a lower caste Native or even a Colonial. It can be quite a culture shock for a Colonial to discover that a mere Native will refuse to eat with him, no matter how lavish the meal or how high the Colonial's rank.

When the first Sikh Guru split from Hinduism, he decreed that all Sikhs should eat together as a community, directly rejecting notions of caste. Every *gurudwara*, or Sikh house of worship, provides a free communal meal that is open to all visitors, regardless of faith. It has become customary to make this meal vegetarian so that dietary restrictions do not inhibit a visitor's participation.

The Mutton Club

Living in a mofussil station can be hard for a Colonial. Due to religious taboos and general poverty, food animals are generally hard to come by and, without magical assistance, butchered meat usually must be consumed within a day. It is hardly conducive for a rural memsahib to go to the city to stock up. The only meat readily available was chicken, which Colonials considered scrawny and not as tasty as the ones back Home.

One way that civilians in the mofussil vary their diets is to participate in a mutton club. Membership fees finance a single ranch of imported sheep. Generally, participants in a mutton club are grouped in fives; when a sheep is slaughtered, each member gets a cut. The choice cut is the saddle; when it is a particular civilian's turn to receive the saddle cut he is expected to throw a dinner party for his fellow civilians and families.

Tiffin

Unlike the British, Indians are accustomed to a light meal in the afternoon. Colonials dubbed this meal 'tiffin' (English slang for a sip) and adopted the term for their own rather more substantial luncheons. Unfortunately, in an age before refrigeration, memsahibs (or, more accurately, a household servant) were expected to run the midday meal to their husbands at work. This could be problematic if a civilian's home was not conveniently close by.

In Bombay, tiffin couriers, or dabbawallahs, arose to meet the demand for quick deliveries. While each memsahib still prepares the meal at home, a dabbawallah picks it up and delivers it promptly to the husband's office. Thanks to improved communication, dabbawallah services have started in Calcutta and Madras.

Tea

It is perhaps ironic that the most English of traditions, afternoon tea, depended upon a product not native to nor grown on English soil. Originally, tea was imported from China and was a dangerous proposition. While the British East India Company had a monopoly on the Chinese tea trade, it still had to deal with foreign competitors and pirates.

In 1833, the British East India Company was forced to surrender its monopoly on the Chinese tea trade as a condition for the renewal of its charter. Faced with the prospect of competing with other British companies in addition to its current competitors and pirates, the British East India Company determined to find a more profitable solution. India seemed the answer.

In 1834, the first tea was planted in Assam. This first crop was made with seeds imported from China, although it was soon discovered that Assam had its own native tea plants. Over the next few years, the Assam and Chinese tea plants were hybridised to produce a variety of flavours.

Londoners enjoyed the Indian teas and the number of tea plantations in India grew. By 1867, there are numerous tea plantations in Bengal and Southwest India. Most Indian teas are now of the Assam blends, although Darjeeling tea continues to be made from the Chinese plant. Tea is the British East India Company's most lucrative export.

Card Parties

Card parties are very popular in Colonial society, especially in the mofussil. Less formal than dinner parties or dances, card parties have survived in smaller stations and they generally involve playing cards or other parlour games. Popular card games include poker and whist. Other parlour games include backgammon, chess, and draughts.

Balls and Dances

With little to do within a station, balls and dances are popular pastimes amongst Colonials. With most Colonials being of the same age group, old dances fade and new dances become popular as new waves of griffins step off the boats. Popular dances include the galop, mazurka, polka, reel, schottische, and the waltz.

With little British aristocracy in India, it is left to the British East India Company to hold large balls, usually performed in the regional Government House. All Civilians, their families, and Presidency Army officers are invited to attend. There was usually a large winter ball and one on 22nd May for the Queen's Birthday, as well as several smaller seasonal balls and weekly dances.

British East India Company regiments and remote stations also organised dances, although these are less formal and, in the case of army dances, heavily weighted toward male attendance (although virtually every Colonial dance is at least slightly weighted toward male attendance). In smaller stations, amateurs play music and sing in place of bands. Guild chapter houses also host balls for their members and esteemed guests.

One of the most popular dances is the fancy dress ball, in which attendees were expected to wear costumes. In small stations, costumes would be rather basic, but in the larger stations a Colonial may order elaborate costumes from Europe or a bored memsahib might spend weeks sewing magnificent dresses and masks. Sedgwick & Finley's, of course, carries a full line. It is customary for a memsahib to inquire of a Sedgwick & Finley's salesman about previous purchasers of a particular costume so that an embarrassing circumstance at the fancy dress ball may be avoided. In some cases, a fancy dress ball may have a theme that limits choice of costume (a considerate host lets Sedgwick & Finley's know this in advance).

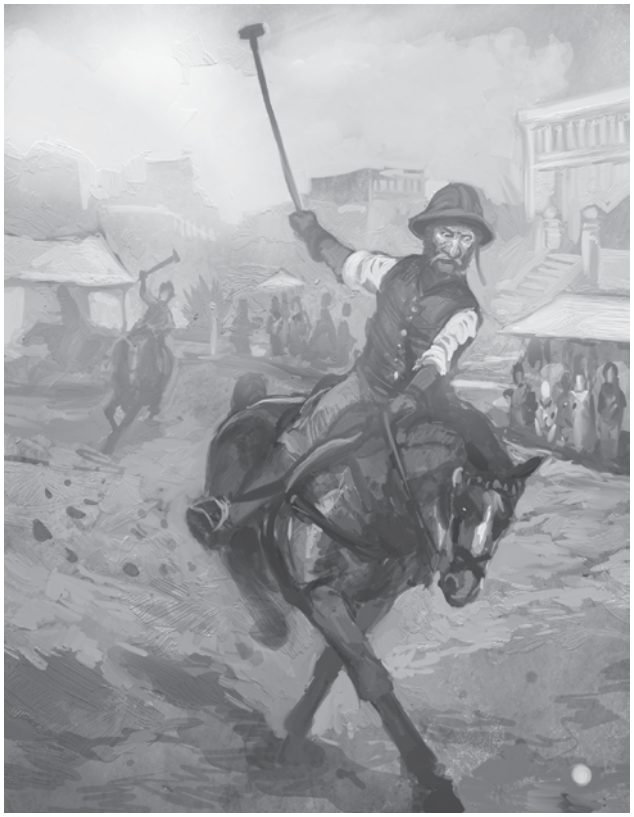
Sports

Originally, the Colonials brought their native sports and pastimes with them. Archery and 'fox' hunting were popular (with jackals substituting for foxes), as it taught survival skills as well as sportsmanship. This was particularly important for memsahibs that lacked such training in their youth, as they might have to defend themselves from assaulting Natives some day.

'Hunting for the pot' was especially promoted by the British East India Company as a way to meet Natives, learn about their lifestyles, and perhaps gain information. British East India Company leaders believed that, if a Civilian went hunting for the next day's supper, he would be in an ideal position to meet and greet those for whom he administered.

Cricket and billiards also made their way to India from England, and croquet would soon follow. Croquet was especially popular because men and women could play together in a small group.

Still, it was not long before Colonials began adopting and adapting local games. Polo became a popular competitive sport, especially among civilians and the military. Various forms of badminton were also adapted and played by Colonials; like croquet, it could be enjoyed by virtually anyone and only required two players at minimum.



Gymkhanas

Larger stations generally have gymkhanas, which are social and sporting clubs (the term 'gymkhana' is a Colonial corruption of the Hindi term for a ball court). Gymkhanas are generally sponsored by the British East India Company to keep up morale and are often open to both men and women.

Duelling

While duelling has gone out of fashion at Home, the practice is alive and well amongst the Colonials in India. With the middle class having few 'betters' amongst them, the duel allows them to play at being aristocrats. The British East India Company frowns on duels and they are officially illegal, but it turns a blind eye. Many low-level civilians enjoy early advancement.

While unofficial, Colonial duelling follows traditional protocols. One opponent makes the challenge and the other accepts and chooses weapons. Most Colonial duels are fought with pistols (in some cases, smoothbore pistols are still used), but there have been instances of swordplay as well. A Sorcerer, or Enchanter if one is not available, is usually on hand to tend to the wounded. Magical duels between Guild Thaumaturgists also happen on occasion.

While duelling is considered a European custom, Madras civilians have learned that Native duels have taken place in South India for centuries. Public duels, or *ankam*, were fought between the champions of opposing parties, in a similar manner to mediaeval European custom. These champions are trained in the martial arts, both armed and unarmed.

This practice has been outlawed in areas of direct rule in the Madras Presidency, although it is still practiced in the princely states of South India. The unarmed training, Kalaripayat, is also secretly taught in villages in the Madras Presidency. It is rumoured that Native women also receive the martial training necessary to participate in an *ankam*. So far, no Madras civilian has seen a Native 'Russian Duel' take place.

Drugs

Tobacco is a popular drug in the subcontinent to both Colonials and Natives (except for Sikhs, whose religion forbids using tobacco). Pipe-smoking is popular amongst Colonials, although the cheroot, a type of cigar developed amongst the Natives long before the British came, is also very popular. Among Nithami communities, especially in the palaces of Nithami princely states, the hookah is a common way to smoke socially.

The large Chinese populations of Singapore and Calcutta have given rise to opium dens. While Indians had been chewing opium for centuries, opium smoking is primarily a Chinese pastime. That said more than one Griffin has found himself broke and hopelessly addicted to opium prior to graduation.

Prostitution

Prostitution is alive and well in India. The Devadasi are girls, often orphans or unwanted, that are taken in by a temple and 'married' to it. These girls are trained to perform songs and dances during temple ceremonies. Over time, they became expected to 'serve' upper caste devotees in a more intimate capacity. Today, most Devadasi are, basically, temple prostitutes. This, of course, gives Aluminat missionaries something else against which to rail.

The major cities of India are also home to brothels, recruited primarily from the lower castes or young widows with no other means of income. While the increased presence of Colonial women has helped strengthen the wall between 'black and white societies', Colonial men still make frequent use of the Native brothels.

Science and Steampower

India is an ancient land, perhaps the most ancient. Nonetheless, the subcontinent has tended to lag behind Europe in terms of scientific and industrial progress, especially in the South. With the arrival of Europeans, however, India has been catching up, technologically. The British East India Company has certainly brought new advances to India and one of the latest, railroads, is helping the British East India Company spread new technologies more quickly to more remote areas of the Empire.

Land Travel

Ever since the development of the railroad in the early part of the century, the Company has been eager to lay track through India. In 1850, the Company began work on the Indian Triangle, a railroad network that would link Bombay, Calcutta and Madras. The rulers of princely states were eager to invest in the railroad as well. The network was completed in 1862, although ancillary tracks continue to be built to link new cities and principalities to the rest of India.

In spite of the railroad, the most common means of transportation in India remains the horse, especially in the northern and western areas. The elephant is also a common mode of transportation. Although slower than travel by horse, the elephant enables multiple riders to sit in the howdah.

Carriages are common in the major cities and hansom cabs are starting to make appearances in Bombay and Calcutta. The rickshaw, a one or two person cart pulled by an Ogre, has appeared in Singapore and Calcutta.

One enterprising Gnome, Godwin Buttersworth, has designed a clockwork elephant able to take fully-enclosed passengers across even treacherous terrain. The interior of the elephant is enchanted for comfort and some of his models have rifles or cannons built into it. While the invention has yet to prove practical for mass use, many native princes have placed orders for the Buttersworth Brass Elephant.

Historical Progress

While *Jewel of the Empire* is set in 1867, it does not have the same level of scientific progress as our own world. Due to a number of factors, such as delayed wars, scientific marvels, and magic, *Victoriana* is in some ways more advanced and in some ways more backwards than our own. Never is this truer than in India, where the British East India Company has to make economic decisions on what is worth importing onto the subcontinent. Therefore, while airships and railroads crisscross India, weapons and other technologies are closer to 1857 than 1867.

Naval Travel

By far the most common way to get to India from the British Isles is by boat. Until 1830, travellers to India had to sail around Africa to get to the subcontinent, following a route around the Cape of Good Hope up the Indian Ocean to Ceylon, Madras, and Calcutta. Such a trip would generally take two to six months, depending on the winds.

In 1830, a land route through Egypt was established. Travellers could now take a voyage through the Mediterranean to Alexandria (often by travelling overland through Europe), board the train to the Suez, and then take a final sea voyage to Bombay (and use rail from there to get to the other cities). This land-and-sea arrangement shortened the trip to India to a month. Unfortunately, cargo ships could not easily use the new arrangement and still had to take the long way around.

The recently-opened Suez Canal is about to change all of that. With a water route through Egypt, all ships can take advantage of the shorter route and the travel time is only three weeks from England to Bombay. Travellers going across Europe by land or air can cut the travel time even further.

The Peninsular and Oriental Steam Navigation Company ('the P&O') is the most popular and well known company that provides steamship service from Europe and Africa to India, although there are others, including the Anchor and Clan (Liverpool to Bombay) and the Calcutta Star Line (Liverpool to Calcutta).

Air Travel

"As goes the aristocracy, so goes the airship." This quote by poet and novelist, Emily Campana, in 1857, notes the cost and luxury of air travel. Since the British aristocracy rarely travels to India, and none of the rajahs of the princely states can afford the cost of owning one, there is no regular airship service to or around the subcontinent.

While the Company sees an airship fleet as an unprofitable enterprise, it does own and maintain one airship, the *Darjeeling Queen*. This airship is largely used to impress local and foreign dignitaries as well as shuttle Company officers when time is of the essence.

The P&O has been considering airship service between Alexandria and Bombay, but projected profits thus far do not come close to justifying the venture. While some European aristocrats certainly see India as an ideal vacation destination, there are simply not enough to keep a steady income stream flowing. The Trans-Indian Skyway is a private enterprise owned by Sherman Tuttle, a former high-ranking Civilian. His six-airship fleet makes stops at each point of the 'Triangle' (Bombay, Calcutta and Madras). Most of the airship is designed for luxury travel, although the bottom level is Third Class. Ironically, the Third Class tickets keep the Trans-Indian Skyway afloat.

One company that has made airship commercial transport successful is the Pan-Asiatic Spice Delivery Service. Founded by Indika Dumptrya, the airship company came into business when her father, a shipping magnate, died in a freak storm in the Indian Ocean (British East India Company involvement is suspected but unproven; its officers maintain that the storm was the work of pirates or the Dutch East India Company). Miss Dumptrya sold the shipping fleet and purchased an airship. She has been very successful and maintains a regional office in Calcutta (the Governor-General suspects she smuggles for the Triads, but he has found no proof). See *Faces in the Smoke* for more information on the Pan-Asiatic Spice Delivery Service.

Air Conditioning

The combination of an English weather upbringing and India's unremitting heat has created a demand for air conditioning amongst Colonials on the subcontinent. Thaumaturgy solved the problem centuries ago with a simple spell, but not everyone can be a Sorcerer. A Petty Magician can place an enchantment spell on a suit of clothes, but it is not cost-effective for anyone but the very wealthy to treat their clothes on a regular basis. For most of the Company Raj, civilians have made do with punkah fans and cold drinks.

Technology is catching up. The opening of the Suez Canal and the railroads have made ice transport from Europe and America viable and a few daring enterprises, such as the Himalayan Ice Company, are starting to bring ice down from the mountains. Each of the three Government Houses has giant steam-driven air conditioning units, although these are unreliable and do not cool buildings evenly. More useful is the clockwork ceiling fan, a combination of science and Guild magic that eliminates the need for a punkah fan (and frees up punkahwallahs for other duties).

Communications

It is fairly easy to communicate across India. All of the major cities have a postal service and most major

routes are connected by telegram wire. Only the remotest stations have trouble sending or receiving messages on a daily basis.

Currently, there is no telegraph line between Europe and India. There is a cable line through the Suez Canal on the drawing board, but the line is not expected to be completed until 1868 or 1869. The British East India Company keeps Guild Thaumaturgists with Dark Magic licenses (as well as many caged pigeons) on the payroll in Calcutta and London to send Fleeting Messengers when necessary. Such reports are usually sent weekly, unless the situation calls for a more frequent correspondence.

Messengers

Colonials rarely employ private couriers, as most have more than enough Native servants to run messages for them. Even in highly urban areas, such as Calcutta, there is always someone available to run a message.

With the advent of dabbawallah services, some Colonials have begin to utilise their 'lunch-runners' as private couriers as well, especially if they are in the office or otherwise away from their servants. Dabbawallah organizations are starting to capitalise on this need by offering courier services as a side venture.

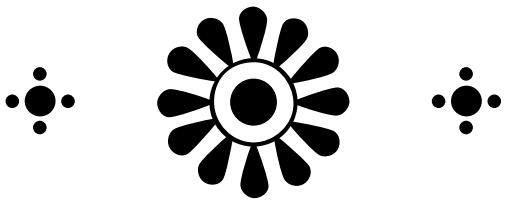
Military Technologies

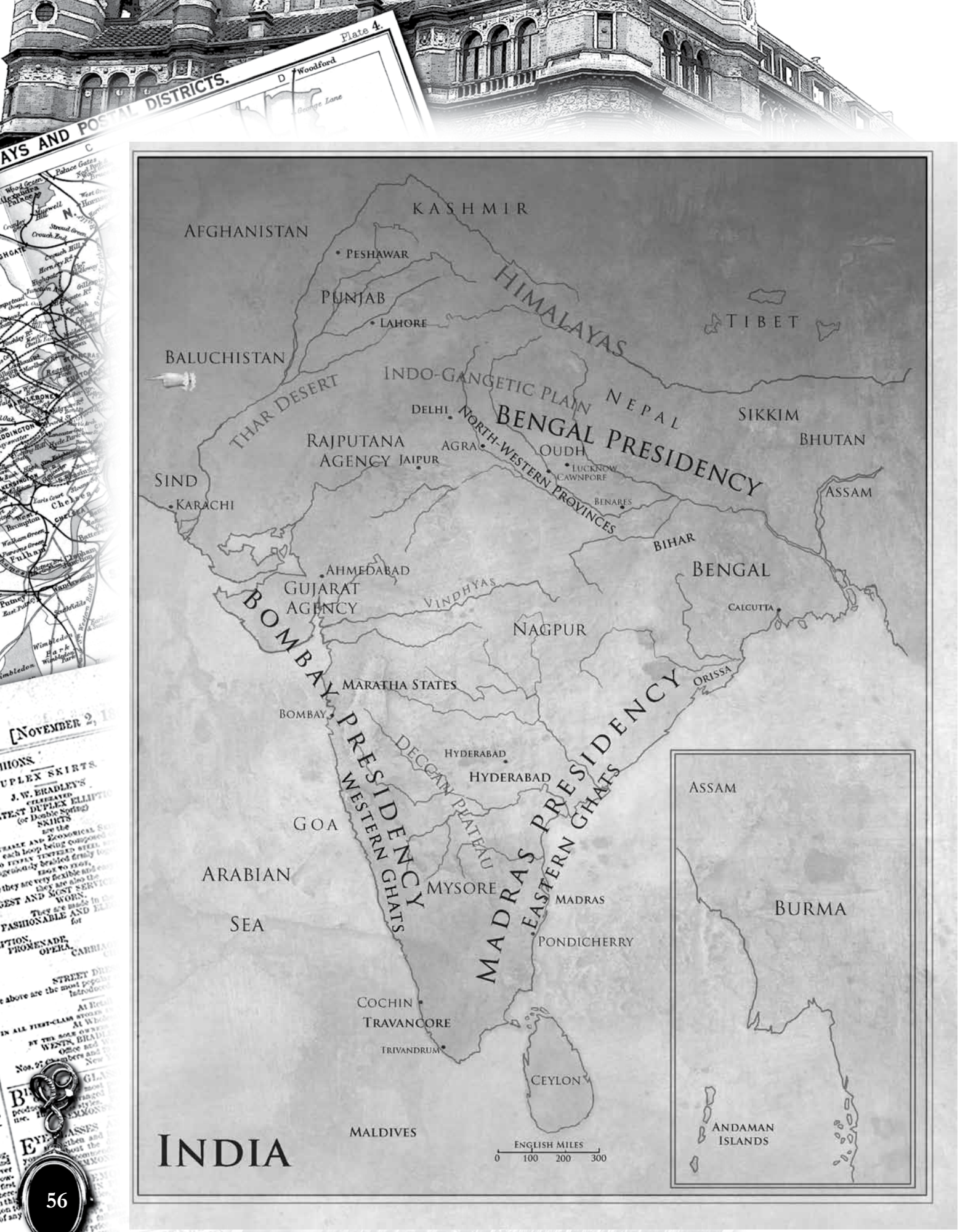
The most significant advancement in recent military history is not the steam engine or the machine gun. Indeed, it is not a technological innovation at all, although technology is increasing its application. The advancement, of course, is air power.

While wyvern taming and riding is a relatively modern European innovation, Middle Eastern armies have been using air power for centuries. Magic carpets carry warriors and sorcerers into battle and they have ensured that battle commanders could better assess the battlefield. The roc has also been tamed for combat although, like wyverns, there are too few rocs available to decisively turn the tide of most battles.

That said there have been technological advances. Ornithopters have joined rocs and wyverns in the aerial battlefield while the Bengal Army has purchased a few Butterworth Brass Elephants to determine whether they would be a practical weapons platform.

In spite of recent innovations, such as Guild-powered combat harnesses and clockwork limbs, Indian forces tend to lag a bit behind Europe. Colonial troops have always enjoyed a technological edge over Native armies and the Natives have yet to fully catch up. In addition, the British East India Company has so thoroughly pacified the subcontinent that they do not feel the need to upgrade their armies with the latest technologies. Unfortunately, for the Board of Directors, their delay in upgrading rifle technologies will contribute to the onset of the Indian Mutiny.

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PUNJAB
LAHORE
HIMALAYAS
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THAR DESERT
DELHI
NORTH-WESTERN PROVINCES
BENGAL PRESIDENCY
SIKKIM
BHUTAN
RAJPUTANA AGENCY
JAIPUR
AGRA
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LUCKNOW
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GUJARAT AGENCY
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ORISSA
BOMBAY
DECCAN PLATEAU
HYDERABAD
HYDERABAD
MADRAS PRESIDENCY
WESTERN GHATS
EASTERN GHATS
GOA
ASSAM
ARABIAN
MYSORE
MADRAS
BURMA
SEA
PONDICHERRY
COCHIN
TRAVANCORE
TRIVANDRUM
CEYLON
ANDAMAN ISLANDS
MALDIVES
INDIA
ENGLISH MILES
0 100 200 300

Chapter 2

Geography of India

"Europe is merely powerful; India is beautiful."

- Savitri Devi

India

Hester Barrymore stood at the giant window of the airship cabin looking out across the Bay of Bengal. Once, she knew, many kingdoms dotted the coast on either side. Hindu rajahs and Nithami nawabs on one side, Buddhist kingdoms down the other. That was before John Company came and conquered these kingdoms so that she could enjoy her tea and spice the foods at her table. No, where once it touched a patchwork of different lands, the Bay of Bengal was now most definitely a British Lake.

—Emily Campana, *Angels of Calcutta* (1861)

As a subcontinent, India has a very diverse geography. Almost any type of terrain can be found somewhere in India, from the snow-capped mountains of the Himalayas to the sand dunes of the Thar Desert. Virtually all of India is warm by British standards, especially in the north-western parts. Particularly troubling is the monsoon season, which lasts in the lowlands and Bengal region from May through November. These monsoons can be quite dangerous, wiping out whole villages and changing the course of rivers.

Physically and politically, India is often thought of in terms of North and South (or Aryan and Dravidian), roughly bisected by the Vindhya Mountain Range. Northern India, wedged between the Vindhyas and the Himalayas, is the crossroads between southern East and West Asia. The Thar Desert and the Himalayan foothills dominate Northwestern India, a dry arid land that is very hot in the summer but can be quite pleasant in the winter. The Northern plains that cut across India also experience very hot summers, frequently punctuated by strong thunderstorms. Northern plain winters are warm and dry. In the east, Bengal and surrounding regions are hot year-round and subject to monsoons during the summer and fall.

Mountains outline South India, the Vindhyas to the north and the East and West Ghats further defining its triangular shape along either side. The Deccan Plateau, which sits inside the mountain ranges, is warm and dry in the winter, and hot and wet in the summer. The coastlines of South India are a tropical paradise to the Colonials, although the west coast can get unbearably hot in early summer before the monsoon season.

Even with wet seasons and the monsoons, India is not usually subject to steady rains. To use a modern example that compares England to India, if you want to keep clean in England you take a shower a day. In India, you get a bucket of water dumped on you once every week or two, and you must use that water until the next bucket arrives. If that occasional bucket fails to arrive, or only amounts to half a bucket, then entire regions would be subject to drought.

Politically, India is roughly split into North and South, as well. This has been pretty well-covered in this book, but to summarise here South India has had a more purely Hindu culture with Hindu leaders over the centuries, while North India has been dominated by Nithami rulers during the same period. Thus, the Hindu caste system and traditions tend to be stronger in the south, whereas Hindus in the north have had to make more accommodations.

Regions of India

The following is a list of selected regions in India. These are not strictly political regions, as the Presidencies cut such large swaths through India that cultural distinctions are blurred. Rather, we have chosen to divide the subcontinent into chunks that represent cultural distinctions on the subcontinent. Nonetheless, some of these regions do map pretty well with some political boundaries.

While these entries look similar to the nation descriptions in the *Core Rulebook*, we have left out the population, class, and literacy breakdowns, as the India section of the *Core Rulebook* is roughly uniform throughout the subcontinent. For ease of reference, here are the relevant statistics from the *Core Rulebook*:

Population Breakdown: Human 60%, Eldren 15%, Beastman 12%, Dwarf 10%, Halfling 2%, Ogre 1%
Class Breakdown: Upper 1%, Middle 10%, Lower 89%
Literacy: 20% of population is literate

Astute readers might notice that the entry for 'Slave' is gone under Class Breakdown and its percentage combined with the lower class. This is because the Slave entry in the *Core Rulebook* was an error.

There is also no statistic for Gnomes. As mentioned elsewhere, Gnomes are not native to India and those that live on the subcontinent are descendants of Gnomes from other cultures. While the British East India Company employs a significant number of Gnomes, the entire Colonial population of India makes up less than 1% of the total.

A couple of entries in the statistic blocks below need further elaboration. The Governmental System entry will list either a Presidency or Princely State. If it is directly ruled, then the Presidency that it is part of is listed. If it is a princely state, then the title of the native prince is listed in parentheses.

A new entry, Ruling Religion, has also been added. Many princely states have rulers that are of a different faith than most of their subjects. In addition, the British East India Company, effectively making Aluminat the ruling religion of those regions, governs directly ruled regions.

Aden
Languages: Arabic
Religion: Ismal, Yehudite
Governmental System: Bombay Presidency
Ruling Religion: Aluminat

While not part of the Indian subcontinent, the Aden Settlement is a very important part of British India. Set on the southern part of the Arabian Peninsula, Aden is an important coaling station for ships travelling to and from Bombay, as well as British interests in East Africa. This service is expected to grow exponentially with the recent opening of the Suez Canal and, indeed, Aden is already seeing increased traffic.

Aden is distinct from the rest of British India due to its lack of Aryan influences. The native population is Arabian and Ismal is by far the most prominent faith, although there is a significant Yehudite population as well. Nithami clerics currently minister to the needs of the Arabian population, including the implementation of Nithami Law.

The current British official in charge of the Aden Settlement is Colonel Darius Reed, who is also in charge of the Aden Garrison. Col. Reed is a pig Beastman, which has made him rather unpopular with the Native population. This has only made Col. Reed, a proud and stubborn officer, only wishing to exert his authority more. This, along with rumours that the Bombay Governor may promote him to lieutenant governor, has led Col. Reed to declare that all disputes in Aden be settled by British, rather than Nithami, Law, even in cases between two Arabians. The local clerics strongly protest this move, but Col. Reed's response was to increase garrison patrols and enact measures designed to curtail any resistance.

For travellers, Aden is also important for being a first taste of British India or a final goodbye. Because of this, the British areas around the refuelling station are modelled on Hindu architecture and the markets sell Indian wares. It is customary for ships leaving Bombay to hold off their major *bon voyage* parties until after they have left Aden, as only then have they truly left British India.

In addition, most of the non-British refuelling workers and boxwallahs are of Indian rather than Arabian origin. This has resulted in Aden effectively being split into three: British, Indian, and Arabic 'quarters'. The Arabic quarter is by far the largest of the three and the Indian quarter acts as a buffer zone between the British and Arabic quarters. While care has been taken to ensure that imported labour is Hindu, some Indian labourers are actually Nithami or sympathetic to Ismal. Thus far, the Colonel has not realised the trouble that this could cause.

Andaman Islands
Languages: Officially English, although most Indian languages are represented
Religion: Hinduism, Ismal, Sikhism, Aluminat
Governmental System: Bengal Presidency
Ruling Religion: Aluminat

The Andaman Islands is the East India Company's penal colony. Established in 1790, the colony is currently administered at Port Cornwallis on the Great Andaman Island. Currently, there is a dispute in Parliament, at the urging of the Ceylon Governor, over the legality of a 'corporate penal colony'. As Britons and Anglo-Indians are not interred there, however, Parliament has been slow to act.

The indigenous population has suffered terribly during the colonisation, being driven to the smaller islands or into the interior. Most were killed during various skirmishes with the colony's soldiers. These were often followed with retributive strikes in which the soldiers slaughtered whole villages.

The current Warden of the Andaman Islands is Captain Alphonse Cutter, a Halfling with a fascination for efficient, orderly administration. Unfortunately, Captain Cutter often treats his prisoners (and personnel) as cogs in a well-oiled machine rather than as people. He organises daily routines down to

the minute, often with little variation between days. When a prisoner breaks the rules Captain Cutter imposes what he considers a 'rehabilitation exercise'. Some of these punishments can be rather brutal, but Captain Cutter maintains that they are necessary for discipline.

As with any penal colony, putting agitators and criminals from across the subcontinent into one location makes that location rife for conflict. Captain Cutter's governance only exacerbates this. While language and criminal type have created barriers, the various prisoners have begun to communicate with each other especially, and ironically, through learning English. It is only a matter of time before the prisoners revolt, perhaps with a little help from the outside.

There are rumours that certain prisoners, especially cunning or politically problematic ones, are chosen for a secret game. The prisoner is placed on one of the small uninhabited islands where there is a boat waiting on the other side, a boat that also contains a considerable sum of money. If the prisoner can get to the boat and row out a mile from the island, he will be free and the money is his. Unfortunately, the island is fraught with peril, including traps, vicious animals, and even hunters. It is even whispered that prominent Anglo-Indians purchase the opportunity to hunt the prisoner. To this date, no prisoner has ever succeeded, and Company officials dismiss the stories as Hindustani propaganda.

Lieutenant Rhys Yeoman

Like all good rumours, the one about the secret game is true. The Warden believes that, for his prison to run efficiently, it is good to weed out undesirables. That the Warden can get money (and future aid) from prominent Anglo-Indians looking for sport is simply an added bonus. Captain Cutter, however, prefers not to get his hands dirty. Instead, he leaves the details to Lt. Yeoman.

Rhys Yeoman is a wolf Beastman who joined the British Army for a better life and the Company Army because they offered better pay. As a child, Rhys hunted in the Welsh mountains and these skills now serve him well in his current unofficial position. It is Lt. Yeoman that arranges for the prisoner to be placed as he leads a paying customer, usually a Civilian with coin to spend, in hunting the prisoner. Should the hunter fail to kill the prisoner, then Lt. Yeoman completes the deed himself (the rules, after all, do not specify that the hunter makes the kill, and there are dangerous animals afoot).

Lt. Yeoman is also responsible for keeping the game secret. Evidence is manufactured for official inquiries (usually from Home, as the Company generally turns a blind eye). Anyone that threatens to expose the secret meets an untimely and brutally violent end to deter future troublemakers.

Rhys Yeoman - Rank 12 Beastman Hunting Guide (Generalist)

Physical Competence: +8
Mental Competence: +8
Initiative: 12
Health: 8 Dice (16 pips)
Signature Skills: Firearms +4, Hide & Sneak +2, Swordplay +2, Tracking +4
Traits: Business Negotiator +4, Expert Hunter +5, Threatening Demeanour +4
Combat Abilities: Firearms (12 dice), Swordplay (10 dice)
Damage: Rifle (12 dice), large knife (6 dice)

Assam

Languages: Assamese, Bengali, Burmese
Religion: Hinduism, Ismal
Governmental System: Bengal Presidency
Ruling Religion: Aluminat

Assam is a major source of rice and tea in the Bengal Presidency and one of the most developed areas of the Company's Trade Division. Assam is, however, a dangerous area due to frequent Indian attacks on Company civilians and tradewallahs. Some believe that, with the Company's clearing of the land to plant crops for export as well as the steam-driven machines used to cultivate them (including frequent columns of smoke rising from the valley), Assam has become a symbol of imperial and corporate exploitation.

There is a growing communist movement amongst the workers of Assam, brought to the factories by Hindu College graduates. While the movement has met resistance amongst the Hindu workers, it has received traction amongst the Nithami and Buddhist workers. As these together make up almost 50% of the workforce, the Company sees this influence as a threat and has begun taking measures to stamp it out (which, naturally, makes communism even more appealing).

Baluchistan

Languages: Balochi, Persian, Pashto, Brahui
Religion: Ismal
Governmental System: Princely States, Independent
Ruling Religion: Ismal (Khan & Sardar)

Baluchistan is currently carved into four princely states (Kalat, Kharan, Las Bela, and Makran) as well as an independent region under Persian influence. Unlike other areas on the subcontinent, Baluchistan is largely free of Hindu influence. Like most of North India, Baluchistan has been conquered many times over the centuries, including Greeks, Afghanis and Persians that had less of an influence on the subcontinent.

Baluchistan plays an important role in the Great Game, as it is considered the last territory that Russia needs to conquer in its quest for a warm-water port should Afghanistan fall. While the British East India Company wants to strengthen its gains here to prevent such an eventuality, stretching India's borders

The Mahdi?

The British East India Company's expansion is not just opposed by Feringhi; local residents are also alarmed that the red-coated Westerners and their Native allies are marching west. One tribal leader in one of the free areas between Persia and the princely states, Sardar Akhtar Naseel, sees the encroachment as a pretext for the Aluminat-controlled British East India Company to conquer and forcibly convert all Nithami lands. Sardar Akhtar prided himself in knowing the words Ish'Mael had scribed and challenged the Aluminat missionaries that were spreading into the princely states of Baluchistan.

Ironically, a Nithami ruler rather than Aluminat first challenged Akhtar. The Persian Shah was incensed that Akhtar criticised him for strengthening relations with Britain. The Shah was further worried about his eastern border and feared that Akhtar's increasingly popular sermons would force the British East India Company's hand. The Shah first supported a rival tribe's attempted conquest of the Naseel state in 1863. When that failed, the Shah sent an army into Naseel in 1865 to force Akhtar to swear fealty. Not only did Akhtar refuse to do so, his tribal forces, combined with a sudden sandstorm, routed the Shah's forces.

In addition to the Shah's machinations, there have been a number of attempts to assassinate Akhtar. Every one failed and with each victory or survived assassination attempt, Akhtar's popularity grows. The other independent states of Baluchistan have now united under the Naseel banner and there is talk that some of the Princely States might break with the British East India Company and join them. Some imams have gone so far as to claim that Sardar Akhtar is the Mahdi, the prophesised leader that will unite the world under Ismal, but Akhtar has made no such claim.

Akhtar has sent emissaries to British East India Company Residents in the region with a simple message: "Come no further west and we shall not trouble you. Allow those that wish to join us to do so without bloodshed and we shall not fight you. Ignore these requests and your blood shall water our crops". This, of course, has only incensed the Governor-General and he has requested that the Bombay Governor and the Lieutenant Governor of the Punjab draw up plans to decisively push the Indian border to Persia once "this business in the Crimea" is over.

Sardar Akhtar is a capable, devout leader that wants only for his people to live in peace unmolested. He is a handsome Dwarf with a short beard and quite charming in casual conversation. His pleasant demeanour disappears when he feels threatened and while aristocrats and diplomats flinch at his blunt, frank delivery, his people actually appreciate his plain-spoken style. Sardar is also a Faith Medium.

Sardar Akhtar - Rank 15 Dwarf Leader (Generalist)

Physical Competence: +10
Mental Competence: +9
Initiative: 11
Health: 10 Dice (20 pips)
Mana: 5 Dice (10 pips)
Signature Skills: Charm +4, Faith Medium +4, Perception +3, Theology (Ismal) +3
Traits: Devout +4, Inspiring +5
Special Abilities: Becalm (Faith Medium), Glimpse (Faith Medium), Guardian Angel (Faith Medium)
Combat Abilities: Fisticuffs (10 dice), Swordplay (10 dice)
Damage: Fisticuffs (7 dice), Scimitar (10 dice)

this far west further strains the British East India Company's already strained credibility that it is not engaging in empire-building. Anti-Imperialist groups and other revolutionaries are flocking to the region to convince local rulers to retain their autonomy and agitate for full independence.

Bengal

Languages: English, Bengali, Punjabi, Hindi, Urdu, Kashmiri, Assamese
Religion: Hinduism, Ismal, Sikhism, Aluminat
Governmental System: Bengal Presidency
Ruling Religion: Aluminat

Bengal is the heart of British India. The Governor-General resides in Calcutta and his Presidency extends across northern India, from the Punjab to Assam. Bengal symbolises a united India, both for the Colonial rulers and the educated Natives.

Outside of the major cities, much of Bengal is carved into large tracts of land run by zaminders, local Natives that collect rents from their tenants and send the money to Calcutta. This system was intended to create a genteel class of Native country squires that would use their incomes to improve their lands, but thus far, this has proved unsuccessful. The Trade Department has increasingly turned to buying out zaminders and installing their own district officers. Unfortunately, for the British East India Company, few zaminders wish to sell and the British East India Company is loathed to agitate the Natives in a province that includes the largest concentration of British subjects.

Prior to the Company Raj, Nithami nawabs held sway over Bengal and the native population in the eastern parts of Bengal have a predominantly Nithami population. By contrast, the peoples of western Bengal, where Calcutta is situated, are predominantly Hindu and more receptive to British rule. This sentiment, however, is changing as Aluminat missionaries are becoming more numerous.

Khalid Abdul-Aziz, a Dwarf graduate of Hindu College and former member of the Young Bengal Movement, embraced the principles of communism but rejected atheism, believing that Ismal provides the same level of equality espoused in the works of Marx and others. Calling himself the Red Imam, he has been spreading his message of violent revolution throughout the mosques and villages of eastern Bengal. This worries local zamindars, as they fear that their tenants may soon turn on them. This fear is shared by boxwallahs and tradewallahs as well, and all three have petitioned the Governor-General for assistance.

In response, the Governor-General has increased army patrols through the region and he is supplying escorts for trade goods. Despite this, merchant wagons and barges suffer regular attacks from an increasingly defiant population. The British East India Company fears that this fervour could spread to the Indian workers in Assam and are working on a plan to remove Abdul-Aziz without making him a martyr.

The Tiger Riders

There is a special breed of tiger within the jungles of Assam known as Assamite Tigers or 'Black Tigers'. These are larger than their Bengal cousins and they can be ridden into battle by Native Enchanters with the Animal Companion spell. While few in number, Tiger Rider Cavalry Units are amongst the most-feared units in the Bengal Army.

Justin Fowler, Lieutenant Governor of Bengal

Justin Fowler is the lieutenant governor of Bengal. As such, he finds himself in a unique position. While theoretically equal to the other lieutenant governors and thus below the governors, Mr. Fowler is often called upon to substitute for the always-busy Viscount Ecclesbury. Unfortunately, Mr. Fowler lacks the experience to make big decisions and he has not fully grasped the recent surge in Indian discontent spreading throughout Bengal.

Mr. Fowler also suffers from being Human. As a Gnome, he would have more respect amongst the Brahmins and other Indian leaders. Without that edge, the lieutenant-governor has to earn it. Approaching forty, Justin has lost most of his hair and he is practically blind without his spectacles. He is rail-thin; while he attends many dinner parties, he is too stressed to eat well. He is often ribbed about having 'Gnome' in his blood, as he often works late into the night.

Justin Fowler - Rank 14 Human Administrator (Specialist)
Physical Competence: +4
Mental Competence: +13
Initiative: 7
Health: 5 Dice (10 pips)
Signature Skills: Culture (Bengali) +1, Etiquette +2, High Society +2, Politics +4
Traits: Desk Jockey +5, Inexperienced -4, Poor Vision -2
Combat Abilities: Are you kidding?
Damage: Justin has a better chance of hurting himself in combat

Calcutta, the 'City of Palaces'

Prior to British rule, the land on which Calcutta stands was once the site of three villages, Kalikata, Sutanuti, and Gobindapur, which themselves were built on the site of an ancient trading post. The Company built the current city on the advice of Job Charnock, a company man who thought Sutanuti made a perfect spot to control Bengal (and separated it from the Madras Agency). Over the last two centuries, Calcutta has been the seat of Indian Government and the second largest city in the British Empire.

Built as a company town, Calcutta centres on Fort William, where prospective employees take classes and where the garrison is stationed. Outside the Fort is the Maidan, a large company park around which prominent Anglo-Indian families reside. In many ways, the Maidan is similar to London's Hyde Park and performs much the same role in Anglo-Indian society. The most fashionable street is Chowringhee Avenue, which cuts through the district of the same name, where one can find the most opulent Anglo-Indian mansions. A racetrack has also been built on the Maidan and horseracing is a popular pastime.

The Civil Department maintains the Government House, which is the residence of the Governor-General. The Lieutenant Governor of Bengal resides at the Belvedere Estate. The impressive Writers Building, recently rebuilt using the latest technologies, houses the administrative offices. The Guild hosts the largest and most ornate chapter house in India along the Maidan.

The Aluminat Church has a strong presence in Calcutta and helps fund both Fort William College and Hindu College. Hindu College also receives financial aid from the Guild, which is represented by the Bengal Guildhouse overlooking the Maidan. Aluminat worship centres on St. Paul's Cathedral, a magnificent gothic church completed in 1847. The current Cardinal of

Oni on the Docks

Like everywhere else in the Empire, the docks of Calcutta are full of dutiful Ogres that help load and unload ships. While their superiors often tire of repeating orders to the dim-witted brutes, there is no denying the usefulness of their strong arms and backs.

That said, there is something different about some of the Ogres that work the docks of Calcutta (and Madras and Singapore). While they dutifully take orders and carry them out in as literal a fashion as only an Ogre is capable of, there is something else in their eyes. This is because some of the Ogres are actually Oni, their more intelligent cousins. These Oni are responsible for a large smuggling operation right under the British East India Company's nose. While a few Civilians have heard the rumours, investigators sent to verify the truth have a tendency to end up in a Calcutta alley, their limbs torn from their bodies.

Khalid Abdul-Aziz, the Red Imam

While a student at Hindu College, Khalid Abdul-Aziz was a member of the Young Bengal Movement, a group of freethinkers that wanted to create a new Indian society that did away with tradition. As a Nithami, Mr. Abdul-Aziz was already predisposed to throwing aside the Hindu caste system and traditions, but he was surprised to find so many educated Hindus agreeing with his views. Once he had graduated in 1845, the now Dr. Abdul-Aziz took a teaching position. It was during this tenure that he became aware of Karl Marx and communism.

While Dr. Abdul-Aziz found himself agreeing with Marx's philosophy, he was a devout Follower of Ismal. He spent years studying and integrating communism with his religious beliefs until he received a visit from an angel in 1857. This angel, calling herself Sariel, promised Dr. Abdul-Aziz that she would help him with his struggle if he resigned his position to become an advocate for this new form of Ismal. Dr. Abdul-Aziz did as instructed and, by the end of the year, he had drafted *The Communist Credo*, a book that married communism with Nithami belief.

Styling himself the Red Imam, Dr. Abdul-Aziz now spends his days touring the communities and mosques of Northeast India. His message is one of violence; the faithful are to prepare for the coming revolution and be ready when called upon to act. Dr. Abdul-Aziz knows that the Company dare not act directly against him for fear of sparking this revolution. Nonetheless, Sariel has been whispering in his ear that the revolution is imminent.

Khalid Abdul-Aziz is a tall Eldren with jet-black hair. He is thin, even by Eldren standards, and very deliberate in his movements. Dr. Abdul-Aziz prefers to wear a red turban while sermonizing, although he tries not to draw attention to himself when travelling (while the Company would not dare shoot him in a mosque, accidents do happen on the road).

Khalid Abdul-Aziz - Rank 12 Eldren Cleric (Generalist)
Physical Competence: +6
Mental Competence: +9
Initiative: 7
Health: 7 Dice (14 pips)
Mana: 4 Dice (8 pips)
Signature Skills: Charm +4, Politics +4, Channelling Medium +3, Theology (Ismal) +4
Traits: Bolshevic +4, Professorial +2, Self-Righteous +4
Special Abilities: Aura Reading (Channelling Medium), See the Supernatural (Channelling Medium)
Combat Abilities: Firearms (6 Dice), Swordplay (6 Dice)
Damage: Pistol (10 Dice), Shamshir (9 Dice)

Calcutta, the Eldren Fr. Dominic Watson, has been pushing for the conversion of more Natives. Fr. Dominic was responsible for elevating (or, more accurately, converting) Lakshmi to sainthood.

Hindu College is open to all, but the majority of the students are Indians interested in learning Western ways. While the Company and the Aluminat Church hoped that the college would help integrate Indians into the new society, it has unintentionally fostered a Bengali Renaissance. Educated Bengalis are rejecting old practices and traditions of caste and Hinduism as well as imagining a free, unified India. In addition, a group called the Young Bengal Movement has totally rejected both caste and religion. A radical wing has adopted the writings of Marx, Engels, and other communists as its creed. Because of this wing, both the Company and the Aluminat Church have banned a number of books and have officially disbanded the Young Bengal Movement, driving it underground. Of course, this has only served to swell the radical ranks.

Calcutta also hosts a thriving Chinatown with a Chinese population topping six hundred. Chinese workers in the previous century chose to settle here while working at the ports. As there was a British demand for leather goods and the Hindu population did not consider leather working to be a respectable profession, Chinese leather workers fulfilled the need. Chinese carpenters and lard manufacturers are also especially prized. The local Tong controls the opium dens in Calcutta, and with such a small population, it is almost a family business to which every Chinese person in the city is connected to one way or another.

Bihar and Orissa (East Maratha)
Languages: Hindi, Urdu, Orysa, Marathi, Bengali
Religion: Hindu, Ismal
Governmental System: Bengal Presidency
Ruling Religion: Aluminat

Formerly Maratha states, Bihar and Orissa are now part of the Bengal Presidency. Bihar has an interesting place in Indian history as it hosted the capital of the Mauryan Empire, Paliputra, and served as the birthplace of two breakaway branches of Hinduism, Buddhism and Jahanism. Paliputra was the capital from which Ashoka the Great, considered the greatest ruler of India, held court. While Patna now stands atop it, many Colonial archaeologists flock to the ruins searching for ancient artefacts.

The former Hindu, Sudra Jahan, developed what would become a new faith in the hills of Bihar, while Shekhar Gurun's first disciples spread Buddhism through the region, eventually converting Emperor Ashoka. Both religions ultimately failed to take root here, and today most Bihar's population is Hindu with a large Ismal minority. Part of the two 'upstart' faiths endures at Bihar tables; most of the middle and upper class are vegetarians.

Orissa is primarily notable for two reasons. First, it was the last kingdom that Ashoka the Great conquered before renouncing violence and converting to Buddhism after a bloody conflict (stories differ on what caused Ashoka to have such a change of heart after conquering most of the subcontinent). Orissa is also known for a devastating famine that recently ripped through the region.

Amazons in India

There is an interesting society of martial monks in Bihar. Exclusively female, these monks are excellent archers (and, more recently, marksmen) that trace their history on the subcontinent back to Alexander. According to myth, these women warriors came with Alexander's army and fought at the Battle of Ganges. The stories are unclear, but it appears that these women settled in Bihar and pledged themselves to the service of the Mauryan Empire. They were granted the status of Kshatriya and, during the reign of Ashoka, converted to Buddhism and became his bodyguards.

The Natives called the women warriors Yavani, which is a Native term for 'Greek'. This term is somewhat misleading, as centuries of marriages with North Indians have effectively made them Natives as well. While Buddhism has declined in India, the Yavani still have their monastery near Patna, Bihar, where Pataliputra once stood. The Yavani revere Durga, whom they have equated with Artemis.

The Yavani are connected to stories about Alexander's sword. According to most accounts, the Yavani took the Sword of Ares from Alexander during the Battle of the Ganges and presented it to Chandusara Maurya as part of an oath of fealty. The sword was believed buried in the ruins of Pataliputra after Ashoka the Great renounced violence, but recent evidence indicates that Ashoka gave the sword back to the Yavani, who took it north to Alexander's legendary tomb in the Himalayas.

In 1865, a monsoon failed to produce enough rain, causing a drought in the Bengal region. This ruined the rice crop for 1866, cutting off sustenance for many Natives in the region, especially in Orissa. The British East India Company mounted a relief effort in late spring, but the monsoon season rolled in and grounded the airships that were going to supply the remote regions with rice. The railroad fared better, but the weather made it difficult to get the rice far from the tracks. Many Natives starved to death; the tally is in the hundreds of thousands and perhaps millions.

Responsibility for the deaths was, of course, laid firmly at the feet of the British East India Company. While the British East India Company has made plans to ensure that a similar problem does not occur again this year, many Natives in the region still blame the British East India Company for the deaths of their friends and loved ones. This mentality will certainly play a role in the upcoming Indian Mutiny later this year.

Sir Patrick Keane, Governor of Bombay
Bombay is the rising star in British India and Sir Patrick Keane is eminently aware of it. A capable administrator, Sir Patrick is also a pompous blowhard, who often acts as if the Bombay Presidency is a separate nation, or at least more important than Bengal. As the Bombay Presidency controls both Aden and the major port of call since the Suez Canal opened, he might have a point.

Sir Patrick is a Northern Irish Human, who takes pains to straighten his naturally curly red hair with various oils (to ridiculous effect). He has a paternal attitude towards Natives as he 'improves' the city through industrialization. Unfortunately, this attitude has made the Bombay government the most 'Colonial' in terms of civilian advancement and he has so far dismissed the concerns of the Hindu National Congress.

Patrick Keane - Rank 16 Human Administrator (Generalist)
Physical Competence: +9
Mental Competence: +10
Initiative: 8
Health: 9 Dice (18 pips)
Signature Skills: High Society +2, Intimidate +2, Legal Matters +3, Politics +4
Traits: Paternalistic towards Natives -3, Pompous +4, Vain +4
Combat Abilities: Fisticuffs (9 Dice), Swordplay (9 Dice)
Damage: Punch (2 Dice), Sword Cane (7 Dice)

Bombay
Languages: Marathi, Gujarati, Hindi
Religion: Hinduism, Ismal,
Governmental System: Bombay Presidency
Ruling Religion: Aluminat

Christened 'the Gateway to India' once it became the main port of entry (a distinction recently reinforced by the opening of the Suez Canal), Bombay is the rising star of the three cities of the Triad. Bought from the Portuguese and originally the capital of British India, Bombay lost its coveted position as first Madras and then Calcutta rose to prominence. Bombay is the trade capital of British India, however, and the city is much more cosmopolitan than Calcutta.

Originally seven islands, the united landmass that is Bombay was created through a Guild enterprise that combined precise engineering with sorcery. Currently, the British East India Company has brought in several noted European architects and builders to construct the 'Gateway to India', a grand arch for travellers to

The Vinyaka Bazaar

The Vinyaka Bazaar, or 'Goblin Market', is a street market that encompasses a number of maze-like alleys in the southern part of Bombay. The exact placement changes daily, but any Native can point a confused Colonial in the right direction. In addition to the usual vendors peddling typical wares such as baskets, shoes, and local produce, the Vinyaka Bazaar sells many stolen goods at very cheap prices. While Colonials are welcome to shop in the bazaar, there is an unwritten rule that armed authorities should steer clear.

It is rumoured that anything can be bought and sold at the Vinyaka Bazaar, no matter how strange the request. If someone has a specific want or need in mind when he enters the bazaar, he can find a merchant willing to sell the good or service, mundane or magical, before he leaves it. Prices for such unusual requests range from a monetary cost to the more unusual forms of payment, such as a service, a digit or limb, or even the life of one's firstborn. It is believed that the Labyrinth touches the Bazaar and that some of the maze-like market is actually in the Labyrinth.

The Aluminat Church believes that the Vinyaka Bazaar should be shut down. Every so often, a delegation from St. Thomas' Cathedral ventures into the bazaar, looking for an excuse to demand an end to the market. Their efforts have proven fruitless so far.

India to walk through, and the Victoria Train Station, an expansion of the original Bombay train station. An eighth 'island' has been created to house an airstrip.

Bombay is home to a large Avestian community. This community, believed to date back to 600CE when the Persian Empire conquered nearby Gujarat, is also notable for its sorcerers. The Thaumaturgy Guild House in Bombay has been attempting to license Avesti sorcerers, but so far, they have resisted. A few Western India Native Princes employ Avesti sorcerers while British East India Company residents quietly suggest replacing them with Guild Thaumaturgists.

One of the unique features of Bombay is the dabbawallahs. These Native couriers carry lunches from the memsahib's kitchen (or other kitchens) to civilians and other businessmen in the city. These lunches are packed in steel tiffin-boxes that are distributed throughout Bombay. The couriers have an unparalleled reputation for efficiency, aided by key enchantments that ensure that their tiffin-boxes get to the proper locations.

Cochin
Languages: Malayalam, Tamil, Kannada
Religion: Hinduism, Ismal, Aluminat, Yehudite
Governmental System: Princely State (Maharajah)
Ruling Religion: Hinduism

The region within the princely state of Cochin has been an important link in the spice trade for centuries. As a result, Cochin has a cosmopolitan history, influenced by the Egyptians, the Greeks, the Romans, the Arabs, and the Chinese. Cochin has been the home of Yehudite immigrants since the 1st Century, and St. Thomas first landed here in his mission to spread the word of Justas to the subcontinent.

There are many companies besides the British East India Company that do business in Cochin, primarily in the spice trade. As these companies are forced to pay tariffs to the British East India Company, smuggling has become a profitable enterprise in Cochin. The Free Traders are particularly active in Cochin; their eventual goal (besides ending Company Rule) is to remove the tariffs and get Cochin, and as much of the land surrounding it as possible, declared a royal colony.

Cochin
The port city of Cochin, capital of the eponymous princely state, is rapidly changing. With increased traffic through the Arabian Sea (as well as being positioned for traffic from around the Cape of Good Hope), the Madras Governor hopes to create a port that could rival Bombay. Towards that end, the Governor has used the example of Bombay to begin an inner harbour reclamation project. Giant steam engines and sorcerers work day and night to unite the islands around Cochin and create a large, safe harbour.

Cochin has a thriving Yehudite Quarter and the oldest synagogue in India. Yehudite immigrants, following a legend that the Yehudite King Solomon's ships once came to port here, immigrated to Cochin in the 1st Century AD. Paradesi Synagogue was built in the 16th Century, named after Yehudite immigrants from Arabia. Today, many Yehudites are active in the

The Golem of Cochin

When the Portuguese came to control Cochin in 1503, the Yehuddites were warned that they were no longer welcome. The Yehudi leaders appealed to the Cochin Raja for protection and he offered them land in what is now the Yehudi Quarter, which happened to be adjacent to his new palace. For over five decades, the Portuguese left the Yehuddites alone. This changed in 1560, when the Portuguese Inquisition came to Cochin. Charges were made that the Yehuddites had taken Aluminat converts and forced them to abandon the words of Justas.

While it was evident that the charges had no merit, the Portuguese governor forced the Raja to rescind his protection. As Portuguese forces, led by Inquisitors, prepared to invade the Yehudi neighbourhood, Yehuddite leaders emerged and warned them to leave them be. This warning carried the implied threat that the Yehuddites were prepared to defend themselves.

While the Portuguese authorities refused, their Inquisitors theorised that the Yehudi defiance indicated that there was a golem protecting them. In response, the Aluminat Church sent a group of seasoned golem hunters to lead the charge against the Yehuddites in 1560. The golem hunters used a golem of their own, created by converted Yehudi Enchanters.

As expected, a golem did appear to protect the Cochin Yehuddites. It was, however, unlike any golem that the Inquisition had ever seen. The golem was much larger than expected and had six faces, six arms, and six legs. In effect, the Cochin Yehudi Enchanters had adapted Hindu techniques to create a frighteningly powerful protector (possibly aided by the goddess, Durga). The Cochin golem quickly made short work of its adversaries but refused to press its attack, fighting only in defence of the Yehuddites. Realizing they were beaten, the Portuguese finally relented.

Since then, the Yehuddites of Cochin have been left unmolested by the Portuguese, the Dutch, the Mysore, and, finally, the British. It is believed that the Golem of Cochin still protects the Yehudi Quarter, although no one has seen it since that fateful day when it destroyed the Inquisition's forces.

Rank 15 Golem (Embodiment of Earth (Clay))
Physical Competence: +20 (+6 Earth)
Mental Competence: +1 (-3 Earth)
Initiative: 14
Health: 17 Dice (34 pips)
Traits: Fistfighter +4, Perceptive +6, Weapons +5
Qualities: Huge, Immunity (Thaumaturgy), Multiple Attacks (can make six attacks before penalties), Regeneration (Limitless), Rise Again (1 month), Unstoppable
Combat Abilities: Fisticuffs (24 Dice), Weapons (25 Dice)
Damage: Fists (6 Dice); the Golem of Cochin often carries a variety of weapons; a typical sword would do 14 Dice damage in its hands. Ouch.

spice trade, using connections that are in some cases centuries old.

Dutch Palace, so named due to the renovations made by the Dutch after they took Cochin from the Portuguese, is the main palace where raja coronations are held. Dutch Palace is a stone's throw from Paradesi Synagogue, separated by a shrine to Bhagavati (Durga).

Fort Cochin sits on the tip of the city, occupied by Company forces and the Aluminat Bishop. The East India Cochin Exchange sits on the mainland, adjacent to the Cochin Railway Station. Just off the mainland lies Bolghatty Island, upon which resides the Resident's palace.

Delhi

Languages: Hindi, Punjabi, Urdu
Religion: Hinduism, Ismal, Sikhism
Governmental System: Princely State (Emperor)
Ruling Religion: Ismal

As the stronghold of the last Mughal Emperor, Delhi is a relic from the past. Once the dominant power in India, the Mughal Empire has now shrunk to within a few miles of the Red Fort, from which the last Mughal Emperor resides. The rest of the region is firmly under the control of the Bengal Presidency. Technically, Delhi is the capital of British India under the pretext of Mughal assent, although the British East India Company has grown tired of the pretence and has stopped making tribute. The British East India Company has also been assured that the

Barad Shah, Sultan of Delhi

Sultan Barad Shah is a curious Eldren, who rarely leaves his palace. He is deeply spiritual and follows Nithami Mysticism to the point of dressing as a dervish when not forced to perform his few public duties. That said, he lives a rather lavish lifestyle inside his palace, but does so only because he believes that such is expected of him. The Emperor holds no prejudice of Hinduism, believing that both Hinduism and Ismal are different reflections of the same religion. As a testament to this, most of the Emperor's elite bodyguard are Hatti warriors from Gujarat (although the guards inside his 'sanctuary' are zombies).

An extremely private individual, Barad Shah prefers to lock himself in solitude to meditate and write poetry. After a few executions of servants that violated his 'privacy', the domestic staff does not bother him when he 'feels his muse'. Many of his servants and staff believe that the Sultan is actually very depressed at his reduced position in life and treatment by the British East India Company.

In truth, Barad Shah is no longer himself. After decades of ill treatment by his British 'vassals', Barad Shah has secretly harboured a growing hatred for Colonial rule. He began to pray for an answer, but his salvation came from an unlikely source.

Surasundari, a Native woman of stunning beauty entered his court as a prostitute and soon found her way into the Sultan's bedchamber. She shocked Barad by telling him that she has been watching him for some time and knew of a way that he could fight back against the Feringhi. She was a churel and offered to give the Sultan that power. While he hesitated, Surasundari was not one to take 'no' for an answer.

Barad Shah has been slowly creating an undead army to aid the Indian Mutiny. Through Surasundari, Barad Shah has been secretly coordinating his efforts with the Thuggee. All of the Shah's wives and concubines are also churels.

Barad Shah appears to be a handsome Eldren that dresses plainly when not in court. His court, however, is very extravagant and decadent by all standards, a holdover from his Mughal heritage. Barad Shah is quite fond of poetry and he has written several volumes of his own.

Barad Shah - Rank 17 Eldren Churel Sultan (Generalist)

Physical Competence: +15
Mental Competence: +13
Initiative: 8
Health: 12 Dice (24 pips)
Mana: 6 Dice (12 pips)
Signature Skills: High Society +4, Sensate Medium +4, Thaumaturgy +4, Necromancy +4
Traits: As a Vampire, all Sensate Medium Abilities, selection of Thaumaturgy and Necromantic spells
Combat Abilities: Fisticuffs (15 Dice), Swordplay (15 Dice), Thaumaturgy (19 Dice)
Damage: Bite (3 Dice) or Shamshir (11 Dice), Etheric Bludgeon (8 Dice)

current Sultan, Barad Shah, will be the last. Once the Sultan dies, Delhi will be absorbed into the Bengal Presidency. As the Sultan is an Eldren, however, it is quite possible that he will outlive Queen Victoria.

Delhi is also home to the Jama Masjid, the largest mosque in India. A centre for Nithami learning adjoins the mosque. The same Mughal emperor that built the Taj Mahal built the Jama Masjid.

Gujarat Agency

Languages: English, Gujarati, Marathi, Sindhi, Baluchi, Urdu, Hindi
Religion: Hinduism, Ismal, Sikhism, Aluminat
Governmental System: Bombay Presidency
Ruling Religion: Aluminat

Gujarat is a web of princely states and areas of direct rule. Fierce members of the Kshatriya caste, the Gujarats might be a formidable opponent of the British East India Company if they were not busy fighting amongst themselves. Ironically, Gujarat, along with neighbouring (and equally martial) Rajputana, has the largest Jain populations.

Resting in Gujarat are the ruins of the ancient city of Lothal. Once an early port city (some say the earliest port in the world, where King Krishna landed with the original colonists), Lothal is now surrounded by desert. Beneath the sands are buried thousands of warriors. The entire area is considered off-limits to Hindus, as it is believed that the sands of Lothal are saturated with the blood of the dead. The Bombay government has been considering excavation of the site, as it is believed that Lothal contains many ancient treasures and artefacts, but the very mention of such an attempt threatens a mass uprising in the region.

Ahmedabad

The British East India Company's administrative centre in Gujarat is Ahmedabad. In addition to being a major port city, Ahmedabad is a crucial link in the Indian railway. The city has a booming textile industry that is beginning to rival Cawnpore, leading to its reputation among Colonials as 'the Manchester of the East'.

Eleven miles north of Ahmedabad is the beautiful Adalaj Vav, a large, ornate step well complex that is a marvel of Hindu and Nithami design. Built into a

Sasaluvana

If you ask a Bengal or Madras civilian who the most feared Native warriors are, you would likely hear stories about the Gurkhas, the Rajputs, or the Sikhs. If you ask a Bombay civilian, you would get much the same list with one addition: the Sasaluvana. These fierce Gujarat warriors have one thing in common: they are all hare/rabbit Beastmen.

When Sultan Ahmed Shah conquered the region in 1411, he was so impressed by the fighting prowess of the Sasaluvana that he invited them to be his personal guard. The Sasaluvana practice a fighting style that relies on their leaping ability. It is said that a Sasaluvana can dodge arrows and bullets, and the trouble with targeting a hopping foe definitely plays a role. The Sasaluvana also meditate to overcome their natural tendency to freeze in combat.

While most of the Sasaluvana come from the same clans, they adopt any Hindu hare or rabbitman that wishes to join. The Bombay Army fields a number of Sasaluvana regiments to great effect. Sasaluvana warriors are also hired as elite guards for a number of princely states in and around Gujarat.

fresh water table, the Adalaj Vav is a popular place to cool down and escape the heat of the sun. The well was said to have been built by a Nithami shah for a Hindu rani as a condition for the widow's hand in marriage. When the well was completed, the rani threw herself into the well. Her spirit is said to reside there to this day and often gives messages to Brahmins visiting the step wells. The Sasaluvana (see sidebar) have been using the site for centuries as part of their induction ceremonies.

Hyderabad
Languages: Telegu, Marathi, Kannada, Urdu
Religion: Hindu, Ismal
Governmental System: Princely State (Nizam)
Ruling Religion: Ismal

Hyderabad is the largest and richest of the princely states of India. Under the governance of the Eldren Nizam Azif Jay V and his Prime Minister, Salar Jung I, Hyderabad has moved from scandalous chaos to the very model of a modern, self-governing Indian state. Through the Nizam and Prime Minister's reforms, Hyderabad has an efficient military and police force, a post office, a civil service (modelled after the British East India Company's Civil Division), a telegraph network, and a railroad network.

These reforms have allowed the British East India Company to make Hyderabad the central hub of its Trans-Indian Railway. This has also served to increase Hyderabad's wealth as trade goods and services constantly flow in and out of the state. Finally, it has set Hyderabad first amongst the princely states and many princes look to Hyderabad's lead when making decisions.

While the Nizam and his family (and the Prime Minister) are Nithami, the majority of the population is Hindu. The Nizam does not discourage Hinduism and Hindus fill many high positions in his government. The middle class is largely Hindu as well and those with business interests in Hyderabad most likely deal with Hindu, rather than Nithami, businessmen.

Hyderabad
Hyderabad is the capital of the eponymous princely state. The rulers of Hyderabad spared no expense in developing this city when they found the previous capital, Golconda, had grown too small for their liking. It is an impressive city, consisting of a cultural blend of Hindu and Nithami architecture and monuments.

The centrepiece of Hyderabad is the Charminar, the city's oldest mosque. While somewhat eclipsed by the newer and larger Mecca Masjid, the Charminar remains a beautiful piece of architecture with four grand arches and minarets reaching 177 feet into the sky. There is a secret tunnel beneath the Charminar that leads to Golconda; only the royal family knows its location and entrance.

Of secondary but no less grand importance is the Grand Victoria and Albert Station. Opened in 1858, this massive complex is an opulent masterpiece of Indo-Gothic architecture (primarily funded from the Nizam's coffers) and serves as the central hub of the Trans-Indian Railway. This has led to a flowering of hotels, cafés, and restaurants around the station.

One of the most notable cafés around the station is the Café Impérial, a French café owned by Colonel Jean-Marie LeCroix, an old Gnome that once served with Napoleon. Col. LeCroix enjoys regaling customers with stories of the 'grand old days', especially his time in Russia. His favourite story involves the severing of the Czarina's hand, a tale in which he no doubt overstates his role. While initially a supporter of Napoleon III, Col. LeCroix is very disappointed in his recent liberal policies.

Kashmir
Languages: Kasmiri, Urdu, Punjabi, Tibetan, Persian, Rajasthani
Religion: Ismal, Hinduism, Buddhism, Sikhism
Governmental System: Autocracy (Maharaja)
Ruling Religion: Hinduism

The Kashmir region has had a very fractious history, both politically and religiously. By the time it began coalescing into a princely state in the early 19th Century, Kashmir, or parts of it, had been ruled by Hindus, Buddhists, Nithamiyyeen, and Sikhs. Kashmir was also the site of a Tantric breakaway version of Hinduism that actually equated the world with the Earth Goddess. This 'Kashmiri Hinduism' was largely replaced by Ismal, but some Kashmiri yogis still practice the breakaway tantras today.

Currently, Maharajah Guleb Singh, whom the British East India Company recognised at the conclusion of the Sikh Wars, rules a patchwork of communities. In contrast with most other princely states, Singh is a Hindu monarch with a largely Nithami population. There are significant numbers of Hindus, Buddhists, and Sikhs as well.

Kashmir is popular amongst Colonials for its cashmere wool, which makes light yet well-insulated clothes. Cashmere wool is sheared from goats and sent south to the textile mills of Ahmedabad and Cawnpore where it is spun to make clothes (and, ironically, sold back to Kashmiri consumers). Cashmere wool is also one of the British East India Company's most popular exports.

Sir Anselm Graves, Governor of Madras

Sir Anselm Graves is unique amongst the various governors, lieutenant governors, and governor-general in that he is not of full Colonial blood; he is Eurasian. Sir Anselm's grandfather was an English Gnome Baronet but his grandmother was an Aryan Native Gnome. Sir Anselm's grandmother had died in childbirth and his grandfather remarried (and had several full Colonial children), so Sir Anselm's father's heritage was quietly forgotten. Sir Anselm's father distinguished himself at the Battle of Plassey and retired to Home as a wealthy nabob.

Anselm performed brilliantly in school, showed magical aptitude, and the British East India Company eagerly snatched him up. Throughout the last few decades, Sir Anselm (inheriting the title upon his father's suspicious death in London in 1835) has risen through the Administrative ranks and he became the Governor of Madras in 1857.

Sir Anselm has proven to be a capable and popular administrator both among Colonial and Native civilians. While he is aware of his Native heritage, he hides it, worried that discovery will lead to scandal. He is a member of the Theosophical Society and he has secretly converted to Buddhism, although he remains publicly an Aluminat. Despite his heritage and religious views, however, Sir Anselm is devoted to Queen and Country.

Sir Anselm is only in his forties, but he already looks like a wizened old man thanks to his Gnomish heritage. His slightly dark skin is attributed to the Madras sun rather than his genetics. He is charming and usually smiling, as if he had not a care in the world, but behind those eyes is a brain whose wheels are constantly turning.

The Deceivers, a Kali Cult in London, killed Sir Anselm's father. While they ransacked his townhouse, they have left Sir Anselm alone for now. They are aware of his heritage and have decided to hold that knowledge until it can have the greatest effect, such as during the Mutiny.

Anselm Graves - Rank 14 Gnome Administrator (Specialist)
Physical Competence: +2
Mental Competence: +15
Health: 5 Dice (10 pips)
Initiative: 7
Mana: 6 Dice (12 pips)
Signature Skills: Accounting +4, Charm +5, Politics +4, Thaumaturgy +4
Traits: Cautious +4, Eager to Please +3, Orientalist +3, Witty +5
Special Abilities: Endure Weather, Etheric Bludgeon, Etheric Targeting, Magic Spectacles, Magic Tobacconist, Tongues, Steely Skin
Combat Abilities: Etheric Targeting (19 Dice)
Damage: Etheric Bludgeon (8 Dice)

Madras

Languages: Tamil
Religion: Hinduism
Governmental System: Madras Presidency
Ruling Religion: Aluminat

One of the earliest of the British East India Company's outposts, Madras has lagged behind the larger Bombay and Calcutta stations. The Portuguese were the first to colonise the area, followed by the Dutch; the British came in 1615. British East India Company officer, Francis Day, selected the site for a new city and the British East India Company received a grant to a piece of wasteland from the Mughal Emperor in 1639, where the Colonials built Fort St. George.

A new city was built soon after, and a Black Town and White Town soon emerged. Madras continued to expand until the mid-18th Century when the French captured it. The British East India Company soon retook it and strengthened the fort. With Madras' strategic location, the fort and harbour became important military bases as the British East India Company expanded its dominion over South India.

Today, Madras has almost a laid-back feel compared to the hustle and bustle of Bombay or Calcutta. Compared to the others, Madras is a tropical resort, with friendly Natives, lots of wide-open spaces, and picturesque landscapes. Unfortunately, this has given Madras civilians a lazy, backwards reputation amongst the others, and the 'Mulls' (as Madras civilians are called) rarely have opportunities for advancement, especially into the more prized Presidency of Bengal. The first Guild house was built in Madras and still maintains a thriving membership. Unlike the government, which moved its headquarters to Calcutta decades ago, the

Madras Guild house is still seen as the premier Guild chapter in India.

Madras is also the site where Aluminats believe that Saint Thomas was martyred in 70CE. The Nizrani Aluminats believe that a resurrected Justas died here instead and built a church there in Justas' honour. Portuguese Aluminat missionaries renovated the church in the 16th Century and renamed it the Church of Saint Thomas after claiming to find the apostle's body buried on the site. Nizrani Aluminats dispute this claim, but as the church sits above Saint Thomas' burial site, no one is going to dig for answers anytime soon (the Aluminat Church has no interest, as they cannot verify that this is the actual burial site, and finding no bones would lend credence to the Nizrani claim). The sand around the church is said to grant healing powers and is an ingredient in Petty Magic rituals.

There are caverns outside of Madras where it is believed Saint Thomas stayed. Numerous cryptic pictograms line the walls of these caves and it is believed that Saint Thomas and his followers placed secret information, including the location of the Kingdom of Prester John. A clan of reclusive Dwarves also lives in the caves and are extremely territorial, making it difficult for cavers to find new pictogram messages to decipher.

Indian Gypsies

The Kurru are a tribe of South Indians that lead a nomadic lifestyle very similar to that of the European Roma (indeed, Aluminat scholars believe the Kurru and the Roma may share common Egyptain ancestry). They are an insular people, speaking a rough dialect of Tamil and keeping marriages within families (first cousins are popular choices). They live off the wild forests in the foothills of the Ghats and are noted basket-weavers. Kurru are a common sight in South Indian markets, selling fresh meat, produce, and woven goods.

Kurru women are renowned for their fortune-telling prowess. Whether due to close marriages or other phenomena, a large percentage of Kurru women are Sensate Mediums. Such women offer their services as fortunetellers to paying customers.

Maratha States

Languages: Maharati
Religion: Hinduism, Ismal
Governmental System: Bombay Presidency; Princely States (Maharaja)
Ruling Religion: Aluminat, Hinduism

Collectively, the Maratha states have a somewhat unique situation in terms of the British East India Company Raj. During the Maratha Wars of the late 18th and early 19th Centuries, the Maratha Empire was a Hindu state conquered by force. By comparison, the East India Company exerted influence over the territories of northern India where the Native population already lived under 'foreign' rule (most states had Hindu population and Nithami rulers), and in eastern India the shift from Hindu to East India Company rule was largely handed over through negotiation.

The Maratha Empire was a strong Hindu nation that had an efficient government administration, powerful navy, and modern weapons (largely purchased from the French). Maratha rule was tolerant of all faiths and even broke with caste traditions, allowing Brahmins to take the role of Peshwas (Prime Ministers) and participate in battles. The Marathas respected competence and had no problems elevating anyone from any caste to key positions, including ruling. Khandoba and Bhavani, warrior aspects of Shiva and Shakti, are the prime deities in Maratha worship (although Ganesha is also well represented, especially amongst the elephant Beastman warriors). Kailasanaha Temple, wholly carved into a cliff face, is a beautiful representation of Khandoba's abode.

Having just been weakened by a painful loss to the Afghans over the Punjab (in what was to be a pyrrhic victory; the Afghans were weakened to the point of no longer being a threat to Northern India), the Marathas had fallen to their Achilles' Heel, infighting amongst the Maratha chiefs. The former Maratha Empire was now a loosely-tied Confederacy. The British East India Company took advantage and used a succession of justifications to chip away at the Maratha territories until it finally had control of the entire region by 1818. Today, most of the former Maratha states are under direct rule, while the remaining princely states, such as Indore and Malwa, are part of the Central India Agency.

Geographically, the Maratha states have some of the most beautiful lands in India. The hills and mountains of the Western Ghats provide breathtaking views, waterfalls, and streams. Many hill stations are nestled within, the grandest being Mahabaleshwar, which serves as the summer capital of the Bombay

Hattii Warriors

While not particularly graceful or inventive, Hattii regiments are amongst the most imposing on the battlefield. Primarily elephant Beastman ('Hattii' means 'elephant' in Marathi), Hattiis are well-trained in the use of rifles and are violently brutal melee combatants. Hattii artillery units are also fearsome, as the Elephantmen easily hoist and stuff projectiles into the cannons fired by hands that are more delicate.

The Hattii Warriors perform most of their Hindu rituals and other ceremonies at the Elephanta Caves on Elephanta Island near Bombay. The Caves are actually a subterranean temple to Shiva, whom the Elephantmen count on for protection when they make their way to the island (as tumbling into the Arabian Sea is almost assuredly fatal to the bulky Elephantmen).

Presidency. The western coast is dotted with beautiful beaches and lagoons and has one of the most comfortable climates (to a Colonial) in the subcontinent.

Mysore

Languages: Kannada, Konkan, Malayalam, Tamil
Religion: Hindu, Ismal
Governmental System: Princely State (Maharaja)
Ruling Religion: Hinduism

Mysore is a land-locked princely state in South India. Prior to the Mysore Wars of the late 18th Century, the Kingdom of Mysore encompassed most of southwestern India below Hyderabad. After the wars, Hyderabad and the Madras Presidency forced Mysore to cede half of its territory to them.

Once noted for its hand-woven textile industry, Mysore has suffered from increasing rail lines and cheap manufactured goods from England's textile mills. An industrious Dwarf, Sir Arcot Naidoo, rescued Mysore, however.

When the Madras Army fought the Mysores they were surprised at how advanced Mysore artillery was. One of the Mysore Engineers, Arcot Naidoo, offered his services to the Madras Presidency. He offered British munitions supplier, Cecil Dean, a partnership; Arcot would design, develop, and produce weapons, while Cecil modernised his business and factories, and secured lucrative contracts. The Mysore Munitions Factory opened in 1810 and soon became the major supplier of heavy weapons to the British East India Company.

Based in Bangalore, the Mysore Munitions Company has transformed the city into one of the most modern in India, rivalling Bombay and Madras. The mineral-rich hills and mountains of Mysore ensure a steady supply of raw materials and other industries have risen alongside it. Even the Guild maintains a chapter house here, as Guild engineers are in constant demand. Mysore Hospital specialises in fitting patients with clockwork limbs.

The Kodavas

The Kodavas of Mysore are of the Kshatriya caste and are actually descended from Alexander the Great's army. When Alexander fell at the Battle of the Ganges, some of the fleeing remnants ran south, settling in Mysore and taking Native wives. They continued to practice their martial traditions, as well as the practice of sorcery (making them among the few Hindus to do so).

While Hindu, the Kodavas primarily worship their ancestors, whom they believe to now be with the gods. Nonetheless, many of their legends about the Hindu gods mirror stories of Greco-Roman and Egyptian gods. It is believed that, like their ancestors, the Kodavas simply equated Hindu gods with their more familiar Greek ones. Kodava art is syncretistic; Hindu gods are shown using Greek armour and weapons, or scenes portray Greek myths with Hindu gods filling in the roles.

The Kodavas are enamoured of modern weapons. Many work for the Mysore Munitions Company, learning how to use the new technologies and then bringing their expertise to customers. The Madras Presidency Army also employs Kodava regiments to great effect.

Rumours speak of a secret Snake Cult amongst the Kodavas that are learning new technologies for a coming conflict. The Kodavas dispute this, as there are no Nagamen amongst them. All the same, rumours die hard, and some Kodavas are finding that they are being closely watched.

Coupled with the rise of wealth and technology is a shedding of the old ways. Caste distinctions have little room in the new order and conversion to Buddhism, Ismal, and even the Aluminat is on the rise, especially amongst the younger generations. Brahmins decry this development, but it is difficult to argue when Mysore boasts the largest percentage of the Native middle class in India.

North-Western Provinces
Languages: English, Bengali, Punjabi, Hindi, Urdu, Kashmiri, Assamese
Religion: Hinduism, Ismal, Sikhism, Aluminat
Governmental System: Bengal Presidency
Ruling Religion: Aluminat

The North-Western Provinces are a part of the Bengal Presidency directly administered by one of the Lieutenant Governors. It is perhaps most notable to Gamemasters for what has not happened; it was the major region involved in the Indian Mutiny of our world. In Victoriana, however, this has yet to happen.

The North-Western Provinces are an archaeologist's dream. Many ancient ruins are scattered about the region, with many interesting finds resting buried just below the surface. Some ruins are said to be the oldest in the world, colonies of the original refugees that fled Kumarinandu with King Krishna. Buddha gathered his first disciples, preached his first sermon, and died here. Ancient castles and palaces dot the plains, many of which are now occupied by dangerous fauna. Situated on the Indo-Gangetic Plain, the North-Western Province generally has warm, wet summers and cool dry winters. This makes expeditions of archaeologists, explorers, and treasure hunters viable year-round.

Kicking it Old School

With its numerous ruins scattered about a large area, the North-Western Provinces offer a perfect opportunity to run a classic fantasy adventure with *Victoriana* trappings. With ancient Aryan, Greek, Hindu, and Nithami armies and civilisations marching across this region, many secrets and treasures both magical and mundane abound. In addition, terrible creatures have nested in some of these, becoming unknowing guardians of powerful artefacts.

The Agra administration and colleges will often sponsor expeditions to explore the more inaccessible and dangerous ruins, but beware, not all of the creatures are unintelligent, and there are many people that would rather see the artefacts left untouched… or in their hands.

The cities of the North-Western Provinces are marked by a cultural fusion of Hindu and Nithami sensibilities. As Nithami rulers have dominated the North-Western Provinces for centuries, many have left their mark on the architecture. Perhaps the most famous is the Taj Mahal in Agra, built for Shah Jahan's favourite wife, Mumtaz Mahal. Some say that criminals making their way to the Taj Mahal at night are cleansed of their sins and given new life.

Lieutenant Governor Randall McGee

Randall McGee comes from a well-connected family within the British East India Company. Unfortunately, he is extremely cautious to the point of being timid when it comes to decision-making. The Board of Directors assigned Randall to the Lieutenant Governorship of the North-Western Provinces because it was where they felt he would do the least damage. Unfortunately, he shall prove them very wrong.

Although Human, Randall McGee is short and has a bit of a height complex. He enjoys bossing around those beneath him, as it balances out his hesitation on other issues. McGee is a terrible diplomat and often defers to District Officers and Residents to make decisions for him. Unfortunately, every civilian feels that his own corner of the universe is the most important and Randall lacks the ability to prioritise and coordinate the various recommendations.

Randall McGee - Rank 13 Human Administrator (Focused)
Physical Competence: +6
Mental Competence: +10
Initiative: 2
Health: 7 Dice (14 pips)
Signature Skills: Accounting +2, Etiquette +3, High Society +2, Legal Matters +2
Traits: Bossy +4, Height Complex +4, Indecisive +5
Combat Abilities: Firearms (6 Dice)
Damage: Pistol (11 Dice)

Raji Bao III

When the British East India Company pensioned off and exiled Peshwa Raji Bao at the conclusion of the Third Maratha War, they hoped that the Peshwa's excesses (he had a voracious sexual appetite) would soon kill him. Unfortunately, for the British East India Company, Raji Bao, an avid practitioner of Tantra, had other plans. He selected his palace in the city of Bithur, not far from Cawnpore. This palace was actually built atop a secret temple to Shiva. This temple is believed to house the largest lingam, a storehouse of tantric Mana, in all of India. The local Resident believed that the Peshwa spent his days praying and his nights partying with his wives and concubines, but in truth, the Peshwa was storing Mana for a resurgence of the Maratha Dynasty.

Unfortunately, for the old Peshwa, time was a greater enemy than the British. He taught his son, Raji Bao II, everything he could and finally died in 1853. Raji Bao II, in turn, taught his own son. Now fuelled by the romantic dreams of a resurgent Hindu Empire, Raji Bao III is just about ready to use all of the Mana stored in the lingam to lead his supporters in the coming Mutiny.

Raji Bao III is still a young Human, although he carries himself with a noble bearing. He has a degree from Hindu College in Calcutta and is a member of the Hindu National Congress in Bombay. Nevertheless, to Colonials it seems as though the apple has not fallen far from the tree. Raji Bao III has four wives and many concubines and continues to party most evenings. In truth, Raji and his harem are all dedicated to fuelling the lingam (and, once it is used, to refuel it). Although he is not quite ready by the start of the Mutiny, he will certainly take advantage of the situation.

Raji Bao III - Rank 14 Human Dilettante (Generalist)
Physical Competence: +8
Mental Competence: +9
Initiative: 7
Health: 8 Dice (16 pips)
Mana: 7 Dice (14 pips)
Signature Skills: Charm +3, Enchanting +5, Tactics +2, Tantra +4
Traits: Carouser +4, Intellectual +3, Leader +4
Special Abilities: Befuddle (Petty Magic), Lightning Bow (Petty Magic), Sleep (Petty Magic), Stone Cloth (Petty Magic), Tantra (2)
Combat Abilities: Swordplay (8 Dice), Lightning Bow (13 Dice)
Damage: Talwar (8 Dice), Lightning Bow (10 Dice)

Agra is also the seat of the Lieutenant Governor's administration and notable for its many colleges. St. John's College, Agra, built in 1852, is the oldest Aluminat college in India. The Guild also maintains a chapter house here and teaches classes at St. John's. A large British garrison protects the city.

Cawnpore is also a rising star in the region. Over the last decade, leather and textile industries have grown in Cawnpore, supplying clothes and leather goods to the British East India Company armies. Cawnpore is also noted for its cashmere coats, made from cashmere wool brought down from the Kashmir region.

Varanasi (Benares to Colonials) is one of the oldest surviving cities in the world and is one of the holiest sites in Hinduism. Varanasi sits on the Ganges River and it is said to have healing properties. Immersing oneself into the river acts as a Cure spell and a triple application of the Heal spell, while water from the Ganges in Varanasi also substitutes for herbs in a healing poultice.

Oudh

Languages: English, Bengali, Punjabi, Hindi, Urdu, Kashmiri, Assamese
Religion: Hinduism, Ismal, Sikhism, Aluminat
Governmental System: Princely State (Shah), Bengal Presidency
Ruling Religion: Ismal

The British East India Company has long coveted the princely state of Oudh, especially since it is now part of the main northern railroad line from Calcutta to Lahore. That said the British East India Company has a treaty with the Nawab of Oudh and cannot break it lightly for fear of the impact on other princely states. Currently, the Governor-General is looking for any excuse to annex the state and has many spies in the region to look for or create one.

The current nawab, Wasim Ahmed Shah, however, has proven most tenacious in steering clear of all plots against him. This is especially disconcerting to the British considering that he is an Eldren obsessed with the arts and music, in particular. For a nawab that cares little for affairs of the state and prefers to

spend his days patronising artists and throwing great feasts, Wasim Ahmed is surprisingly politically astute. He has countered all efforts to move against him so successfully that the Governor-General believes him to be a powerful Medium or practitioner of the Dark Arts.

In truth, the nawab is neither. He is instead blessed with a Halfling advisor, Rahul Desai, who is obsessed with conspiracies. Desai has an uncanny ability to ferret out conspiracies and plots even during their implementation. Working in his favour is that no one suspects the overly friendly Hindu, believing him to simply be the nawab's advisor on Hinduism. Instead, the Governor-General spends his resources searching for a sorcerous solution that does not exist.

Wasim Ahmed rules from Lucknow. He patronises many artists and architects to beautify the city. The current British East India Company resident, the Gnome Terrance Leeds, also resides here.

Punjab

Languages: English, Bengali, Punjabi, Hindi, Urdu, Kashmiri, Assamese
Religion: Sikhism, Ismal, Hinduism
Governmental System: Bengal Presidency
Ruling Religion: Aluminat

If British India is the jewel in the crown of the British Empire, then the Punjab is the jewel of British India. The Sikh Wars of 1846-1848 gave the British East India Company an excellent position to control the rest of India, as well as a buffer from any incursions by Afghanistan or Persia. It has also given the Bengal Army some of its strongest Indian units, as the Sikhs are renowned in the subcontinent as strong and fierce soldiers.

The Punjab is popular with Colonials due to its more temperate climate in the northern elevated areas, especially in winter. Simla in particular has become a British East India Company resort. Lahore has become an important city in the cashmere trade, as Colonial traders bring cashmere from Kashmir to Lahore to be sent to Cawnpore for manufacture (and, perhaps ironically, finished cashmere garments are shipped back to Lahore from Cawnpore to be sold in Lahore markets).

While the Punjab was the site of the most recent and bloodiest conflict with the British East India Company and this resulted in the overthrow of the Sikh rulers, future Indian revolutionaries cannot count on Punjabi support. The majority of Sikhs blames the Hindus for aiding the British East India Company in the Sikh Wars and would likely join the British against Hindu uprisings in the future.

Lahore

An ancient city founded by Loh, the son of Rama, Lahore is currently the capital of the Punjabi Province of the Bengal Presidency and seat of the Lieutenant Governor of the Punjab. Prior to British rule, Lahore was a walled city with thirteen gates, but the Company has removed the walls and planted gardens in their places.

Lahore was the capital of the Mughal and Sikh governments before coming under British rule. Hinduism, Ismal, and Sikhism all have strong presences within the city, with no one dominating the other two. The British are wary of Punjabi nationalism and, as such, they have banned the speaking of Punjabi within the city's borders. Urdu is the official language (although the British continue to speak English).

As a provincial capital, the British have been expanding the city with new buildings that incorporate Indo-Gothic architecture.

Peshawar

Peshawar has a strategic location at the southern end of the Khyber Pass. An ancient city, Peshawar suffered brutal repression under Sikh rule (administered for a time by an Italian mercenary) in the early part of the century. During this period, most Nithami mosques (the people of Peshawar are overwhelmingly Nithami) were destroyed, with the only surviving one having been used as a place for executions.

Balahisar Fort dominates the walled city, and its elevated position allows a panoramic view of its surroundings. The centuries-old fort has been destroyed and rebuilt many times, most recently having been rebuilt by the Sikh rulers and expanded by the British.

Simla

With its pleasant summer climate nestled on the edge of the Himalayas, the hill village of Simla has been growing by leaps and bounds in recent years as it has become the *de facto* summer capital of India. Company officials looking to escape hot summers vacation here, often sending their families well in advance. Due to the expense and limited land availability, Simla attracts only the highest-ranking officials and officers. The 'Simla Society' is the closest thing British India has to an aristocratic lifestyle.

The Aluminat maintains a strong presence here at St. Michael's Church, which is also the summer residence of the Archbishop of India. It is considered a great honour for a priest to be invited to participate in mass here, as it usually includes a pleasant week's stay.

Lieutenant Governor Harold Morrison

Harold Morrison is unique amongst the chief administrators in that he is a military man. He had served in the Bengal Army in the Afghan War and the Sikh Wars. A capable commander with the respect of his Native troops, Harold received his position when the Governor-General decided that a military man would be the best administrator for the Punjab region, considering that it borders Afghanistan and, potentially, Russia.

Harold is indeed a decisive leader, if a bit too eager to take command of situations rather than delegate or negotiate. He is a tall, muscular man with angular features and blond hair that is turning white. He lost a leg in the Second Sikh War and had it replaced with a clockwork limb. While it functions perfectly, he walks with a slight limp and the gears whir loudly when he does so. Harold prefers his dress uniform to civilian attire and often tours the regiments in his region.

Harold Morrison - Rank 15 Human Administrator (Generalist)
Physical Competence: +9
Mental Competence: +9
Initiative: 12
Health: 9 Dice (18 pips)
Signature Skills: Firearms +4, Intimidate +4, Swordplay +3, Tactics +4
Traits: Commander +5, Cool Under Fire +4, Quick Decision-maker +4
Combat Abilities: Firearms (13 Dice), Swordplay (12 Dice)
Damage: Pistol (11 Dice), Sabre (10 Dice)

Simla is also home to the Jakhu Hill Temple, which sits on the highest peak in Simla. A temple to Hanuman, this temple is home to many monkeys. Most of the Brahmins are monkey Beastmen as well.

Rajputana Agency
Languages: Rajasthani, Hindi, Urdu, Gujaratiis, Punjabi, Sindi
Religion: Hindu, Ismal, Sikhism
Governmental System: Princely States (mostly maharajahs; Tonk has a khan), Bengal Presidency
Ruling Religion: Mostly Hindu; Tonk is Ismal

'Rajput' means 'sons of kings', and this refers to their shared origin as a warrior caste. When Alexander the Great prepared to battle the Nanda Empire, the Emperor prayed to Agni for aid, throwing himself in the sacrificial fire of Mount Abu. Agni answered his prayer, reincarnating an army of adult warriors, the Agnivanshis (or 'fire-born'), to join the battle. These warriors turned the tide of battle for the Nandas, but felt out of place once the war was over, having no roots of their own.

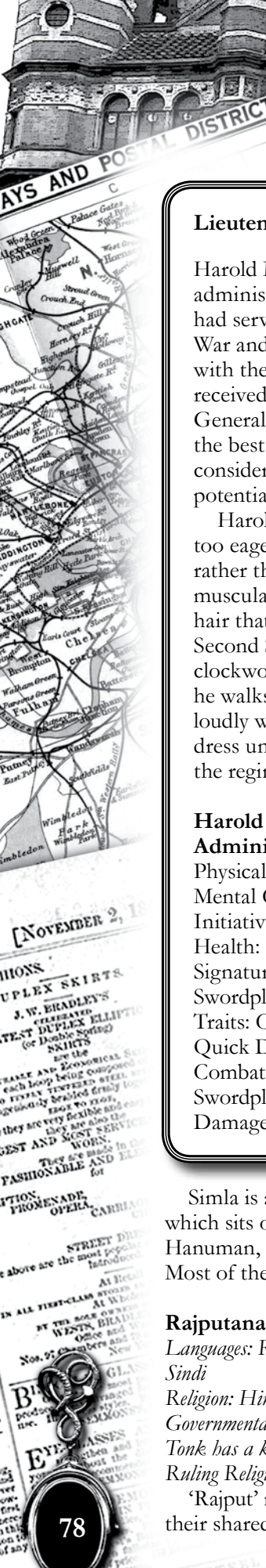
Settling in northwestern India, the Rajputs declared themselves Kshatriyas and built a society based on honour and martial prowess. They separated into clans based on their military rankings, but this ordered, communistic society soon fell apart due to greed and ambition. After the Third Maratha War (1817-1818), the British took direct control of the Rajput region, annexing some states and acknowledging twenty princely states as part of the Rajputana Agency.

Honour Challenge

Rajputs have a strong code of honour, including the idea of death before dishonour. As such, calling a Rajput's honour into question is a grave offense. A Rajput insulted in such a manner can demand an honour challenge, or duel, to restore his honour.

Honour challenges are serious affairs and not entered lightly. The offended Rajput can demand his accuser to offer his reason for the insult, and, if not deemed worthy, the insult may be dismissed and the accuser put to death (although the accuser may appeal for mercy). If a challenge is made, then the accused and accuser duel to let the gods decide their fate. Champions may be used, but the fate of the original participant is tied to the fate of the champion.

Honour challenges are generally to the death, although lesser stakes may be agreed upon, especially if the offense is minor or if champions are used. Duels are generally fought with equivalent weapons, although there have been documented cases of magical honour challenges. A clanless Rajput can make a good living as a champion, although it comes with great risk.



Due to their martial heritage, the Rajputs effectively see themselves as equals and outside of the traditional Hindu caste system. The best warriors are generally the leaders and as a result the Rajput princely states have more Beastman (and occasionally Ogre) rajas than anywhere else on the subcontinent. Rajput warriors are skilled horsemen and have a strong sense of honour. They often fight to the last man, even when the battle is hopelessly lost. Young Rajput women on a losing side often 'return to Agni' (self-immolate) rather than be captured. This act, called *jauhar*, is often performed just before the men ride out for a final hopeless battle.

While the Rajputs are overwhelmingly Hindu (though there are Sikh and Nithami clans), most keep the Ismal custom of purdah. Rajput brides are encouraged to marry above their station, and many would-be husbands attempt to improve their station in order to win a loved one's hand or improve their marital prospects.

Rajputana, more than any other region on the subcontinent, is considered by the British to be a romantic throwback to mediaeval times.

Rajputana poses an interesting quandary for communists. On one hand, Rajput society was built on an egalitarian foundation. Unfortunately, it has still followed a feudal model that most communists despise, as well as adopt the caste system while manipulating it for its own purposes. Rajputs do not need communism to better their positions, as they believe that martial prowess and a devotion to chivalry will suffice.

Jaipur

Capital of the eponymous princely state, Jaipur has been known as 'the Pink City' ever since the city was painted pink for a visit from the Prince of Wales in 1853. Jaipur is the first planned city on the subcontinent, boasting a perfect grid pattern.

Jaipur is home to the Jantar Mantar, the largest outdoor observatory in India. From this observatory, astronomers can calculate the angles of stars and planets, tell time, and predict the weather.

In acknowledgement of the Rajput martial lifestyle, the Chaugan Field is used for wrestling matches and

The Night Rangers

The Night Rangers are an odd Rajput clan of roaming horsemen. Almost exclusively Gnomes, the Night Rangers often come to the aid of travellers or weaker Rajput states against aggression. Originally wielding specialised crossbows and dart guns, modern Night Rangers arm themselves with pistols (some also use sawed-off rifles and shotguns mounted on a support built into their saddles). They have also fallen in love with the Gurkha kukri.

The Gnomes are believed to be of Persian descent and generally follow a form of Avestism. They seem content to 'equalise' battlefields for some unknown reason; many Rajput clans have received their aid, only to find the Night Rangers working against them later. They are an insular clan and have minimal contacts with outsiders. It is unknown whether they have a homeland.

The Night Rangers - Rank 8
Physical Competence: +7
Mental Competence: +3
Initiative: 12
Health: 6 Dice (12 pips)
Signature Skills: Firearms +4, Horseback Riding +3, Perception +4, Swordplay +2
Traits: Night Combat +4, Quick +3
Combat Abilities: Firearms (11 Dice), Swordplay (9 Dice)
Damage: Revolver (10 Dice), Kukri (6 Dice)

animal fights (usually tigers, lions, or elephants). Honour challenges may be held here as well, pitting armed combatants against each other. Such battles are to submission and Rajput healers are usually on hand to relieve all but the most grievous of injuries.

Sikkim

Languages: Tibetan, Nepali, Hindi, Bhuti
Religion: Hinduism, Buddhism
Governmental System: Princely State (Chogyal), Bengal Presidency
Ruling Religion: Buddhism

Part of the ancient Silk Route to China, today the princely state of Sikkim is used by the British East India Company to travel to Tibet as well as provide a back door for the Chinese opium trade. Sikkim has fought recent wars with Nepal that have established its current borders. In addition, Sikkim leased the town of Darjeeling to the British East India Company after becoming a princely state. While promising to pay rent for the town, the British East India Company has not made good on their agreement, increasing tensions in the region until Resident Paul Carsters negotiated an agreement in 1836.

The rulers of Sikkim are the Gamnyals, a clan of Dwarves that accepted Buddhism long ago. Sikkim has been called 'the Garden of Indra', which actually refers to a beautiful underground ecosystem that has been tended to by Buddhist Dwarves for centuries. This garden is open to any that wish to visit it, but its Dwarven guardians take great pains to ensure that no one knows exactly where it is. Pilgrims are blindfolded or otherwise taken to the Garden unawares. Hot springs feed the pools and lakes of this underground paradise.

However, one does not need to go to the Garden of Indra for relaxing hot springs, as Sikkim is dotted with them on the surface. Many civilians take advantage of this while visiting surrounding hill stations.

Sind

Languages: Sindi, Hindi, Urdu, Pashto, Punjabi, Gujarat, Baluchi
Religion: Ismal, Hinduism
Governmental System: Bombay Presidency
Ruling Religion: Aluminat

Sind is an almost accidental part of the Bombay Presidency, as Sir Charles Napier over-extended his authority to put down some Nithami rebels in 1843 and instead conquered the entire region. Like Bengal, the British East India Company has created a landowning class, known in Sind as Waderas, who collect taxes from their renters for the Bombay Presidency.

Sind is home to the Indus River, which was home to one of the most ancient civilisations on the planet. It also ensured that Sind was one of the first areas on the subcontinent to be exposed to Ismal, and most Sindis are Nithami. The British East India Company has attempted to weaken Nithami influence by ensuring that Hindu Brahmins become a strong middle class, owning many major businesses in Karachi and other urban areas.

Karachi is the capital of Sind and a very important port city, as it sits on the Indus River. It is very cosmopolitan, although Colonials, as elsewhere on the subcontinent, almost exclusively reside in the 'white town' surrounding the British East India Company garrison.

Straits Settlements

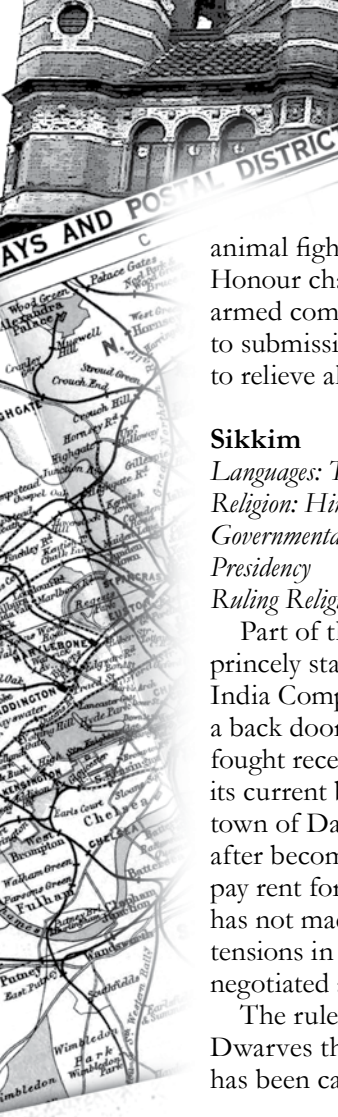
Languages: English, Malay, Cantonese, Hokkien, Babu Malay, Tamil
Religion: Buddhism, Hinduism, Ismal, Aluminat
Governmental System: Bengal Presidency
Ruling Religion: Aluminat

The Straits Settlements are Company possessions in Southeast Asia, primarily comprising of three major trading centres: Malacca, Penang and Singapore. Prince of Wales Island (part of Penang) is the oldest

Indian Voodoo

Karachi has a small population of Makranis (or Shiddis), people of African descent. Brought to India by Arab slave traders, the Makranis have managed to preserve their East African heritage while incorporating elements of the local culture. Most Makranis have adopted Ismal but continue to hold on to certain ancient traditions, much like the African slaves of the West Indies adapted their traditions to the Aluminat faith.

There are a significant number of Mediums amongst the Makrani population. The Makrani attribute this to the work of deceased saints or angels working through them, but this phenomenon worries the Aluminat Church. Thus far, the Church has been unable to explore this further, as the greater Nithami community in Karachi helps protect the Makrani from Aluminat investigations.



Company outpost in Southeast Asia. Company Captain Francis Light, who received Prince of Wales Island as a wedding gift for marrying a Sultan's daughter, founded Fort Cornwallis in 1786. The settlement of George Town was built nearby and now serves as the regional capital and main port.

There is a movement within Parliament to divorce the Straits Settlements from the Company and make it a crown colony. This movement has gained traction with the establishment of the Crown Colony of Burma, but the Company and its supporters believe that this would damage their control of the China trade. The Dutch East India Company is also interested in the settlements, especially Malacca and Singapore. Thus far, the British East India Company has resisted any attempt at annexation, largely due to their control of the tin trade, as the areas north of Singapore have the world's largest supply of tin.

Singapore

Originally created in 1819 by Sir Stamford Raffles as a free port, Singapore has become an important centre for East Asian trade. Singapore is very cosmopolitan. The Chinese make up the largest ethnic group. This includes the Peranakan, descendants of Chinese immigrants (and Malays through intermarriage) over the last four centuries and new immigrants that fled China during the Opium War. Indians make up the second largest group, followed by the Malays. There are many British soldiers and sailors stationed in Singapore lest the Dutch inspire revolt.

Most Indians in Singapore work for the British East India Company in some capacity, either as labourers or as soldiers. In addition to the usual British East India Company garrison, Singapore boasts Royal Army and Naval units to protect the port and merchant vessels from the Dutch East India Company navy and Dutch-sponsored pirates. The Bengal Civil Service is also working to improve public services in order to keep the natives happy with British rule. The remoteness of the city from Bengal proper has left great deficiencies in the civil administration (in 1867, there are less than a hundred police officers) and most government policies are enforced, when at all, by Chinese merchants. This situation has made Singapore a hotbed of vice, including drugs, gambling, and prostitution.

Since the East India Company lost its exclusive trading rights with Asia, traders from all over the world have found Singapore to be a convenient port for business. Singapore has, in fact, overtaken Bangkok as the chief Southeast Asian port. Singapore remains a free port and hosts trading firms from all over Europe, Asia, and North America (ironically even the Dutch have trading firms here). Many independent traders can be found here as well and English-sponsored pirates (as well as particularly crafty Dutch-sponsored ones) sell their booty here.

Chinese Flavour

While Singapore is part of British India and located on the southern tip of the Malay Peninsula, the majority of its population is Chinese. Thus, Chinese culture permeates the city. Many southern Chinese dialects, such as Cantonese and Hokkien, as well as the Creole Baba Malay, are widely used throughout the non-English areas of the city. Buddhism is the largest religion. Chinese secret societies control most of the gambling parlours, opium dens, and houses of ill repute.

This offers an opportunity to incorporate Chinese culture, especially strange magics, exotic martial arts, and East Asian Beastmen and Oni into your Indian adventures without having the PCs travel to China (okay, so Singapore isn't exactly on the Indian subcontinent, but it's a lot closer to Madras than Hong Kong or Peking). It also offers a reasonable rationale for why a Sepoy soldier or British officer (or, even better, a Thuggee supporting character) has learned a Chinese martial art.

Travancore

Languages: Malayam, Tamil
Religion: Hinduism, Ismal, Aluminat, Yehuddite
Governmental System: Princely State (maharajah)
Ruling Religion: Hindu

Travancore is a model princely state, with the new Maharajah (just promoted from rajah last year) instituting many political and social reforms. Most notable of these are the abolishment of slavery and expansion of women's rights. Educational reforms have opened college doors to women as well as promoting higher education. A post office and asylum have also been built here. Maharajah Ayilyam Thirunal uses his wealth as his predecessors did, spending it on the welfare of his subjects.

Travancore is also notable for its religious tolerance. Certain caste restrictions have been lifted, and India's

Oriental School of Magic

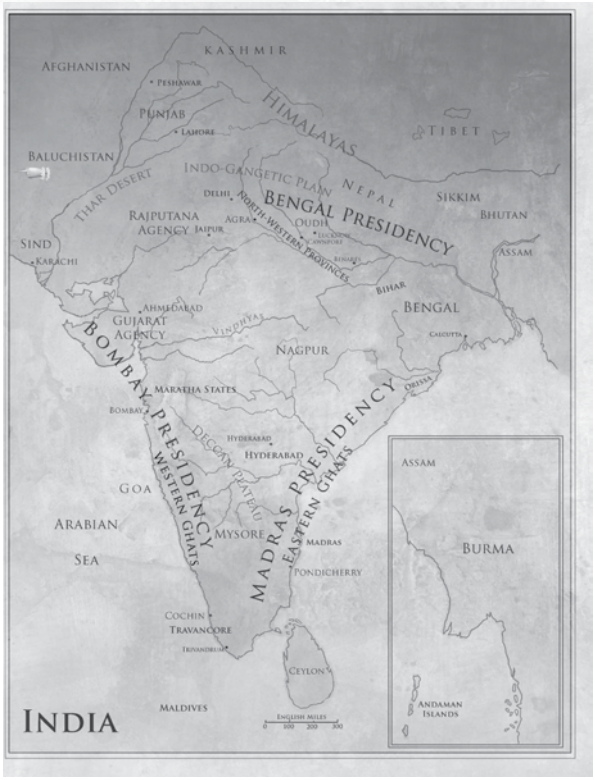
Due to Travancore's history of tolerance, a number of sorcerers from many different backgrounds have settled in Trivandrum, banding together and forming a society. This society has existed for centuries and offers to teach the secrets of sorcery to any who wishes it. Unfortunately, Hindus, who saw sorcery as a perversion, and Colonials, who were concerned that the school was not attached to the Guild, shunned the society.

When Maharajah Thirunal needed a place to store Indian manuscripts, both ancient and modern, he offered to build a new school of magic for the society in return for being caretakers of the manuscripts. Surprised and pleased, the society agreed and the Oriental School of Magic was born in 1840, followed by an artefact museum expansion in 1847. The school employs not only sorcerers but also anyone interested in the study of ancient works. As the Guild was eager to see some of these manuscripts and artefacts themselves, a deal was struck to form an 'Alliance of Friendship'.

The Oriental School of Magic is home to many ancient tomes and artefacts and members often join expeditions to other areas of the subcontinent and surrounding nations to search for more. Entire adventures can revolve around procuring an artefact or tome for the School or returning one that has been stolen for some nefarious purpose.

first synagogue, church, and mosque were built here. The Maharajah supports other religions as well as his own, and buildings of many faiths have been enhanced with royal support.

With the introduction of railroads, the Maharajah hoped that Trivandrum, the capital of Travancore, would become an important port for Indian Ocean traffic. Unfortunately, the opening of the Suez Canal has enabled the British East India Company to cut across the subcontinent for its shipping traffic.



Nonetheless, Trivandrum has become an important port for independent traders that have a little business in India.

India's Neighbours

While the diverse cultural, political, and religious elements of the subcontinent have helped shape British India, the rest of the world has an impact as well. While it is far beyond the scope of this book to detail *every* nation that has an impact on British India, this section provides further detail on its immediate neighbours.

Notably excepted are the nations surrounding Aden (as the province itself is only peripherally related to the subcontinent) as well as China and Russia. While these last two nations certainly have an impact on British India, they are adequately covered in the *Core Rulebook*.

Aceh
Languages: Acehnese
Religion: Ismal
Population Breakdown: Human 45%, Beastman 20%, Dwarf 15%, Eldren 8%, Halfling 6%, Ogre 4%, Gnome 2%
Class Breakdown: Upper 5%, Middle 10%, Lower 85%
Literacy: 15% of population is literate
Governmental System: Monarchy (Sultanate)

The Sultanate of Aceh sits on the northern tip of Sumatra. While the Dutch East India Company controls the rest of the island, Aceh has remained independent due to the terms of the Anglo-Dutch Treaty in 1824, in which the British claimed Aceh as one of its possessions. In actuality, the British had no claim to Aceh, a fact that the Sultan regularly asserts to the British Resident.

Aceh is important to the spice trade as it is responsible for almost half of the world's supply of black pepper. The British East India Company assumed that Aceh would sign an exclusive contract with them, but the Sultan surprised the British by signing a contract with the Danish East India Company in 1825 instead. This led to a brief war between the British and the Danes in 1826-1828 (the Andaman War, so-named because the initial skirmishes took place in the Andaman Sea), but while the two sides were sinking each other's ships the Dutch East India Company was making profits. Peace was negotiated allowing the British East India Company to do business with Aceh while opening the Calcutta and Madras ports to the Danish East India Company.

Aceh still remains nominally under British control, while Pan-Scandinavian Rune Magicians have been teaching Rune Magic to Acehnese mariners. The Acehnese have proven quick learners and have substituted Jawi, an Arabic script adapted to the Aceh language, for Norse runes.

While pepper makes up most of Aceh's trade, there are significant gold deposits in the highlands. The Sultan is currently converting some of this to currency to strengthen Aceh's merchants.

Afghanistan

Languages: Persian, Pashto, Russian
Religion: Ismal, Hinduism, Sikhism
Population Breakdown: Human 55%, Dwarf 20%, Beastman 12%, Eldren 5%, Halfling 5%, Ogre 2%, Gnome 1%
Class Breakdown: Upper 10%, Middle 5%, Lower 85%
Literacy: 15% of population is literate
Governmental System: Monarchy

For centuries, the fortunes of Afghanistan have touched the fortunes of North India. Some claim the Aryan invaders came through Afghanistan; certainly many Nithami armies did. Toward the end of the last century, Afghanistan attempted to conquer the Punjab. While they succeeded, they weakened their forces to the point that the Punjab was able to reassert independence and the British East India Company pushed the border back to the Hindu-Kush Mountains.

Throughout the 19th Century, Afghanistan has been the site of 'the Great Game' between Britain and Russia. Fearing Russian expansion, the British East India Company wants to ensure that Afghanistan remains a friendly buffer state. These fears have already exploded into war once, where British interference in an Afghanistan civil war bled into the Afghan War (1838-1842). The Bengal Presidency Army suffered a humiliating defeat in Kabul that almost led to a massacre as the British East India Company garrison and civilians fled after a brokered truce. The rebel leader, Akbar Khan, was killed during his attempt to violently renege on the agreement and the British East India Company reinstalled his father, Dost Mohammed, on the throne.

Dost Mohammed, who had previously resisted British attempts to effectively turn his kingdom into a princely state and held them responsible for the death of his son, soon adopted a position of hostility towards the British East India Company, opening up the possibility of an alliance with Russia. Afghanistan supported the Punjab during the Sikh Wars, but broke off the alliance when the tide turned against the Sikhs.

Dost Mohammed adjusted his policy to join forces with the British East India Company against the Persians in the Persian War (1856-1857). Afghanistan went to war with Persia again in 1862, when the Persian army advanced on Kandahar. In 1863, Dost Mohammed personally and successfully led his army to retake Herat. Unfortunately, a Persian sorcerer immediately killed him. His sons quarrelled over rulership, but eventually Sher Ali Khan, Dost's intended successor, took the throne.

Sher Ali Khan is determined to keep Afghanistan neutral, but both Russia and the British East India Company covet it. Currently, the Crimean War has relieved some of the pressure, but the Great Game continues in earnest.

Bhutan

Languages: Dzongkha, Nepali
Religion: Buddhism, Hinduism
Population Breakdown: Human 35%, Dwarf 30%, Eldren 15%, Beastman 15%, Halfling 3%, Ogre 2%
Class Breakdown: 5% Upper, 3% Middle, 92% Lower
Literacy: 20% of population is literate
Governmental System: Monarchy

The 'Land of the Thunder Dragon' holds many secrets and is largely unknown to both Indian and British neighbours. Of what little is known about it, one fact that is clear is that Bhutan contains an ancient culture that has never been conquered by a foreign power. The Guild suspects that a dragon (or perhaps a succession of dragons) protects Bhutan and that the dragon was last aroused over two hundred years ago, when it protected Bhutan from Tibetan

invasions. This legendary protector seems to care little for internal affairs, as Bhutan has been plagued by civil war since then.

The mysterious yetis, or abominable snowmen, protect Bhutanese temples and villages. Whether these creatures do so out of loyalty or coercion is not known, nor has a connection between the yetis and the mysterious Thunder Dragon been established.

While both Buddhism and Hinduism are practiced in Bhutan, some scholars believe that these are only the trappings of an ancient religion worshipping the Thunder Dragon. There are legends of Bhutanese monks that can fly, breathe fire, and protect themselves with scaly skin (at least one Guild professor, however, has noted that all three of these are likely local affectations of common Thaumaturgical spells).

Whatever the case, Bhutan still remains a mysterious presence in the region and, for now, the Governor-General of India is content to leave it be.

Burma

Languages: Burmese, Mon, Karen, Chin
Religion: Buddhism, Hinduism, Aluminat
Population Breakdown: Human 50%, Beastman 21%, Dwarf 15%, Eldren 8%, Halfling 3%, Ogre 2%, Gnome 1%
Class Breakdown: Upper 5%, Middle 1%, Lower 94%
Literacy: 10% of population is literate
Governmental System: British Crown Colony/Princely State (Monarchy)

Burma, like India, is a land divided by Colonial-controlled and Native-controlled regions. British Burma is modelled after the Ceylon government and is headquartered in Rangoon. The Kingdom of Ava has its capital at Ava on an island supposedly created through ancient sorcery (it is also said that no foreign force could ever invade the capital, but that theory has yet to be tested).

Burma has always held a certain fascination for the British in India, with its magnificent Buddhist temples rising out of the jungles and its position as a crossroads between India and China. Of particular note is the legend of Prester John, an Aluminat descendant of St. Thomas who supposedly established a kingdom in Burma. While evidence of his kingdom is lost to history, some Aluminat scholars believe that there may be hidden Aluminat relics in the Burmese jungles.

Burma has been the site of two major wars with the British East India Company. Burma's invasion of Assam in 1817 instigated the First Burmese War (1823-1826). Burma had been expanding westward over the last few decades and the British East India Company determined to end it. While the war was decidedly one-sided, inadequate preparations on the part of the British East India Company made the war drag on for three years. The Burmese finally accepted a treaty that gave parts of the coast to the British East India Company while accepting a Resident at the Burmese Court, effectively making Burma a princely state of British India.

Unfortunately, for the British East India Company, the territorial gains were unprofitable and there was talk of withdrawing company resources and turning the coastal territories into two new princely states. This did not sit well with King Pagan Min, who felt that the territories should be returned to Burma. The King decided to take what he felt was a fair price from English ships that docked at Rangoon. Two British captains thus fleeced took their complaints to Calcutta.

The British East India Company decided to teach King Min a lesson and sent an overeager Commodore Lambert to "re-establish our authority", resulting in the Second Burmese War (1852-1853). By the end of the war, the British East India Company controlled half of Burma. This obviously did not sit well in Parliament, which felt that the British East India Company was overextending its authority.

The British East India Company Chairman decided to kill two birds with one stone. He packaged the new gains with the old and presented both to Queen Victoria as a birthday present. Lower Burma (as the region was generally called) became the crown colony of British Burma, while Upper Burma (also known as the Kingdom of Ava) became a princely state under the authority of British Burma's governor. Ava, the capital, is situated on an artificial island that was raised by ancient sorcery (Court Sorcerers managed to keep the capital, Ava, intact when an earthquake hit the region in 1841).

Ceylon

Languages: English, Sinhala, Tamil
Religion:
Population Breakdown: Human 45%, Beastman 25%, Dwarf 25%, Ogre 3%, Eldren 2%, Halfling 2%
Class Breakdown: Upper 1%, Middle 10%, Lower 89%
Literacy: 20% of population is literate
Governmental System: British Crown Colony

Ceylon is a British Crown Colony and something of a thorn in the British East India Company's side. When the British East India Company wrested control of the island from the Dutch in 1796 it assumed that Ceylon would become part of the Madras Presidency. Lord Caswell, still Chairman, disagreed. Realising that the acquisition would only fan the flames of the British East India Company's

enemies in Parliament, Lord Caswell suggested to King George III that Ceylon would better serve as a direct possession of the Crown. The first Governor of Ceylon was installed in 1798.

To this day, that decision has haunted the Madras Presidency, as the incorporation of such a lucrative island would have put Madras alongside the other two Presidencies, rather than lagging a poor third. The fact that the Royal British Army and Navy sit just offshore also makes the Madras Governor nervous.

While it has yet to be used, the Governor of Ceylon (currently Sir Hercules Robinson) has the authority to overrule the Governor-General of India in regards to Royal Army units serving on the subcontinent. Thus far, this quiet threat has ensured that the Governor-General does not abuse his authority.

Ceylon is a large exporter of coffee; coconuts are also a major export. Tea has recently been introduced to Ceylon and is a cause for concern by the British East India Company, as it cannot tax competitors that purchase Ceylon tea (a fact that many competitors advertise).

Ceylon's early history is shrouded in mystery. The original inhabitants of the island were said to be dangerous creatures, such as Rakshasas, but an alternative explanation posit that Beastmen and Dwarves were the earliest inhabitants. Whatever the case, settlers came from India over time (possibly mingling with island natives) and created the first civilisations. Buddhism was introduced in the 3rd Century BCE and quickly became the dominant religion. Ceylon was divided into shifting kingdoms and monarchs up until European traders, mainly the Portuguese and Dutch, began conquering the coastal areas. When Britain defeated the interior Kandy kingdom in 1815, Ceylon was fully united under the British Crown.

The legends of ancient Ceylon have inspired a number of archaeological expeditions into the highlands and mountains of the island. Liberal members of the Royal Archaeological Society in London have proffered the Lion's Rock (Sigiriya) in the centre of the island as the birthplace of the Dwarf race. Others believe Ceylon to be a remnant of the sunken continent of Kumarinandu, perhaps where the Rakshasas survived after the death of Ravana.

Dutch East Indies

Languages: Dutch, Malay (various dialects)
Religion: Ismal
Population Breakdown: Human 45%, Beastman 25%, Halfling 10%, Ogre 8%, Dwarf 5%, Eldren 4%, , Gnome 3%
Class Breakdown: Upper 5%, Middle 5%, Lower 90%
Literacy: 10% of the population is literate
Governmental System: Dutch Corporate Colony

The greatest threat to the East India Company in Asia is the Dutch East India Company. Founded two years after its English counterpart, the Dutch East India Company quickly became the dominant force in Indonesia. The Amboyna Massacre in 1623 (in which the Dutch governor tried and executed twenty Englishmen, half of whom were in the British East India Company's employ, for attempting to overthrow Dutch rule in Amboyna) started a corporate rivalry that lasts to the present day.

The Dutch East India Company employs many sorcerers to secure its gains and, by 1867, the Dutch East India Company rules most of Indonesia. While a truly secure Dutch East Indies could threaten British trade through Southeast Asia, many pockets of resistance within the archipelago keep Dutch forces

Dutch East India Company?

In our world, the Dutch East India Company went bankrupt and was dissolved in 1800. In *Victoriana* however, the Dutch East India Company, like its British counterpart, is stronger and not only survived into the 19th Century, but also managed to conquer all of the East Indies a bit earlier than the Dutch did in our world (the Nordic East India Company is also an anachronism, for similar reasons).

Why the change? There are actually several reasons and all are intended to spice up your Victoriana campaigns. First, a stronger Dutch East India Company offers a corporate and naval rival to the British East India Company and allows you to introduce corporate and naval intrigue into your campaigns. Second, the Dutch East Indies holds a key position that can threaten British interests by stemming the flow of trade with China. Third, in our world East Asian piracy had died down in the early 19th Century. The encouragement and support of piracy by two rival companies enables you to bring the flavour of Golden Age Piracy into your *Victoriana* campaign.

occupied. In particular, the rat-men of Sumatra are notorious pirates, often swimming through the water and swarming an unsuspecting ship. Their homeland, the Sultanate of Aceh, is, on paper, under British protection. In addition, the Dutch have heard tales of 'dragon-men' on Komodo and other nearby islands. Four recent expeditions into Komodo's interior were never heard from again.

Unlike the British, the Dutch have concentrated on taking over islands rather than portions of the mainland. As such, the Dutch East India Company has an excellent navy but a small army. When necessary, the Dutch East India Company relies on mercenary units to swell its army. The island of Java is considered the 'Jewel in the Dutch Crown' and the other Indonesian islands were taken largely to protect it. The Dutch East India Company has invested heavily in Java and Sumatra, building railroads and creating an airship defence force.

The Lost Colony

The Romans traded with India in the Pondicherry region during the early first century. There is a rumour that the Romans had established a colony near Pondicherry and that Justas and Thomas were actually born here or spent a good part of their youth here. According to this legend, the two brothers were influenced by Buddhism rather than Avestism and learned several Hindu enchantments with which to frustrate the Romans when they came to Palestine. When Thomas came to India, it was not to spread Justas' message as much as he was coming home. Unfortunately, the Roman colony had been overrun and destroyed by a Dravidian warlord.

The legend states that while the colony was destroyed, a temple remains hidden in the Eastern Ghats, protected by sorcerers descended from the original colonists. It is believed that the temple is devoted to Discordia and that the Roman descendants still practice the debauched lifestyle of their forebears in her name, now embellished with some Indian traditions as well. Some British and French civilians are believed to be secret members of this 'Roman Club'.

Unlike the Southeast Asian mainland, in which Buddhism predominates, the islands of the Dutch East Indies are primarily Nithami, as Arab traders brought the faith to the islands centuries ago. Rather than a single state (or small group of large states), the various islands are made up by diverse cultural, ethnic, and political groups. This has made it relatively easy for the Dutch East India Company to control the region using the 'divide and conquer' method.

The Dutch East Indies are lucrative possessions. In addition to native crops, the Dutch East India Company has discovered that the climate of the Dutch East Indies is perfect for growing imported goods. Whole island populations have been displaced or eradicated to make room for Dutch plantations. Some goods shipping from the Dutch East Indies include cloves, coffee, ginger, mace, nutmeg, rice, sandalwood, and sugar.

French India
Languages: French
Religion: Hinduism, Aluminat
Population Breakdown: Human 60%, Eldren 15%, Beastman 12%, Dwarf 10%, Halfling 2%, Ogre 1%
Class Breakdown: Upper 1%, Middle 10%, Lower 89%
Literacy: 20% of population is literate
Governmental System: Republican

French India is a pale shadow of what it had once been, and perhaps 'pale shadow' is too strong a term. French influence had once extended throughout the Indian subcontinent in the previous century, but war with the British East India Company ended French political influence in the region. After the Napoleonic Wars, France was allowed to keep a handful of trading posts and that has been the extent of its influence since.

With the dissolution of the French East India Company during the French Revolution, the French settlements of Chandranagore, Karikal, Mahe, Pondicherry, and Yanam were granted local governments and parliamentary representation.

Pondicherry deserves special mention. Designed in a grid pattern, Pondicherry was constructed the late 17th Century and divided into two sections, one for the French and one for the Indians (a pattern that the British would continue to use). It appears, however, that the trading roots of Pondicherry with Europe come far earlier, as a recent archaeological expedition, looking for the possibility of Greek artefacts (likely inspired by rumours of remnants of Alexander's army settling in South India), unearthed items of Roman manufacture.

Maldives

Languages: Dhivehi
Religion: Ismal
Population Breakdown: Human 60%, Eldren 15%, Beastman 12%, Dwarf 10%, Halfling 2%, Ogre 1%
Class Breakdown: Upper 1%, Middle 10%, Lower 89%
Literacy: 20% of population is literate
Governmental System: Monarchy (Sultanate)

The Maldives are a chain of islands just southwest of the subcontinent. The Maldives are quite expansive, containing twenty-six atolls of over one thousand islets, many of which are uninhabited. While technically a British Protectorate, in practice the islands are free of Colonial governance. The inhabitants are Nithamiyyeen and ruled by a Sultan, trading ambergris, cowries, coir rope, sea coconut, and tuna to European traders. With its proximity to India, the Maldives has become a popular hideaway for pirates.

Prior to the introduction of Ismal, the Maldives were a bastion of Buddhism in the time of Ashoka the Great. As a result, Maldive society only recognises two classes, noble and commoner. There is simply no room for a middle class. Many Buddhist temples were destroyed when the Natives converted, but archaeologists from the Oriental School of Magic in Travancore were able to excavate the remains of the Sunken Temple (a Buddhist temple that sank beneath the sea along with the islet it was sitting on) and made a startling discovery. The Maldives may be the summits of a mountain range on Kumarindu, the sunken continent of the Third Age.

This discovery has made the Maldives a hotbed for treasure hunters. Ships from many nations ply its waters as divers search for sunken treasure and pirates await those that do surface with something of value. The British Navy occasionally patrols the waters and reminds would-be hunters that any treasures found are British property, but the patrols are small and easily avoided. Some coastal princely states and East Indiamen commanders have gotten in on the act, hoping to discover something that will enhance their fortunes.

Nepal

Languages: Nepali, Tibetan
Religion: Hinduism, Buddhism, Ismal
Population Breakdown: Human 40%, Dwarf 25%, Beastman 20%, Halfling 10%, Eldren 3%, Ogre 2%
Class Breakdown: Upper 5%, Middle 5%, Lower 90%
Literacy: 15% of Nepal is literate
Governmental System: Autocracy

Nepal occupies a curious place on the map of India. With its position just south of the Himalayan range above the Bengal Presidency, it seems odd that the British East India Company has not conquered it. In fact, Nepal was generally left alone during the centuries of Nithami domination of Northern India as well. While one might be tempted to say that the Buddha is protecting the land of his birth from the other side, in truth Buddhism seems to have little influence (despite being practiced by a good 40% of the population). The rulers of Nepal have traditionally been Hindu, and Nepal has spent much of the last century fighting its neighbours.

There is no doubt that the Nepalese Army is well trained. They have the highest percentage of Corporeal Mediums and martial artists on the subcontinent, enjoying the martial cultural exchange with Tibet through the Himalayan Dwarves. However, they have lost every war they have waged over the last one hundred years, losing land to China, the Punjab, the British East India Company and, most recently, Tibet. Still, their opponents won only after sustaining heavy losses, and the core of Nepal remained intact.

The current king, Jang Bahadur Rana, rose to power during the Kot Massacre in 1846, in which his armed troops slaughtered many aristocrats during a heated meeting that just happened to include many of his political opponents. Rana consolidated his gains with a further purge and became the *de facto* ruler of Nepal. He travelled to London and met with Queen Victoria, creating for him goodwill. When he returned, he signed a treaty with the British East India Company that left Nepal independent while allowing the British East India Company to recruit Gurkha soldiers.

A Little Help from Questionable Friends?

There are many rumours floating around about how Jang Bahadur was well prepared to fight the aristocrats in what was seemingly a spontaneous fight. There are also rumours that Jang Bahadur had unnatural help, either from trained yetis tearing apart his foes or even something more demonic. If King Rana truly did have outside assistance, what was the purpose? And what have those 'friends' asked for in return?

Recently, King Rana has had problems of a more political nature. Communist literature has been spreading through Kathmandu and other major cities and the egalitarian message is gaining traction with both Buddhists and lower caste Hindus. In true autocratic fashion, King Rana has been cracking down on Communist groups and shutting down presses that are printing the literature, but so far, he has been unable to stop the growing movement.

Pan-Scandinavian Possessions

Languages: Nordic
Religion: Hinduism (mainland), Aluminat (Muspell)
Population Breakdown: Human 60%, Eldren 15%, Beastman 12%, Dwarf 10%, Halfling 2%, Ogre 1% (as Pan-Scandinavian Federation for Muspell)
Class Breakdown: Upper 1%, Middle 10%, Lower 89%
Literacy: 20% of population is literate
Governmental System: Pan-Scandinavian Federation Corporate Colony

The Danish East India Company was founded in 1616 to compete against the British and Dutch East India Companies. Throughout the late 17th and 18th Centuries, the Danish East India Company (and, after 1731, the Swedish East India Company) made a huge profit smuggling tea to Britons. The British East India Company has made several attempts to remove the Danish colonies, but the Danish East India Company's Rune Magicians have had a long history of manipulating the sea, making it difficult for naval tactics to work against them. As the Danish East India Company (or the Nordic East India Company, as it has been called since the creation of the Pan-Scandinavian Federation) is a relatively small operation, the British East India Company has decided to leave them alone for now.

The Pan-Scandinavian possessions are organised along the same lines as British India. The Nordic East India Company administers the colonies and provides for their protection. Like its British counterpart, the Nordic East India Company has military powers sanctioned by its government. The colony's capital is Ny Roskilde (New Roskilde) on the largest island of Muspell. Muspell is a small archipelago beneath the Andaman Islands. When Danish East India Company ships arrived in 1754, they noted that the only inhabitants were giants. Because of this fact as well as the hot climate, Captain Peter Rasmussen named the archipelago 'Muspell' after Surtur's realm in Norse mythology. Captain Rasmussen was made the governor of the new colony, a position that the Eldren sea captain holds to this day.

Pan-Scandinavian possessions on the Indian mainland are limited to two trading posts, Serampore in Bengal and Trankebar in Madras. While generally left alone, the Nordic East India Company has been a thorn in the side of their British and Dutch counterparts. Governor Rasmussen has secured an exclusive trade deal with Aceh and it is suspected, though yet to be proven, that Danish Rune Magicians have been supporting piracy. Since the end of the Andaman War, the Nordic East India Company has been allowed to trade in Calcutta and Madras. The Nordic East India Company also has contracts with smaller British and Dutch companies that operate in British India and the Dutch East Indies.

Persia

Languages: Persian, Baluchi, Kurdish, Turkish
Religion: Ismal, Avestism
Population Breakdown: Human 53%, Beastman 20%, Dwarf 10%, Eldren 10%, Halfling 3%, Ogre 2%, Gnome 2%
Class Breakdown: Upper 10%, Middle 10%, Lower 80%
Literacy: 20% of the population is literate
Governmental System: Absolutist Monarchy

Persia is an ancient land with ancient ties to the Indian subcontinent. The Aryan tribes supposedly came from or through Persia only a couple of

The Peacock Throne

The Peacock Throne was a throne created for Mughal Emperor Shah Jahan (who built the Taj Mahal) in the 17th Century. Named after two peacocks incorporated into the design, the Peacock Throne was a gilded masterpiece inlaid with many different kinds of precious stones, including Hearthstones and other magical devices. Despite its magical properties the Peacock Throne was taken by Nader Shah in the mid 18th Century after a successful invasion of North India. The throne was lost when Nader Shah was assassinated eight years later.

No one knows where the Peacock Throne is to this day. While some believe it was torn apart for its monetary value, others believe it was spirited away and kept safe until the time came to return it to a worthy ruler. Certainly if the Sultan of Delhi acquired it, it would strengthen his claim to India. And then there's the question of its magical properties…

centuries after the destruction of the Harappan Empire. Alexander the Great marched into India through Persia. Avestism came to India from Persia and inspired the Buddha. Finally, successions of Nithami conquerors marched through Persia to conquer North India.

More recently, Persia spent the last century settling its borders with both the Ottoman and Russian Empires in a series of conflicts. Four separate dynasties ruled Persia during the 18th Century, each taking over through civil war. The current dynasty has proven a bit more stable (after a fifteen year civil war to establish it), with the current Shah, Naser al-Din, taking the throne in 1848.

The British East India Company has had a hand in Persia since 1763, when it was granted the right to trade in the port city of Bushehr. The Dutch East India Company previously had rights to the port since 1737, but the previous Shah refused to grant exclusive rights to either company. The British East India Company almost dragged the Dutch into the Persian War when it occupied Bushehr in 1856, but strong diplomacy coupled with a promise to end the occupation within a year avoided open war between the two corporations.

Naser al-Dyn has been a strong ruler, helped in no small part by his Chancellor, Amir Kermani. The two of them have pulled Persia out of an economic crisis, cut government waste, and modernised the country. Unfortunately, the Shah's mother implicated Amir Kermani in a plot against the Shah and he was removed from office in 1851. The Shah ordered his assassination, but the ex-Chancellor was a sorcerer and disappeared. Naser al-Dyn misses Amir Kermani's wisdom and he has become more impulsive and autocratic. He also lives in constant fear of the day Amir Kermani returns to take revenge.

Portuguese India

Languages: Portuguese
*Religion: Aluminat, Hinduism**
**Hinduism is generally practiced in secret while giving lip service to the Aluminat*
Population Breakdown: Human 60%, Eldren 15%, Beastman 12%, Dwarf 10%, Halfling 2%, Ogre 1%
Class Breakdown: Upper 1%, Middle 10%, Lower 89%
Literacy: 20% of population is literate
Governmental System: Portuguese Crown Colony

Portugal has the oldest European possessions in India. Portuguese explorer Vasco da Gama sailed around Africa and landed in western India in 1498, securing a trade contract with the local ruler. Portugal set up many colonies along the Indian coast over the next two centuries. As with the British East India Company, the Aluminat Church agitated to use this opportunity to convert the Natives and, by the mid 16th Century, Aluminat missionaries were flocking to India.

Unlike the British East India Company, however, the Portuguese Viceroy allowed the Church a stronger hand in the administration of the colony. Laws were enacted that forbade the open practice of any faith other than Aluminat and coerced the Natives into converting. Unfortunately, the presence of Native Nizrani and Yehuddites gave the Church an excuse to ensure Aluminat orthodoxy, and when the Inquisition was established in 1560 it quickly found a home in Goa.

While the Inquisition was supposed to deal solely with sorcerers (which were actually in rather short supply amongst the Natives of India), the Goan Grand Inquisitor reasoned that, if true converts to Aluminat, which he must assume all converts to be, are perverting or rejecting the faith then it must be because they consort with demons. Under the pretext of being Demonologists, many converted Natives were arrested, tortured and brought before the Inquisitors' Court. The Grand Inquisitor soon realised that his reasoning could apply to unconverted Natives as well and the Inquisition terrorised all Native communities with which it came into contact. While the Inquisition was disbanded in 1637, Spanish King Philip IV was granted permission to continue the Inquisition in Spanish lands (which included Portugal).

When the Spanish Inquisition was disbanded in 1818, most Natives in the Portuguese colonies were Aluminat and likely had been for generations. Despite its heavy-handed methods, however, the Portuguese colonies failed to grow much beyond their original borders and wars with the British and the French have

The Inquisition's Legacy

One of the reasons why Anglican Aluminat missionaries have such a difficult time in India is because the Natives already have an example of Aluminat policy. Rumours about the brutal methods of the Goan Inquisition have spread across the subcontinent and some of the Native attacks against Anglican Aluminat missions are in retribution for Goan Aluminat actions.

left the Portuguese with only a handful of colonies in Dadra and Nagar Haveli, Daman, Diu, and Goa. Goa is by far the largest colony and the capital of Portuguese India.

The Guild of Goa has had a presence for centuries. Many Guild members grew wealthy in the spice trade, and today the Goan Guild better resembles a chamber of commerce than a society of Thaumaturgists. Unlike other European powers in India, the Goan Guild transports its spices purely through private shipping firms, although the majority of these are Portuguese and Spanish companies.

Sarawak

Languages: English, Iban, Malay, Chinese
Religion: Ismal, Aluminat
Population Breakdown: Human 45%, Beastman 25%, Halfling 10%, Ogre 8%, Dwarf 5%, Eldren 4%, , Gnome 3%
Class Breakdown: Upper 5%, Middle 5%, Lower 90%
Literacy: 10% of the population is literate
Governmental System: Autocracy (rajah)

Sarawak is an interesting country. Sitting on the northwestern end of the island of Borneo along the trade route between India and China, Sarawak shares the island with the Dutch East India Company, the Sultan of Brunei, and an American company that leased North Borneo from the Sultan. While modernising its army and civil service, Sarawak struggles to maintain its independence and remain free from Western influences. What makes Sarawak interesting is that an Anglo-Indian rules it.

Sir James Brooke, known as 'the White Rajah', was granted Sarawak after aiding the Sultan of Brunei against a rebellion in 1838. He soon found himself at odds with the Sultan and, after a show of military superiority, secured full independence for Sarawak. Since then, he has created the Sarawak Civil Service, based on the British model, and recruited British civilians to run the stations. His nephew has created the Sarawak Rangers, a well-disciplined police and defence force.

The White Rajah's independence puts him at odds with the British East India Company, which sees the potential of Kuching as a rival to Singapore, especially since Sarawak runs a coaling station (originally leased to a separate British company) on the isle of Labuan just north of Sarawak. It also puts him at odds with the Dutch East India Company, which owns most of the island. Both companies believe that the White Rajah, in spite of his anti-piracy stance, is actually harbouring pirates. Of course, each company believes that Sarawak harbours pirates in league with its rival.

The recent American Trading Company of Borneo poses a new threat. The sister of one of the traders, Abigail Donovan, is unmarried and she has been enjoying the hospitality of the White Rajah. Miss Donovan is a Guild member and both the British and Dutch East India Companies fear that she is using Thaumaturgy to expand American influence in the region.

Tibet

Languages: Tibetan, various Chinese dialects
Religion: Buddhism
Population Breakdown: Human 40%, Beastman 25%, Dwarf 15%, Eldren 10%, Ogre 5%, Halfling 3%, Gnome 2%
Class Breakdown: Upper 3%, Middle 2%, Lower 95%
Governmental System: Theocracy (Dalai Lama), Protectorate of China (Amban, or Commissioner)

Tibet will almost certainly be covered in a future *Victoriana* supplement, but it deserves mention here. Straddling the Himalayas, Tibet has the longest border with British India and has had numerous contacts through the Dwarves that inhabit the mountain range. It has also had a few wars with its neighbours earlier this century over border disputes.

In 1855, the Amban closed Tibet's borders to all except the Chinese. Any Tibetan that aids a foreigner or any foreigner that violates this decree is never heard from again. Only Nepal, technically a tributary nation to China, is allowed to enter Tibet while transporting its tribute to Peking (Beijing). Unofficially, the Himalayan Dwarfs are also allowed to enter Tibet, mainly due to them being regarded as Tibetans.

The border remains closed in 1867 and most civilians have only heard stories about remote monasteries protected by shaggy monsters. It is believed that the Buddhist monks are masters of great magics and secrets that are unknown to the rest of the world.

Chapter 3

Rules & Systems

"We owe a lot to the Indians, who taught us how to count, without which no worthwhile scientific discovery could have been made!"

- Albert Einstein

Character Generation

Aluminat insists that civilisation began between the Tigris and Euphrates Rivers. Egyptologists would have us believe that the oldest civilisation rests on the Nile. Some Orientalists now look to China. They are all wrong.

Through my studies of the sacred texts and the magics of this ancient land I have come to understand not only that our society began here, on the Indian subcontinent, but also that the Great Flood did more than wash away the past. It completely reshaped the world. Old continents sunk and new ones arose. Great magics were lost and their fragments are preserved here, in the teachings of the Brahmins and Swamis. It was here that the mediums first gained their power, here that the first enchantments were made, and here that the Nagas taught sorcery for the first time.

India is more than the birthplace of our world. It is the legacy of the last one.

--- Dr. Elaine Hahn, Theosophical Society Orientation Meeting
Madras Guild, 2nd April 1866

At first glance, Indian characters are the same as their European counterparts, defined largely by social class, race, religion, and occupation. You can still play an Eldren aristocrat, a Dwarf industrialist, or a Human priest. Ogre labourers work the docks of Calcutta and Singapore and curious Halflings sail from port to port. Gnome clerks run the British East India Company offices and bovine Beastmen command a great deal of respect in Hindu temples.

As in the *Core Rulebook*, what you play is largely defined by the scope of the campaign. A campaign set entirely within a small Hindu state might lack Gnomes, while a campaign focused on life in one of the British East India Company Armies generally lacks middle and upper class characters. While Colonial races are largely confined to their *Core Rulebook* social classes, Native races are bound to different roles.

The rules in this book are designed to enable you to create characters that are native to India, whether they are Colonials or Natives. These rules are extensions of those found in the *Core Rulebook*, allowing such characters to blend seamlessly with those created solely through the core rules. Of course, depending upon the nature of your campaign, there is nothing stopping you from generating a Londoner using the core rules and having her arrive on the docks of Bombay just prior to the start of a *Jewel of the Empire* campaign!

The rules need not only apply to Indian campaigns. Many native Indians journey 'across the Black Waters' to Britain and Europe, looking for work or sometimes a western education. Such characters might easily be part of a campaign set in London, and many of these new rules may prove useful to create their background. The same might be said even for Colonial characters that may have been born in India or served for some time in the armed forces or civil service. They too might return, or finally be sent to England, and bring a little of India with them.

Character Concept

As in the *Core Rulebook*, you need a concept in mind before designing a character. You may not have a strong concept in mind, especially if you know little about India and *Victoriana*'s variation of it. Don't panic. Most of the decisions you would make are the same as for regular *Victoriana* characters. This **Part** simply provides extra options to flesh out your characters for a *Jewel of the Empire* campaign.

The easiest way to decide on a concept is to decide what you want to play and work backwards. Do you want to be a British aristocrat? If so, then you likely only occasionally step into India and are not steeped in its culture. Do you want to play a Thaumaturgist? If so, then you are likely a Colonial with a Guild membership. Do you want to play a North Indian aristocrat? If so, then you are likely a Nithami and do not need to waste time picking a varna that doesn't apply. Still stuck? Take a look at the vocations. Not only will they give you some guidance, but they also list appropriate skills.

For the most part, your character falls into one of three categories: Colonial, Native, or Foreign. Colonials, or Anglo-Indians, are British characters that have spent some time (or all their lives) in India. Natives are characters that can trace their ancestry back to before the Europeans arrived. Foreigners are

Irregulars

One easy ways to expand the scope of your *Jewel of the Empire* campaign to encompass all of India is to have the player characters work for the Special Office of the British East India Company. The Special Office recruits agents, or 'irregulars', from all walks of life, so practically any character concept will work, providing that such characters exhibit a loyalty to Queen Victoria. The characters can even live in separate parts of India; the Chief Superintendent arranges for transport when they are needed. The Special Office is described in Chapter One and advice on incorporating the Special Office into your *Jewel of the Empire* campaign is offered in Chapter Four.

characters that are not native to the subcontinent, including Griffins, Non-European characters, or small subgroups such as the Aventi or Yehuddites, who have been in India for centuries, yet maintain their old, distinct culture.

Colonial characters are created exactly as presented in the *Core Rulebook*, except that you may want to consider some of the options in this book. The edge that Colonial characters have over their Home counterparts is that they are accustomed to life in India, even if they maintain a respectable distance from Native culture.

Native characters, especially Hindu ones, should select a Varna in addition to the usual character options. While not strictly necessary for mechanics, you should select a culture for your Native character that will help shape your decisions through the rest of the character creation process.

Foreign characters are made with the character creation rules in the *Core Rulebook*. Most foreign characters will be Griffins, characters from the British Isles or 'the Continent' that are not too familiar with India. Foreign characters from other lands are built in the same way, but likely have the Foreigner complication (unlike Native characters, though, this complication must be selected normally as one of the player character's total Complications).

Example: *Steve decides that his character is a Colonial. He was born in Calcutta to middle class Anglo-Indian parents, shipped to Home for a proper education, and then returned to Calcutta to attend Fort Williams College. Steve further decides that his character has a love of ancient artefacts and can speak multiple languages. He decides that his character's name is Matthew Watson, and that he graduates into a desk job at Calcutta's Government House and that he has been recruited into the Special Office.*

Social Class

As laid out in **Chapter One**, Indian society is very complex and largely based on the eye of the beholder. A memsahib may consider any Native, no matter what his caste or position, to be lower class, while a Brahmin may refuse to eat with a Nithami native prince. Mechanically, we have chosen to stay with the social class model used in the Core Rulebook, but you may need to use your judgment on who fits where. This section provides some guidelines.

Note that we do not repeat Core Rulebook material here. An upper class character, for example, must still take a -1 Fortitude penalty and may select Talents, Privileges, Contacts, and Assets from the Core Rulebook available to the upper class.

Class and Caste

Traditionally, the Varna mapped pretty closely to European classes. The Brahmins and Kshatriyas filled out the Upper and upper Middle class, the Vaishyas were primarily Middle Class, and the Sudra and Untouchables were Lower Class. Fate, however, has been dealing Hindus some fierce blows over the last few centuries, especially in North India. First, Nithami and now, Aluminat dominance has forced the distinction between Caste and Class to blur. While there certainly are upper class Brahmins, many are forced to lead lower class lives.

Keep this in mind when creating Native characters. Theoretically, a Hindu of any caste can be of any class, based on the circumstances and opportunities afforded him. This also opens up a great deal of roleplaying opportunities; a Brahmin cook may be envious of the lifestyle of the local Vaishya bania, while an upper class Sudra may live a better life than a Kshatriya soldier in the Bengal Presidency Army.

Upper Class Characters
True British aristocracy is rare in India, as the heads of industry are still firmly rooted in the middle class. A Colonial in India has come to get his hands dirty, make his fortune, and retire home. Thus, while many high-ranking Colonials play at being aristocrats while in Calcutta or Bombay, they get a rude awakening once they return home or play host to a true visiting aristocrat.

Thus, in India, the upper class is primarily found amongst Natives. Certainly the rulers of princely states and their extended families are upper class, as well as princes-in-exile or prominent lines in areas of direct rule. Many of these families are decadent, enjoying the protection of British firepower as they throw lavish banquets and build monuments. Some upper class Native families, however, do what they can to improve the plight of their subjects and many have accepted the benefits of British society (such as the efficient civil service) while preserving traditions and increasing the quality of life for their subjects.

Middle Class Characters
Mostly, the overwhelming majority of Colonials are of the middle class, although they go through great pains to create distinctions through the *Warrant of Precedence*. Although at times confusing, the *Warrant* is well respected because it creates a pseudo-class system that remind Colonials of Home (despite the fact that the *Warrant* holds no sway in Great Britain).

Middle class characters can also be found amongst Native society. Certainly, members of the Vaishya caste consider themselves middle class, as well as Brahmins and Kshatriya that lack upper class connections. Particularly successful and educated Eurasians and Natives also consider themselves middle class, seeing the value of economics as a way to improve their station.

Lower Class Characters
Amongst Colonials, the lower class is primarily found within the Presidency armies and navies as common soldiers and sailors. Outside of the military, lower class Colonials are usually middle class Colonials that are down on their luck. Some are aspiring civilians that have lost their fortunes to vice, while others have been fired from the Company and lack the funds to get back home. Most such lower class characters end up as criminals or partake in rather unsavoury professions.

Most Natives and other non-European immigrants are considered lower class. Chinese labour has proved invaluable in Singapore and many Chinese have made their way to Calcutta and other ports where work is plentiful. Many lower class Natives toil on Company farms or factories. Of course, the Untouchables are automatically placed into the lower class.

Example: *Steve's background for Matthew Watson suggests middle class, so Steve records it on his character sheet. Middle Class characters gain no mechanical bonus or penalty, so Matthew Watson's attributes are unaffected. Steve is considering making Matthew a member of one of Calcutta's wealthier Anglo-Indian families, so he makes a note to consider the Higher Station privilege later.*

Varna

The Hindu caste system is a complex beast. While initially comprising of four varna, the caste system is composed of thousands of jati that have resulted in members of the same varna being distributed through all three social classes. Despite this, members of the same varna tend to have certain characteristics in common. Married Hindu women select the varna of their birth for the mechanical benefit. They do not gain the mechanical benefit of their husbands' varna, nor do they lose the benefit of their own. Unless a female character gets married during play, she must take the Caste Ascension privilege to represent marrying into a higher caste before play begins.

All characters that take a Varna get the (perhaps inappropriately named) Foreigner Complication. This Complication grants no points and does not count against the character's three Complications. This reflects the character's difficulty navigating through Colonial society. This presumes that at least some of the player characters are Colonials and that the Hindu character will spend a considerable amount of time around Colonials in the campaign. If this is not the case and the campaign is more Native-centric, then the Gamemaster may wish to make Hindu player characters pay full price for the Foreigner Complication and count it amongst the three Complication total.

Due to the importance of familial jatis, a character of any race may be of any Varna. Non-Hindu characters may not take a Varna. Untouchables do not get the benefit of a Varna; indeed, they get a Complication.

Brahmin
The Brahmins are the scholarly and priestly caste. Originally, the second highest caste behind the Kshatriya, Brahmins are now considered the highest caste in most parts of India. A Brahmin is expected to uphold all of the tenets of Hinduism and quite a few cordial meetings with Europeans have turned sour when a Brahmin refuses to eat with them. Brahmins

believe themselves to be closest to Brahman, and there seems to be some merit to their claim based on the abilities they manifest.

Dharmic Focus: *As the highest caste, Brahmins are closest to Brahman. They may call upon this connection to perform what Aluminat would consider miracles. Because of this, many Brahmins are hesitant to call upon their Dharmic Focus when in the presence of Europeans. All Brahmins gain one Faith Medium ability for free. They get no points in the Faith Medium skill, but may put points in the skill without buying the Talent. However, they must buy a Medium Talent to gain further abilities in Faith Medium or other types of Medium.*

Only upper class Brahmins have this ability, as Brahmin born into lower social classes that manifest a Dharmic Focus are often promoted to the upper class as soon as they are discovered, a sign they have ascended beyond their dharma. That said not all upper class Brahmins have this ability either, only player character Brahmins are assumed to always have this ability. Brahmins without this ability are afforded the same respect as those who do, but not considered quite so special and blessed. Players may choose not to have this ability and count it as one of their three Complications.

Kshatriya

A warrior caste, the Kshatriyas rival the Brahmins in terms of leadership. Kshatriyas tend to be more practical in terms of dealing with the 'ruling caste', understanding British superiority on the battlefield. While some Kshatriyas cling to old fighting traditions, other Kshatriyas are eager to learn and master gunpowder weapons and modern battlefield tactics.

Martial Training: *A Kshatriya has a natural affinity with the martial arts and gains one of the following Talents for free: Cavalry Combat, Combat Sense, Deadly Shot, Pugilist, or Weapon Master. The Talent chosen should generally reflect the culture from which the character originates. A Rajput might have Cavalry Combat, while a Sikh might have Weapon Master (chakram).*

Example: *Leianna is making a Rajput princess who is also an excellent warrior. She decides that her character, Garima Bai, is a member of the Kshatriya caste. Leianna decides that a Rajput would be an excellent horseman, so she selects Cavalry Combat as Garima's Varna Talent. Leianna also adds Foreigner to Garima's list of Complications.*

Vaishya

The Vaishya have a lot in common with the Anglo-Indians; they are primarily middle class landowners and merchants. Understanding the benefits of trade, Vaishya merchants were among the first to welcome Company trade. While some Vaishya have been burned by less-than-honest dealings, others have become intermediaries between Civilians and other Indians. Many Vaishya are intrigued by capitalism.

Non-Hindu Natives and Varna Benefits

Hindu Native player characters receive a benefit due to their Varna and usually suffer a Foreigner Complication. The justification as to why Colonial characters do not receive a similar package is because Colonial player characters have an advantage over Native player characters in a typical *Victoriana* campaign set on the subcontinent.

This, however, does not apply to Nithami, Sikh, Jahan, Buddhist, or other non-Hindu Native player characters. Such characters would suffer the same prejudices as Hindus but reap no reward. This might sound unfair, and it is, but Varna also carries certain responsibilities as well as statistical benefits of which the players should be reminded. As most Indians are from a Hindu background, it also makes sense if more players choose to create Hindu characters. However, Caste and Varna are so entrenched in Indian society that some non-Hindus may still follow some caste dictates. This is especially true for Lay Buddhist and Sikh characters. If they live as part of Indian society rather than in an aesthetic community, the Gamemaster may allow them to pick a Varna/Caste and apply it as a Hindu character would.

As far as the colonial powers are concerned, all Indians (even in their own land) have the 'Foreigner' complication. However, a player character native Indian can instead choose the privilege 'Accepted' detailed on page 106.

Non-Hindus who become Hindu do not gain the advantages of a Varna. If they have married into a caste, they are considered to be socially the same as those in the community they now live with. They do not gain any statistical benefit, although they also do not lose any ability they may have if they already have a varna and have married into a different one (although this is extremely rare). Colonial characters who 'go native' do not gain the benefits of a varna, although they do become considered the same caste as they become part of. Such characters also gain the 'Foreigner' complication, which applies not only to their new community but also their forsaken Colonial one.

Wealth: *A Vaishya is taught the basics of economics from an early age and learns how to make shrewd investments and negotiate favourable deals. A Vaishya has 5 points of Income Assets suitable for his social class. For example, a lower class Vaishya begins each adventure with 1d6 pennies, while an upper class Vaishya would begin each adventure with 1d6 pounds. A Vaishya may pay the difference to get a higher income (so it would cost a middle class Vaishya 5 points to start each adventure with +8 Shillings). A Vaishya may also reduce his Income by up to 5 points, but must spend points gained in this manner on other Assets.*

Sudra

The Sudras were the glue that held Hindu society together. They are the largest group and are defined more by what they are not (a member of the upper three varna) rather than what they do. Sudra are from all walks of life, primarily in lower class occupations. This varna is a breeding ground for communist movements as well as missionary activity.

Skilled: *Sudras come from many different walks of life, but they are all very skilled within their chosen occupations. A Sudra gets a +1 to Skill Caps for his rank. For example, a Rank 1 Sudra has a Skill Cap of 5, while a Rank 10 Sudra has a Skill Cap of 7. A Sudra also gets +2 Skill Dice at Rank 1.*

Aryans and Dravidians

While the Indian subcontinent is divided into many ethnic groups, North Indians on the whole tend to be lighter skinned (yet still darker than the average Colonial) than South Indians. Natives often refer to lighter-skinned Indians as 'Aryans' and darker-skinned Indians as 'Dravidians'. Sepoys in the Bengal Army tend to be Aryans, while sepoys in the Bombay and Madras Armies tend to be Dravidians.

***Jewel of the Empire* does not spend much time on this distinction, as there would be very little difference between an Aryan tigerman and a Dravidian one. Still, the distinction is important in some areas of India. A Punjabi is very likely to be light-skinned, while a Tamil would likely have dark skin. Mechanically, however, both are treated the same, much as *Victoriana* makes no mechanical distinction between Celts, Romans and Slavs.**

Races

With the notable exception of Gnomes, the races of *Victoriana* are well represented in the Indian subcontinent. For the most part, Native races are mechanically the same as their European cousins. They simply look a little different and have different cultures. This section focuses on how the races fit into Colonial and Native culture.

Human

Humans make up the bulk of Colonials on the subcontinent. Colonial humans tend to have darker skin than of their Home counterparts and are accustomed to the warmer climates of the subcontinent. Fashionable Colonial Human women have taken to powdering their hands and faces when going to parties, giving rise to the term 'Bessing Up' (for Queen Elysabeth, who was known to wear white lead makeup to make her porcelain skin even paler).

Native Humans are the most populated race in India and are represented in every community on the subcontinent. They are found amongst all social classes and castes. Eurasians are generally 'untouchable', as they most commonly have Colonial fathers.

Beastman

Unlike their European counterparts, Indian Beastmen are found amongst all of the social classes in India. A Beastman's position largely depends on his subtype; Bovinemen, especially females, are considered sacred and maintain a sizeable presence as Brahmins (as are Elephantmen, who are considered the chosen of Ganesha). Asiatic lion and tigermen are found amongst the Kshatriyas. Many Beastmen, especially of Aryan descent, are Vaishya. In addition, there is one type of Beastman, the Garudi, which is primarily found in India.

Bovine

Bovinemen are the same as the oxmen in *Building Better Beastmen*. They are presented here as a different race because of their hereditary treatment by the Hindu people. Bovinemen are considered a sacred race separate from other Beastmen and exalted as

Brahmins (indeed, a non-Brahmin Hindu Bovineman should probably take the Rebel Complication).

Colonial Bovinemen are actually Oxmen. Drop the Entitled and Sacred traits and use the following attribute spread: +1 Strength, +2 Fortitude, -1 Presence, -2 Wits

Charge: You only suffer a -2 penalty to your combat roll when making a charge and add +4 to your damage roll.

Entitled: Your eccentricities are tolerated due to your sacred status. You automatically receive a Mental Complication of your choice. You do not get the bonus points normally allotted for a Complication, nor does this Complication count against your total number of Complications.

Sacred: You are considered a sacred Brahmin amongst Hindus and guaranteed to attain *moksha* when you die. You may be middle or upper class.

Attribute Adjustments: Large or +1 Fortitude, -1 Wits

Elephant

Elephantmen are large Beastmen with rough grey-brown skin. Elephantmen are found all over India as well as Ceylon and Southeast Asia. As can be assumed, an Elephantman's most distinctive feature is his trunk, which he often points up as he speaks (primarily to prevent mumbling). That said the part of an Elephantman that draws the most attention is his ears. While large in comparison to other races, the Indian Elephantman has much smaller ears than African Elephantmen. It is considered quite rude to stare at an Elephantman's ear, but curiosity often trumps social convention.

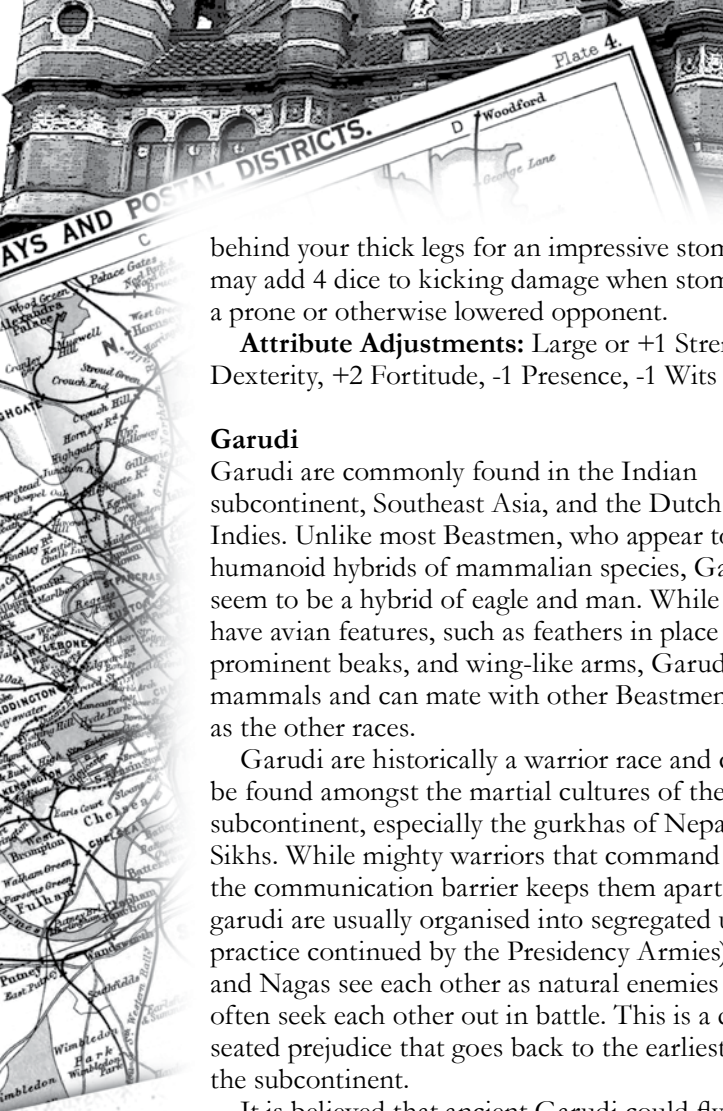
Gore: Female Elephantmen have no tusks and many male Elephantmen file down their tusks to be less dangerous in urban society. If you purchase the Animal Trait Talent, however, then you can have large tusks with which you can gore an opponent. You do 6 dice damage in hand-to-hand combat, but you may not add your Strength attribute to the damage.

Stomp: While you cannot trample opponents like your animal cousin, you can throw your heavy weight

Beastman Body Types

The *Core Rulebook* contains three types of Beastman: Agile, Common, and Large. The *Building Better Beastmen* supplement offers optional rules to better differentiate the Beastman subraces. *Jewel of the Empire* offers six Beastman subtypes and uses both sets of rules. If you prefer the simplicity of the *Core Rulebook*, then just use the three types. If you want the added personalisation, then use the individual adjustments for each subrace. Note that individual adjustments are also applied to Attribute Caps.

If you decide to use the *Core Rulebook* rules, then you may only select one of the Animal Traits, as per the normal rules (others may be bought with Animal Traits). The sole exception is the Garudi, which gets all three traits (as one is a Complication that balances it out). If you choose the added personalisation, then unless otherwise stated, you receive all Animal Traits listed and do not get to select a free one.



behind your thick legs for an impressive stomp. You may add 4 dice to kicking damage when stomping on a prone or otherwise lowered opponent.

Attribute Adjustments: Large or +1 Strength, -1 Dexterity, +2 Fortitude, -1 Presence, -1 Wits

Garudi

Garudi are commonly found in the Indian subcontinent, Southeast Asia, and the Dutch East Indies. Unlike most Beastmen, who appear to be humanoid hybrids of mammalian species, Garudi seem to be a hybrid of eagle and man. While they have avian features, such as feathers in place of hair, prominent beaks, and wing-like arms, Garudi are mammals and can mate with other Beastmen as well as the other races.

Garudi are historically a warrior race and can be found amongst the martial cultures of the subcontinent, especially the gurkhas of Nepal and the Sikhs. While mighty warriors that command respect, the communication barrier keeps them apart and garudi are usually organised into segregated units (a practice continued by the Presidency Armies). Garudi and Nagas see each other as natural enemies and often seek each other out in battle. This is a deep-seated prejudice that goes back to the earliest wars on the subcontinent.

It is believed that ancient Garudi could fly and this is reflected in Hindu literature. The sacred texts often portray them as messengers of the gods. Modern Garudi, however, can only use their winged arms to glide. Charles Darwin attributes this to a gradual densification of their bones, although some Hindu legends and literature attribute this loss to a god's curse. Nonetheless, modern Garudi have a sacred place in the religious ceremonies of all Indian religions (Buddhism, Hinduism, Jainism, Sikhism). While unable to speak, Garudi can evoke beautiful and powerful melodies when singing. Aluminat Garudi have incorporated their songs into High Masses and other Garudi have lent their voices to opera and theatre.

Gliding: While the Garudi of legend could fly, you can only use your wings to glide. Still, this is an effective ability, especially when attempting to jump across chasms or rookery rooftops. If your arms are unadorned, you may glide through the air, losing one yard of height for every ten yards that you glide. Use your Leaping speed to determine distance travelled in a single combat round.

Pecking: While you lack the talons of an eagle, your beak is still very dangerous. When in close combat, you may use your beak as a piercing weapon. When grappling or grappled, you may make a peck attack, adding two dice to your damage. Your opponent may attempt to neutralise your peck by adding one Black Die to his grappling checks.

Mute: Your beak renders you unable to speak languages normally. You understand languages, but you must communicate normal languages through gestures, sign language, or written communication. Garudese is a special language that uses calls, songs and gestures. Only Garudi may speak it, although any race can learn to understand it (indeed, it is believed that Garudese was developed by the legendary Gnome Brahmin Darvani).

Attribute Adjustments: Common or +1 Strength, +1 Dexterity +1, -1 Fortitude, -1 Presence

Mongoose

Mongoosemen are found all across the subcontinent and neighbouring countries; indeed they can be found as far west as the Mediterranean. They are of slender build and covered in tawny fur. While one of the smaller Beastman subraces, Mongoosemen are tenacious fighters. There are numerous stories of Mongoosemen fighting Nagas (although the Garudi is considered the Naga's proper opponent) and there are several Mongooseman units in the Madras Presidency Army.

Bite: You have a vicious bite that you can utilise when an opponent is grappled or otherwise unable to defend against your attack. You receive +3 Dice in hand-to-hand combat. All damage you do is considered normal and not Bruise damage.

Attribute Adjustments: Agile or -1 Strength, +1 Dexterity, -1 Presence, +1 Wits

Rhinoceros

Rhinocerosmen are commonly found in the northern parts of India, primarily nestled around the Himalayan foothills. Rhinocerosmen have thick brown skin, but their hands and joints are more representative of their racial group. A Rhinocerosman's most prominent feature, of course, is the single horn perched on his snout. Buddhist and Jahanu Rhinocerosmen often blunt and file down their horns, so as not to accidentally gore someone.

Armour: Your skin is toughened with a thick hide. You have one natural point of armour.

Gore: You add a +3 to your damage dice when making a charge attack for a total of +6 for a regular charge or +8 for a powerful charge (assuming you have the appropriate Talent). All damage you do is considered normal and not Bruise damage.

Attribute Adjustments: Large or +1 Fortitude, -1 Presence, -1 Wits

Tiger
Tigermen are most common in Bengal and the surrounding regions, although they can be found all over the subcontinent. Tigermen have long, powerful bodies covered in striped fur. While they are vicious combatants on the battlefield, many Tigermen find employment as personal bodyguards.

The Tigerman adjustments are also appropriate for Leopardmen and Lionmen. Leopardmen are found throughout Northern India, while Lionmen are most numerous in Gujarat.

Bite: You have a vicious bite that you can utilise when an opponent is grappled or otherwise unable to defend against your attack. You receive +3 Dice in hand-to-hand combat. All damage you do is considered normal and not Bruise damage.

Claws: You have cat-like retractable claws in your hands. You can choose to spring them and do an extra 2 dice of damage in hand-to-hand combat. All the damage you do is considered normal and not Bruise damage when your claws are out. You use your Fisticuffs skill in combat, as usual.

Lazy: If you had your way, you would only be awake a few hours a day. You treat all skill checks as one difficulty higher for every four hours you have been awake. The only exception to this is combat, when your survival instinct kicks in.

Attribute Adjustments: Large or +2 Strength, +1 Presence, -1 Wits, -2 Resolve

Dwarf

Colonial Dwarves are predominantly concerned with trade, making up a large portion of the Company's Trade Department. Unfortunately, their prominence in the field has made it difficult to change Company trade practices, as Dwarves are loathe to change routines that have worked so far. Talk of revolution has failed to interest Colonial Dwarves, as they are on the whole very satisfied with current working conditions in India.

Native Dwarves are said to hail from the Himalayas, where they are reclusive guardians of great treasures. While this may be true, there are also Dwarf communities in the Western and Eastern Ghats. As with the rest of the world, most Dwarf surface communities are integrated with members of other races.

One interesting aspect of Native Dwarves is their devotion to Buddhism. The Buddha's teachings were well received by the Himalayan Dwarves and now Buddhism is almost exclusively practiced amongst them. Due to cross-cultural exchanges, Himalayan Dwarves primarily follow Tibetan Buddhism. A significant percentage of North Indian Dwarves have adopted Buddhism as well. In South India, while Buddhism has not taken hold, the Dwarves of the Ghats have been influenced by Buddhism, effectively rejecting the caste system by declaring all Dwarves to be Vaishya brethren and able to attain *moksha* in a single life.

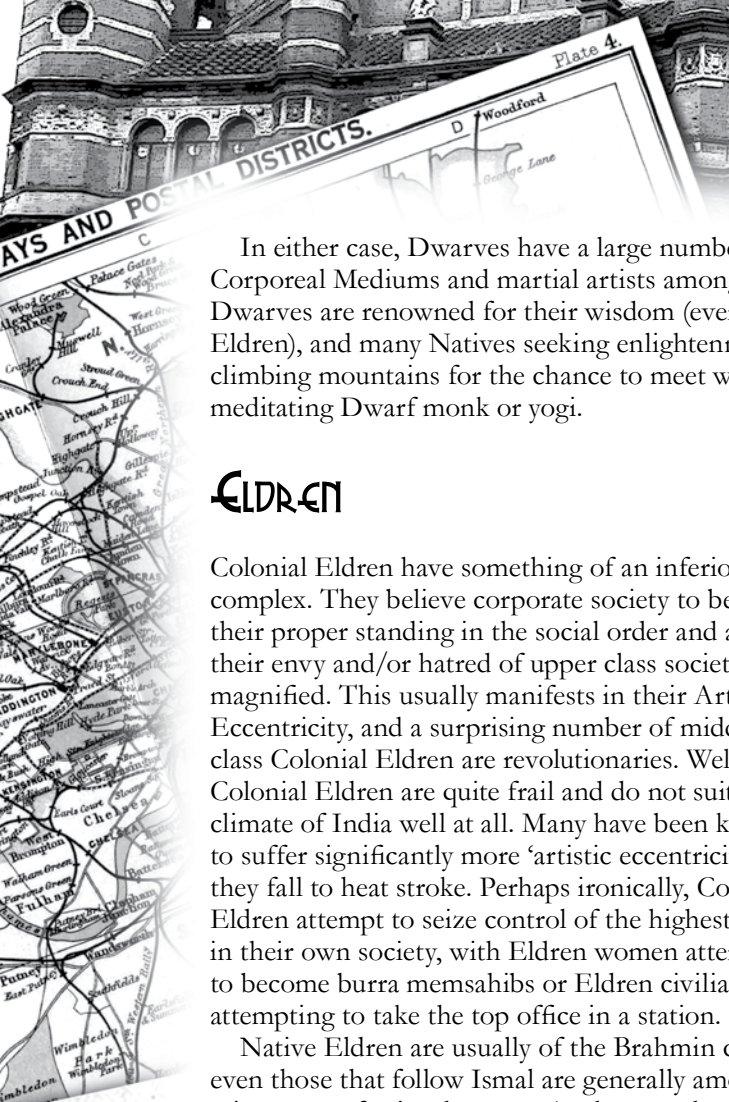
Races and Social Class in India

Due to the way each race is perceived, *Victoriana* ties race to social class. Eldren and Humans are usually the only races that are upper class, while Beastmen, Halflings and Ogres are usually lower class. While the Social Anomaly Talent mitigates this somewhat, you will still never see an Upper Class Beastman according to the *Core Rulebook*.

For the most part, India follows the social conventions of the rest of the world. Regardless of Varna, most Eldren do seem to rise to the top while most Ogres occupy the bottom rungs of society. India, however, is not Europe, and there are different opportunities for advancement. There are Rajput Beastmen princes as well as Hindu Eldren servants of Nithami princes.

While Halflings are still seen as the rats of the Victoriana world, and Ogres sidelined for their gullibility, there are certain Beastman subraces that break the mould. Bovinemen are considered sacred to Hindus and therefore often rise to the middle or upper class. White tigers are considered blessed warriors and are also middle or upper class.

Unfortunately, such social advancement only applies in the lands outside the centre of the Empire. The most renowned White Tigerman visiting England is generally considered the same as any other Beastman, even if he is grudgingly allowed into some soirées due to his status as a visiting dignitary.



In either case, Dwarves have a large number of Corporeal Mediums and martial artists amongst them. Dwarves are renowned for their wisdom (even above Eldren), and many Natives seeking enlightenment risk climbing mountains for the chance to meet with a meditating Dwarf monk or yogi.

Eldren

Colonial Eldren have something of an inferiority complex. They believe corporate society to be beneath their proper standing in the social order and as such their envy and/or hatred of upper class society is magnified. This usually manifests in their Artistic Eccentricity, and a surprising number of middle class Colonial Eldren are revolutionaries. Well-to-do Colonial Eldren are quite frail and do not suit the climate of India well at all. Many have been known to suffer significantly more 'artistic eccentricity' as they fall to heat stroke. Perhaps ironically, Colonial Eldren attempt to seize control of the highest ranking in their own society, with Eldren women attempting to become burra memsahibs or Eldren civilians attempting to take the top office in a station.

Native Eldren are usually of the Brahmin caste and even those that follow Ismal are generally amongst the aristocracy of princely states. As the most long-lived of the races, Native Eldren prefer to keep traditions and find it difficult to adapt to the 'modernization' imposed by the British. While Eldren in general can live to see their bicentennial birthday, Native Eldren are believed to be able to live for hundreds of years. This is difficult to prove, as older Native Eldren tend to seclude themselves in mountain caves or remote monasteries.

Gnome

Colonial Gnomes have found themselves at the top of society, both within the British East India Company and Native society in general.

'Native Gnomes' are something of a misnomer. While an occasional Gnome has been born to a Hindu family over the last few centuries, there has not been a true Hindu Gnome population since anyone can remember. The overwhelming number of Native Gnomes are Nithamiyyeen and trace their ancestry to Persia and the Middle East. Like Colonial Gnomes, these Native Gnomes occupied a special place in Indian society as ambassadors of the various Nithami rulers. Any Gnome that converts to Hinduism is immediately considered a Brahmin.

Native Gnomes occupy a peculiar place in India. Without caste restrictions, Native Gnomes easily attend Colonial schools and are more easily assimilated into Colonial culture. Still, they tend to have a Nationalistic sense of pride, as their Nithami governments were doing quite well before the Colonials came. Thus, Native Gnomes of any religious persuasion often find themselves at the forefront of reform and independence movements.

Halfling

Colonial Halflings tend to be of the adventurous sort, sailing the southern seas and exploring the subcontinent. Of all the races, Colonial Halflings are the least likely to be in India with a chip on their shoulder or something to prove. They are simply attracted to the unknown. Despite their small stature, Halfling District Officers and Aluminat missionaries are quite successful due to their inquisitiveness and general respect for all things alien to them.

Native Halflings are more accepting of Colonial society than other races, primarily because Colonial culture offers them more fodder for their fascinations (as it does with their Colonial cousins). Native Halfling cooks, for example, love working with new ingredients and Halflings created most Anglo-Indian fusion cuisine. Halflings fascinated with travel often seek employment on British East India Company ships, while Halflings fascinated with religion really do want to learn more about the Aluminat faith and how it is linked to Yehudism and Nizranism.

Naga

Nagas are a reptilian race native to South Asia. While generally considered 'Beastmen', the Nagas are actually a completely separate race. They are, in fact, a separate species, as Nagas cannot mate with any of the other sentient races of *Victoriana*. One aspect of their reptilian nature is that Nagas continue to grow in size until they die, meaning that the largest members of their species are also the oldest. A Naga can live as long as an Eldren and the most ancient among them are three times the size of Ogres.

While Nagas share similarities with the Apophids in Egypt, most anthropologists believe that Nagas are a similar but separate subrace (Orientalists continually debate whether one is descended from the other), perhaps similar to different breeds of dog Beastmen and cat Beastmen. All proper Nagas

Cult of Nagaraja

Some Nagas are also members of the Cult of Nagaraja (see Part Four). Nagas belonging to this cult often have an aptitude with sorcery, a magic frowned upon by the Hindu Brahmins (perhaps because of ancient Naga sorcerers). That said Nagas in open society would do well not to display such abilities if they are practicing Hindus.

are of Dravidian descent; Aryan 'Nagas' are likely Apophids.

While it would seem obvious that Nagas would be Brahmins of temples dedicated to snake gods, such as Manasa or Varuna, Nagas are more often protectors of such temples and other sacred sites. While they lack the strength of a typical warrior, Nagas are stealthy and deadly marksmen (they abhor gunpowder because of the noise). Any Naga in the service of a temple must refrain from the practice of sorcery.

Bite: You have a bite that you can utilise in tandem with your elongated neck. You gain +2 damage on hand-to-hand combat. All damage you do is considered normal and not Bruise damage. You may use your bite to grapple. If you are using Core Rulebook rules, then you may only bite when your opponent is grappled, restrained, or otherwise unable to defend himself unless you also take the Elongated Neck as an Animal Trait Talent.

Constrict: Your lower body is that of a snake, which you can use to coil around your opponent and squeeze the life out of him. You do 3+Strength dice damage to your opponent each round he is grappled.

Elongated Neck: Your neck can expand and constrict, effectively making it a two to three foot long prehensile limb. An elongated neck enables you to make bite attacks as if you were attacking someone with a weapon. If you are using the Core Rulebook rules, then this Animal Trait is effectively useless in combat without the Animal Trait Bite. You may also use your elongated neck to look around corners or through hatches.

Talent Cap: You must spend 3 character points to balance the number of Animal Talents that you get. This cost, however, does not apply to your Talent Cap.

Attribute Adjustments: Agile or -1 Strength, +1 Dexterity, -1 Presence

Ogre

Colonial Ogres are often in the subcontinent for no particular reason other than that is where the British East India Company needed them to be. Ogres are not generally accepted by Colonial society and very few Ogres settle in Colonial stations. Thus, virtually all Colonial Ogres were born somewhere else and have no particular loyalty to the Colonials he works for beyond receiving his pay.

Because of their iron constitutions, Native Ogres are valuable workers, continuing to work in the heat of the midday sun when others seek shelter. As such, most Ogres have a deep tan, making it difficult at times to distinguish between an Aryan Ogre and a Dravidian Ogre.

Perhaps due to shared exploitation, Colonial Ogres and Native Ogres have little prejudice toward each other and freely mingle. Solid Eurasian Ogre communities have sprung up in Calcutta and Bombay as a result. Virtually all second-generation (and beyond) Ogres are Eurasian.

Due to the Triads and other East Asian criminal gangs moving into Indian ports, some Native 'Ogres' are actually Oni. They hide themselves well and count on the Colonial's less discerning eye to maintain their disguise. More background (and statistics) on the Oni will be given in a future *Victoriana* supplement.

Background

The following are lists of new childhood experiences and vocations for characters earning a living in the subcontinent. Some backgrounds are exclusive to a particular type of character, such as a follower of Hinduism or an Anglo-Indian. These should be apparent in the individual descriptions. Backgrounds available to female characters are marked with two asterisks (**).

It should be apparent that backgrounds in the Core Rulebook are also readily available to Indian characters. A *bania* (businessman), revolutionary, servant, or soldier is the same in India as it is in Great Britain. Such similar backgrounds are not reprinted here but are certainly available.

The Burdens of Womanhood, Redux

The Natives of the Indian subcontinent are as sexist as their Colonial counterparts, if not more so. As in the Core Rulebook, childhood experiences and vocations that are appropriate for female characters are marked with a **.

Note, however, that there are always exceptions. While a Sikh woman might not be admitted into the Bengal army, she could still have military training in a Punjabi princely state or as part of a local Punjabi defence force. As always, the Gamemaster should not allow rules strictures to stand in the way of a good character concept, although she should not relax the rules unless the player can offer her a solid reason to do so.

Childhood Experiences

Listed below are some common childhood experiences found in India. This list is not exhaustive; there are many childhood experiences in the *Core Rulebook* that work just as well in *Jewel of the Empire* campaigns as those set in England.

Colonial School (lower and middle class, Colonial only)
While most Colonial families send their children home for an education, the British East India Company realised that some families might not be able to afford it and that keeping children close might boost their Servants' morale. Thus, the British East India Company has sponsored Colonial schools in large stations so that Colonial children may receive a 'British education' in India. You were educated in one of these schools. While you are looked down upon by your 'Home-educated' peers, you are almost guaranteed a placement in Fort Williams College.

Skills: *Art, Athletics, Bull, Culture (any Native), Etiquette, Fisticuffs, General Knowledge, History, Language (any Native), Research*

Madrassa Education (any, Nithami only)
You have been educated in a Nithami school. The focus of your studies is on the teachings of Ish'Mael and Nithami culture and society in general.

Skills: *Art, Culture (Native), Conversation, Etiquette, General Knowledge, Language (Arabic), Theology (Ismal)*

Missionary Education (lower or middle class)
You are either a Native or a 'home-schooled' missionary's child. You were taught in one of the Aluminat schools attached to the mission. You have received a well-rounded, if basic, education along with a healthy dose of Aluminat doctrine.

Skills: *Culture (English), Etiquette, General Knowledge, Language (English), Theology (Aluminat)*

Pastoral Upbringing (lower)
You have no formal education. You were born in a remote village or otherwise forced to work from an early age. While you have a lot of practical knowledge, you know little in the way of social niceties.

Skills: *Animal Handling, Archery, Elephant Riding, Firearms, Fisticuffs, Horse Riding, Might, Survival*

Temple Education (lower)**
You were abandoned or sent to a temple to live and study. While most common in Hinduism amongst devadasis, other faiths also train young children in the basics of religious rituals and observance. Unfortunately, a temple education offers little in the way of practical skills.

Skills: *Art, Charm, Culture (Native), Dance, Etiquette, Theology (Native)*

Twice-Born (any, Hindu only)
You are an upper caste Hindu and as such left your home to live with a Guru. Your instruction was heavy on spiritual teachings designed to prepare you for your adult life within Hindu society.

Skills: *Culture (any Native), Conversation, Etiquette, General Knowledge, History, Research, Theology (Hinduism)*

Untouchable Beggar (lower class; Hindu only)**
You come from the lowest caste in Hinduism and it has so impoverished your family that you were reduced to begging from the time you could speak.

Skills: *Act, Athletics, Bull, Streetwise, Survival*

Vocations

Listed below are some common vocations found in India. This list is not exhaustive; there are many vocations in the *Core Rulebook* that work just as well in *Jewel of the Empire* campaigns as those set in England.

Ascetic (any)
You are a holy man that has renounced worldly possessions in pursuit of enlightenment. You wander from place to place, usually alone. You survive on the charity of others. Some ascetics are con artists, using the guise of a holy man to get food and shelter for free.

Skills: *Charm, Concentration, Culture (Indian), Empathy, General Knowledge, Lore, Survival, Theology (Hinduism)*

Animal Handler
You handle your sahib's animals, primarily for hunting. Most animal handlers train dogs or horses for hunting and riding. Animal handlers are also employed to care for wyverns.

Skills: *Animal Handling, Concentration, Etiquette, Medicine, Navigation, Tracking*

Big Game Hunter
You hunt the various large and vicious wild animals of the subcontinent. You may hunt big game to feed a village, protect a village from predators, or as a pastime, offering your services as a guide to big game herds.

Skills: *Animal Handling, Archery, Elephant Riding, Firearms, Hide & Sneak, Horse Riding, Perception, Survival, Swordplay, Tracking*

Boxwallah
You are a travelling salesman. Unlike the itinerant peddler, you suffer no major prejudice. You carry your wares with you, selling them to passer-bys.

Skills: *Appraisal, Bull, Business, Charm, Craft, Haggling, Streetwise*

District Civilian
While civilians in urban areas are primarily clerks, those assigned to less important or frontier districts often wear a variety of hats. The district civilian is tax collector, magistrate, and defender.

Skills: *Conversation, Culture, Intimidate, Language, Legal Matters, Navigation, Politics, Survival, Tracking*

Explorer
People in your vocation go by various names; archaeologists, cartographers, explorers, surveyors, treasure hunters. What you all have in common is a thirst for knowledge and the practical skills needed to accomplish your goals.

Skills: *Culture, Firearms, History, Horse Riding, Navigation, Survival*

Field Officer
You lead units into battle. You are a military officer with field experience, something highly valued in the volatile and unforgiving climate of the subcontinent.

Skills: *Athletics, Etiquette, Firearms, Intimidate, Horse Riding, Swordplay, Tactics*

Fortune Teller (Native female Medium only)**
You are a Kurru, a member of a hill tribe in the Madras region. Like many women in your tribe, you have Medium powers. You use these powers to earn a living, telling fortunes in return for coin.

Skills: *Bull, Charm, Concentration, Conversation, Etiquette, Lore*

Guru (Hindu Only)**
You are the Native equivalent of a private tutor, teaching religious lessons to a Twice-Born Hindu student. You generally take on one student at a time, bringing him or her into your home to teach.

Skills: *Culture (Native), Etiquette, History, General Knowledge, Teaching, Theology (Hinduism)*

Khidmutgar (Native only)
You are a Native valet. In addition to the normal duties required of a domestic servant, you also supply your sahib with considerable knowledge of the region.

Skills: *Charm, Culture (Local Native), Empathy, Etiquette, Haggling, Language (English), Perception*

A Core Education

Even today, the majority of Colonials in India were born on the British Isles. Thus, most Colonial characters would have a childhood experience that is straight out of the *Core Rulebook*. In addition, most Colonial families would send their school-age children 'Home' to attend a boarding school or live with relatives, only to return to India once their studies were completed. If your character's background includes either of these, then you will want to use a *Core Rulebook* childhood experience as a guide.

Many Natives would also have a childhood experience straight out of the *Core Rulebook*. Upper class Natives would likely have private tutors, while poor urban Hindus might be urchins. In all cases, you should read through the childhood experiences here as well as in the *Core Rulebook* when making a decision for your character.

Left-Hand Brahmin (Native only)
This name is a misnomer, a 'Left-Hand Brahmin' is an outcast that was formerly a Brahmin and still practices magic. While technically illegal, a Left-Hand Brahmin can find work amongst the lower castes and rural villages that need his services. This term is also applied to non-Hindu Natives that perform magic.

Skills: *Charm, Empathy, Enchanting, Lore, Streetwise, Theology (Hinduism)*

Memsahib (Colonial, female only)**
A memsahib is a Colonial woman, particularly the wife of a Military Officer or Civilian. Memsahibs are in charge of the household and society, responsible for ensuring that there are sufficient entertainments to pass the time.

Skills: *Art, Charm, Culture (Home), Dance, Etiquette, Fashion, High Society, Intimidate, Politics*

Missionary (any)**
Your goal is to educate the masses and convert them to your faith. While generally an Aluminat occupation, missionaries of other faiths operate in India as well.

Skills: *Bull, Charm, Conversation, Empathy, General Knowledge, Survival, Theology (pick one)*

Munshi (Native only)
You are part interpreter and part guide to your sahib or memsahib. You may even teach them some of the languages you know in the process, even if limited to Kitchen Hindustani.

Skills: *Bull, Charm, Etiquette, Haggling, Language (English), Streetwise*

Noble (Native only)**
You are an aristocrat of a princely state, whether by birth or adoption. You spend most of your time at social functions and performing state rituals.

Skills: *Charm, Etiquette, Fashion, General Knowledge, High Society, Intimidate, Legal Matters, Politics*

Pirate
You sail the Indian Ocean and surrounding seas searching for easy marks. The ocean is a dangerous place and many merchant vessels are lost, never to be heard from again. Your doing, perhaps?

Skills: *Appraisal, Athletics, Boating, Dodge, Firearms, Improvised Weapon, Intimidate, Navigation, Swordplay*

Priest
You have a privileged status in your religion. Unlike a missionary, however, you are not in the field making converts. Instead, you tend to the current flock, performing ceremonies and offering religious advice.

Skills: *Bull, Charm, Conversation, Empathy, Lore, Theology (pick one)*

Roc Rider (any, Native only)
You have tamed a roc and now use it as a combat mount. As all rocs are ultimately considered the property of and cared for by the shah, you may be of any class. Most roc riders are still trained to use bows or crossbows while riding rocs. This is mainly due to tradition, although it must also be noted that rocs go into an unpredictable frenzy when a firearm is ignited close by.

Skills: *Airborne Rider, Animal Handling, Archery, Concentration, Dodge, Navigation, Perception, Swordplay*

Soldier, Artilleryman
You are trained in indirect combat, carrying heavy loads and figuring out the best position for a cannon or machinegun to fire for maximum effect.

Skills: *Athletics, Engineer (Military), Fisticuffs, Firearms, General Knowledge, Might, Swordplay*

Soldier, Black Tiger Cavalry (Native Enchanter only)
You are trained in riding a black tiger into combat. You are also an enchanter with the Animal Companion spell necessary to keep your mount under control.

Skills: *Animal Handling, Black Tiger Riding, Dodge, Enchanting, Firearms, Fisticuffs, Perception, Swordplay*

Soldier, Cavalry
You are trained in mounted combat. You might be a European-trained Colonial or a Native Sowar.

Skills: *Animal Handling, Dodge, Firearms, Fisticuffs, Horse Riding (or Camel Riding), Perception, Swordplay*

Soldier, Infantryman
You are the backbone of the military, the frontline soldier. You might be a Native Gurkha, Rajput, Sepoy, or Sikh, or perhaps a Colonial soldier serving in the Queen's Regiment or the Madras Army.

Skills: *Athletics, Dodge, Firearms, Fisticuffs, Intimidate, Might, Navigation, Perception, Specialist Weapon, Survival, Swordplay*

Street Performer**
You entertain people on the street for coin. You might be a snake charmer or a street magician. Maybe you really have magical powers or maybe your prestidigitation is enough to convince people you do.

Skills: *Act, Animal Handling, Art (any), Bull, Charm, Conversation, Dance, Empathy, Instrument (any), Perception, Sleight of Hand*

Sweeper**
There are some jobs that are impure by nature. The sweeper, who is responsible for cleaning privies and other dirty areas, is one of them. Fortunately, this makes you invisible to the twice-born and the upper classes in general, offering you access to information you might not otherwise receive.

Skills: *Conceal, Disguise, Empathy, Hide & Sneak, High Society, Lip Reading, Perception, Sleight of Hand*

Temple Prostitute (lower, female only)**
You are a devadasi, a woman that performs ceremonial dances at the temple. Unfortunately, part of your duties involves accommodating twice-born visitors to the temple.

Skills: *Act, Art (singing), Athletics, Charm, Culture (Hindu), Dance, Dodge, Fashion, Perception, Seduction*

Thuggee**
You are part of a mysterious group of thieves and assassins. You prey upon the upper classes, whether Colonial or Native.

Skills: *Act, Appraisal, Bull, Conceal, Disguise, Fisticuffs, Hide & Sneak, Interrogation, Perception, Pick Locks, Specialist Weapon (Garrotte, Katar), Swordplay*

Tradewallah
You are a servant of the British East India Company in the traditional mould; you are a merchant. You are involved in the production or distribution of the British East India Company's goods. You are also among the first to be sent into a region that the British East India Company plans to control.

Skills: *Accounting, Bull, Business, Charm, Empathy, Etiquette, Forgery, Haggling, Politics*

War Elephant Driver (any Native, Enchanter only)
You have been trained to lead elephants into battle. While you are a mahout, you generally ride your elephant rather than lead it from the ground.

Skills: *Animal Handling, Concentration, Elephant Riding, Navigation, Perception, Swordplay*

Wyvern Rider (upper, Colonial only)
You are an extremely rare breed in India. Not only are you an upper class Colonial, but you also ride a wyvern.

Skills: *Airborne Rider, Animal Handling, Concentration, Dodge, Firearms, Navigation, Perception, Swordplay*

Yogi**
You are technically dead. You have left your old world behind to attain *moksha* while still in this life.

Skills: *Art, Concentration, Conversation, Culture, Empathy, Medicine, Perception, Survival, Theology (usually Hinduism or Buddhism)*

Talents

Unless otherwise stated, Talents cost 3 character points.

Amrit
You have chosen to dedicate yourself to Sikhism as a member of the Kalsa by taking Amrit. While the ritual has a spiritual significance there is also magic in the ceremony. As long as the Kalsa keeps his faith he may add 1 die to his dice pool when resisting sorcery or Medium powers directed against him. When defending his faith he may also add 1 die to either his combat dice pool or Initiative dice pool each round.

Anglo Countenance (Eurasian only)
Although you are Eurasian, you highly favour your

European side. To a stranger, you appear to be fully European. This may open doors for you that would otherwise be shut. You are treated as an Anglo-Indian unless your true heritage is discovered.

Corporeal Medium* (6 points)
You have one ability from the Corporeal Abilities list, but you will need the Corporeal Medium skill to make use of it. You can purchase the skill as any other specialty in character creation. If you select this Talent more than once, you gain a further ability from the Corporeal Abilities list.

Local Expert*
India is a large place, so the Gamemaster should adjust this Talent accordingly. Rather than a single neighbourhood, this talent applies to a single city, such as Bombay, Calcutta, Delhi, or Hyderabad.

Martial Artist* (Gamemaster's Permission)
You are experienced in the mysteries of combat. You may select one martial arts ability. If you select this Talent more than once, you gain a further ability from the Martial Arts list. This Talent must be taken at character creation in order to take it later, as it reflects dedication and training throughout the character's childhood and adolescence.

Tantric Practitioner*
You have learned the mysteries of tantra and can borrow magical energy from another when –ahem- performing an intimate act with them. This talent grants you 1 point in the Tantra skill and enables you to borrow up to 2 Tantric Mana points from a participant when using that skill. You may select this Talent more than once; each successive purchase raises your allowable Tantric Mana points by two. You can never have more Tantric Mana points than you have Mana points.

Sacred Beastman (Special Beastman type only)
You are of a special breed of Beastman in Hindu culture. You might be a White Tiger, White elephant or a Bovine Beastman and as such are considered sacred and closer to the divine. This talent allows a Beastman to begin play as middle class rather than lower class without having the Social Anomaly Privilege. They can purchase the Social Anomaly Privilege as usual to begin play as Upper class.

Yoga Medium*
You have one ability from the Corporeal Medium Yogic Abilities list, but you will need the Yoga skill to make use of it. You can purchase the skill as any other specialty in character creation. If you select this talent more than once, you gain a further ability from the Yoga Abilities list.

Yoga is generally only taught to Sadhus, it requires great dedication and focus, so characters that select this Talent during character creation might also take the Later Starter Complication.

Privileges

Accepted
While you are foreign to the Colonial inhabitants, you have a (probably hard won) reputation as being decent, respectable and trustworthy. While you still suffer many inequalities, you are not considered to have the 'Foreigner' Complication when dealing with Colonials who are aware of your reputation.

Burra Memsahib (Middle/Upper women only, 3 points)
You are the ranking memsahib within your station and command respect at other stations as well. You automatically have a good reputation in your station and get +1 bonus to social rolls when mingling with Colonial women. If you do not have it, you gain one rank in the High Society specialty.

Caste Ascension (Any, 1 point)
While you were born into a lower caste, an event occurred in your life that raised you into a higher caste. You do not gain the benefit of the higher caste, only the one in which you began. You must choose how you increased your caste; the usual methods are marriage (if you are a woman), possession of a Medium Talent, or self-declaration (but this might require a Complication). You may not rise higher than 1 caste step above your original caste without the Gamemaster's permission.

Gang Member (lower, 3)
India has numerous gangs and larger criminal organizations. You might be part of a large group, like the Thuggees or Triads, or a smaller group, like the Tongs in Singapore or a street gang in Bombay.

Gymkhana Membership (Middle/Upper Colonial only, 1 point)
You have a membership with the station gymkhana, which offers sporting grounds and social discourse.

Wandering Ascetic (Any Hindu, 2 points)
You have renounced your place in society and you wander the country as a holy man, accepting what you

need from others. You possess only what you need to survive. Fortunately, Hindus that recognise your status often provide you with food, shelter, or other comforts.

Assets

Black Tiger (Upper, Native Enchanter only, 10 points)
You own a black tiger, one of the most feared beasts in North-eastern India. You use magic to tame it and can ride it into battle. Black tigers are fierce warriors themselves. In addition to tearing apart foes, black tigers can leap and climb into places that other mounts cannot.

Concubine Income (Any, Native female only, 5 points)
You are a Colonial's concubine. While you have no legal relationship, your lover has provided you with comfortable surroundings and a small income. You have rented lodgings in the Native neighbourhood and you begin each adventure with 2 shillings.

East Indiaman (Middle/Upper, 15 points)
You own an East Indiaman, a large ship used for transporting cargo to and from ports around the world. You might be the commander, running the ship as its captain, or you may simply own it and have hired a captain to run the vessel for you.

Hill Station House (Middle/Upper, 4 or 8 points)
You own a holiday home (or rent one for the season), a detached property in a comfortably cool hill station for the summer. This is generally in the northern parts of India (especially the Punjab) and allows you to hob-knob with other Anglo-Indians from different parts of India. For 8 points, you have a summer residence in Simla, where the Company elite gather.

Palace (Middle/Upper, 5 points)
Whether a Resident or simply favoured by a Native prince, you have managed to secure a palace in a princely state. The palace comes with the prince's protection and a full staff of servants. Unfortunately, you serve at the pleasure of the British East India Company and may lose your palace if transferred or otherwise disposed.

Roc (Upper, Native only, 10 points)
You own a roc, trained both as a riding and fighting bird. It is intelligent enough to recognise you but difficult to handle. Rocs require high places to feel comfortable and thus are most common in princely states near mountain ranges.

Zamindar (Upper, Native only, 10 points)
You are a landowner. The British East India Company (or perhaps one of the larger princely states) has granted you prestige and title in return for collecting rents and paying a tax. You own a large piece of property that includes several tenants.

Complications

**denotes a mental complication*

Convert*
You have rejected your upbringing and converted to another faith. You face prejudice and possibly violence from members of your former faith. While this is generally a suitable Complication for Natives, there are some Colonials, especially older civilians, who have converted to Ismal or, less frequently, Hinduism in order to take Native wives.

Expensive Tastes*
You enjoy the finer things in life and enjoy using your wealth to showcase your lifestyle. You might be a palace nawab that enjoys throwing lavish feasts or you might be a memsahib that always wears the latest fashions. In any case, you always stick out like a sore thumb.

False Caste (Native only)*
You claim to be a member of a varna that you are not. Perhaps you are not even a Hindu. In any event, you hold yourself out to be a member of a particular caste, and it would be a source of great embarrassment or worse if the truth were discovered.

Gone Native*
You have become so enamoured of Indian civilisation that you have abandoned British society for it. You have adopted the trappings of Indian life and no longer identify with Anglo-Indians. Your behaviour is considered scandalous in Anglo-Indian circles. Note that this does not mean that you are fully accepted into Indian society, although Indians generally feel more comfortable around you. This Complication is also suitable for an Indian character that has adopted the British lifestyle.

Impure Brahmin
You were formerly a magic-practicing Brahmin that has lost his status. Fortunately, you still have your

Prosthetics and Hinduism

While all religions struggle with the ethics of mechanical body parts, prosthetic limbs have posed a special challenge in Hinduism.

A Hindu's essence is considered sacred and must be sent to the heavens upon his death. As a prosthetic limb requires Mana to operate, some Brahmins argue that part of a Hindu's spirit is trapped in the limb, preventing it from ascending. Additionally, extensive prosthetics are equated with Necromancy, as they allow a Hindu to live on when he should have died.

Currently, prosthetic limbs are tolerated amongst all castes except the Brahmin. Some Brahmins hold to the belief that, even if a Brahmin removes a clockwork limb, the sorcery that animated the clockwork limb still taints the wearer. In such communities, Brahmins that insist on using clockwork limbs are often considered 'Untouchables' and form their own communities in big cities.

When Hindus of other castes wear prosthetics, Brahmins suggest that a dying Hindu disconnect his prosthetics before death so that the complete spirit remains in his natural body. Some prosthetic craftsmen have created easily removable prosthetics in response and at least one smith has built a 'confession switch' (so named because of the Aluminat practice of confessing one's sins on a deathbed) that allows a Hindu or ally to disconnect his prosthetic limbs easily with a single flick of a switch.

Unfortunately, a confession switch is a big liability on the battlefield and almost every Native unit has one story of a combatant suddenly losing an arm or a leg due to such a switch. Guild craftsmen are currently looking into suitable alternatives. Currently, it is not much of a priority, as most Natives that acquire a clockwork limb are deemed unsuitable and pensioned out of the army.

magical skills and can readily find work and support amongst the lower castes. Your practice is illegal in many jurisdictions, making both the Guild and those in the Brahmin caste your enemies.

Minority
You are a member of an underprivileged or very isolated minority. This might be a religious minority, such as a Nizrani or Yehudi, or a cultural minority, such as the Kurru or Makrani. This Complication should only be available in campaigns where the minority status is a true complication.

Pacifist*
You are deeply committed to the path of non-violence and you will not violate that commitment even when harm is threatened. You will only turn to non-violent solutions and, if they fail, you will accept injury rather than break your code.

Prosthetics Appearance (Prosthetics-wearing Hindu only)
Your prosthetics are prominent and not easily hidden. While you are not an Untouchable, many Hindus are uncomfortable around you and you may be treated as such in their presence. You are also a target for black marketers in prosthetics.

Untouchable (Hindu only)
You are considered to be unclean in Hindu society. You cannot enter an upper caste temple, share food and water with other Hindus, or even be gazed upon by an upper caste Hindu. Note that while Colonials and other non-Hindus are technically 'untouchable', this rarely factors in actual play. Hindus that take sorcery are always considered Untouchables.

A character with the Untouchable Complication may not take a varna.

Widow (Hindu only)
You are a widow, essentially reduced to begging. No Hindu will marry you, making this an extremely tough Complication for a young character. You may even face prejudice in some quarters for not having committed Suttee.

Skills

This section contains clarifications of existing skills for *Jewel of the Empire* as well as new skills. As in the *Core Rulebook*, these skills are divided into Common and Specialty skills.

Class Modifiers in India
Social class affects certain skills, such as Etiquette and High Society. This can get complicated in India, as there are two social class systems, Colonial and Native, living side-by-side, and in some cases, such as the Colonial Upper Class or the Marathi caste system, there are so few members or the classes have so thoroughly blended that the distinctions become irrelevant.

Skills Descriptions

Skills marked with * show where a social class modifier usually applies. Remember that social class can be rather complicated in the *Jewel of the Empire*.

Common Skills

Camel Riding (Dexterity)
Camels are most common in Northwest India, especially along the Kalat and Persian borders. Like Horse Riding, this skill involves familiarity with camels and the proper way to ride them, including manoeuvring and remaining mounted when the camel manoeuvres around obstacles.

Streetwise* (Presence)
While a social class modifier usually affects this skill, India tends to be divided by race (Native vs. Colonial) more than class in areas of direct rule. In such cases, you may wish to apply the class modifier when a Colonial is in a Native setting and vice versa. Princely states tend to use traditional class modifiers.

Specialties

Elephant Riding (Dexterity)
Elephants are common mounts in India. While a Mahout guides most, it is possible to ride an elephant like a horse, especially into combat. As elephants are difficult to control, this is considered a specialty skill that otherwise acts a substitute for Horse Riding.

Haggling (Presence)
While related to Business, this skill represents the art of the deal. Unlike London, where prices are increasingly fixed and catalogued, the bazaars of India are full of merchants that expect their customers to haggle with them for the best price. Merchants with a trained eye might use this skill to talk a customer into buying something that they are interested in, even if it is just a passing fancy.

Culture (Group Skill) (Wits)
For a *Jewel of the Empire* campaign, a single 'Indian' culture is being overly broad. That said, to break this skill into the hundreds, if not thousands, of distinctive Indian cultures would make it impossible for a character to feel comfortable in much of India. That said Punjabi culture is very different from Kerala culture and a Nithami native prince will have a different culture than a Hindu one.

For simplicity's sake, you could divide culture regionally as 'North Indian' culture and 'South Indian' culture, taking into consideration that North Indian culture represents a blending of Hindu and Nithami cultures (with Nithamiyyeen making up much of the ruling class) while South Indian culture has less of a Nithami influence. You might also want to differentiate major groups with distinct cultures, such as the Marathis, Punjabis, and Rajputs. If your *Jewel of the Empire* campaign is centred on a specific locale, then you may wish to treat each distinct culture separately.

Specializations include: *Afghani, Kashmiri, Nepali, North Indian, Marathi, Persian, Punjabi, Rajput, and South Indian.*

Language (Group Skill) (Wits)
India is a subcontinent with several different languages. As stated in the *Core Rulebook*, you may wish to treat each language separately or lump them all together in a generic 'Indian'. Alternatively, you could create regional groups, such as Aryan (North Indian) and Dravidian (South Indian), or by Presidency.

If you are only occasionally taking the characters to India, then you should probably stick to a single language; otherwise, you are asking the player characters to waste too many points on communicating with Natives. If you are running a full-on *Jewel of the Empire* campaign, however, you will certainly want to establish several languages. A good compromise is to use the primary regional languages,

listed as specialisations below. Most Native characters that speak a more local tongue will likely know the closest regional one as well. If your *Jewel of the Empire* campaign is centred on a specific location, such as Bengal, then you might wish to treat each language separately.

Specializations include: *Bengali (East India), Gujarati (West India), Hindi (North India), Marathi (Central India), Malayalam (South India), Punjabi (the Punjab), Tamil (South India), and Urdu (North India).*

Seduction (Presence)
While seducing someone generally falls under the common Charm skill, there are certain groups in India that have raised seduction to an art form. Devadasis, Persian belly dancers, and female Thuggee have learned how to use their charms to captivate and control men. Unlike Charm, Seduction can be used to inspire romance in groups of men with a single dance or other routine.

Seduction can also be used to make two men jealous enough of each other (or a woman jealous of her man's reactions to the seducer) to fight over the seductress. While females primarily learn this skill, males can take this as well, and victims can be of either gender providing that they would normally be attracted to the gender of the seducer.

Swimming (Fortitude)
In addition to being necessary if a character serves aboard ship or loads them from the docks, swimming is a very useful skill during monsoon season. This skill covers the ability to move in the water, and to keep from drowning.

In the *Core Rulebook*, swimming is presumed to be part of the Athletics skill. In real life, however, swimming is not like jumping or running; it must be taught. With the dangers of monsoons or being thrown overboard, it seems more appropriate to treat swimming as a separate skill (especially given the number of cinematic scenes where a character is dropped into the water while screaming that he cannot swim). That said if you do not want to treat swimming as a separate skill, just use Athletics in its place.

Theology (Group Skill) (Wits)
The Theology skill works as described in the *Core Rulebook* with the specialisations listed below as particularly appropriate for a *Jewel of the Empire* campaign.

Specializations include: Avestism, Buddhism, Hinduism, Ismal, Jahanuism, Nizranism, and Sikhism.

Tiger Riding (Dexterity)
While magic is necessary to tame a black tiger, great skill is necessary to ride it. Unlike camels or horses, black tigers can climb, jump and leap in very close quarters. This skill enables the rider to stay atop the tiger's wild movements, especially while engaging in combat.

Magical Skills

Corporeal Medium (Resolve)
This skill governs the amount of control a Corporeal Medium has over her powers. Unlike other Mediums, the Corporeal Medium learns to channel the extra-dimensional energies through her body to accomplish incredible physical feats. As a true Corporeal Medium must undergo rigorous training, this skill also represents a character's knowledge of Corporeal Medium training techniques around the world.

Haemomancy (Resolve)
This art concerns itself with the study of blood magic and the ability to draw power from a human sacrifice. This skill may also be used to understand the nature of Thuggee ceremonies and the worship of the darker aspects of Kali in general.

Tantra (Fortitude)
The art of tantra is to gain magical energy through intimate contact with another. This skill enables you to perform a tantric ritual with one or more people in order to increase your Mana reserves. Because of its reliance on intimacy, the Tantra skill may be used in place of Seduction.

Yoga Medium (Presence)
This art concerns itself with disconnecting from the physical world and becoming one with the wider universe. Not only does this skill help manifest Yoga Abilities, but it also covers esoteric topics such as the true nature of the universe.

Money in India

The universal currency of British India is the rupee. The rupee is an Indian currency that the British East India Company adopted and minted on its own. The 'Company Rupee' is now one of the standard currencies in the Oriental trade.

Sher Khan, 'the Tiger King', a Pashtu general that overthrew the Mughals for almost two decades, introduced the rupee. He also introduced the gold mohur, which was worth 15 rupees. This turned out to be a convenient conversion for the British East India Company, who simply equated the mohur with the British sovereign.

The rupee can be further divided into 16 annas, 64 paise, or 128 pies, all copper coins. The British East India Company has also created fractional coins, such as the half-rupee and half-anna, as well as issued paper currency for multiples of rupees (e.g. the ten rupee note).

Currently, with the drop in silver prices, the Company Rupee is valued at 1/20 of a mohur or British pound. For Colonial characters, this means that their mohurs and rupees directly convert to the same number of pounds and shillings.

Prices in the Jewel of the Empire

For simplicity's sake, all items in *Jewel of the Empire* are priced using British coins. This keeps the items in this book consistent and compatible with those in the *Core Rulebook* and other *Victoriana* supplements. This enables you to assume that the player characters have the appropriate values of Native currency when making transactions in Indian markets.

Goods and Services

The following are lists of goods and services available in India. Where possible, we have not repeated items from the *Core Rulebook*, so you will still want to consult that book when making purchases.

It is important to note that these prices are for reasonable quality items, such as those found in reputable stores or created by reputable craftsmen. Cheap, low quality versions could be purchased at half price, while high quality goods could be double or even quadruple price (such as the case of mojari slippers).

Convenient Conversions

No doubt, some of you reading this section will notice the convenience of setting the rupee at the same value as a shilling. This was, of course, intentional. *Victoriana* is, first and foremost, a roleplaying game and there's nothing that will ground your session to a halt like currency exchange rates, especially since they can be rather fluid.

For those of you that want to go one step further, you could also set the value of an anna to a penny. This means that 12 anna equal a rupee, rather than 16. If this ruins your verisimilitude, then you could rule that the British East India Company has decided to start minting pennies and orders merchants to exchange their annas for the new currency.

Clothing

Colonial women's fashions can be best described as 'overcompensation'. Rather than adapt to Native style dress, memsahibs insisted on wearing British fashions as much as possible, to the point where they dressed more elaborately 'British' than their contemporaries at Home (in 21st Century terms, it would be like going to the cinema in an evening gown).

British fashions are hard to come by. Originally, Colonials shopped at the British East India Company Trade Stores, but supplies were often limited. Eventually, help came in the form of Sedgwick & Finley's Department Store, which has branches in Bombay and Calcutta. Madras memsahibs often travel to Calcutta to patronise Sedgwick & Finley's, an act derogatorily referred to in Calcutta Society as a 'Mull Excursion'.

Colonials in stations far from Bombay or Calcutta often make do with mail order or copies, either homespun or procured from a Native tailor. Copies are often inferior and easily discerned from the genuine article with a Fashion skill roll. The growing Indian Railway has been a godsend to such memsahibs, as it offers a comfortable way to get to Sedgwick & Finley's.

The crinoline dress, while going out of fashion in Europe, is still fashionable in India, along with the corset. The recent opening of the Suez Canal,

The Pocket Watch as Status Symbol

When the British East India Company began building factories and administrative offices and started hiring Natives to fill out the lower positions, Native employees soon discovered that the clock ruled all in Colonial life. A Colonial's life was one of precision; he woke up at the same time, took meals at the same time, went to work at the same time and went home at the same time. 'Watching the clock' was just something Natives were not used to, and many admired the Colonial's efficiency in scheduling exact times in which to accomplish their goals. As a result, it has become a fashion statement amongst Natives adopting Colonial culture to wear a pocket watch.

however, has allowed the British East India Company, Sedgwick & Finley's, and other retailers to bring new fashions more quickly to India. The bustle, for example, is currently fashionable in Bombay and will likely soon overtake Calcutta.

Colonial men's fashions tend to be more practical. Civilians have abandoned wool for silk and wear tweed when hunting and riding. The fashionable civilian still has his clothes tailored to the latest style, but he is not as concerned with his 'Britishness' as is his wife. The frock coat and dinner jacket are still necessities for evening social occasions. India has, however, even influenced these, as civilians do not mind using Native tailors. Upon learning that charcoal-grey was an acceptable colour civilians have allowed tailors to use lighter and lighter shades of grey. Dinner jackets also tend to be made with silk rather than wool (Sedgwick & Finley's, of course, followed suit with a line of quality Native-made grey frock coats).

Essential to any Colonial venturing out in the Indian sun is the topi, a rigid pith helmet covered in cloth. Originally designed for Colonial soldiers, the topi has become standard wear amongst Colonial civilians as well. A memsahib might add silk or lace for additional decoration. Top hats and more elegant ladies' hats are still worn in the evening.

Natives working for the British East India Company in any capacity are expected to dress in the Colonial style. Native civilians are perplexed by the impracticality of jackets and neckties in the office, but wear them to please their employers. Like memsahibs, Eurasians tend to be over-eager in appearing Colonial and are often the first employees in a British East India Company office to sport the latest fashion.

Amongst Natives, traditional attire still predominates. Native men tend to wear kurtis, a long loose shirt, over loose trousers or dhotis, a cloth wrapped around the legs. Native women tend to wear saris, a long cloth draped over the body with a choti, a blouse that leaves the stomach bare. Other regional forms of dress are also covered, below.

Both dhotis and chotis have fuelled Colonial accusations of sexual depravity, and Aluminat has long advocated the Native adoption of European attire. Certainly any Native that has been baptised into Aluminat is expected to observe a certain standard of modesty.

The following is a list of common types of clothing in India. Prices are given for basic versions. More richly crafted or detailed versions can go for more.

Achkan **£1.8**
This long-sleeved coat is similar to the sherwani but is made of lighter fabric and lacks a lining. It is still worn by Native Nithami aristocrats, particularly during hot months.

Choli **16s**
This tight-fitting Native blouse has a low neckline and exposes the naval. Perhaps more than any other article of clothing, the choli is responsible for European misconceptions about Native morals.

Dhoti **8s**
This traditional Native garment is a large cloth wrapped around the legs and tied at the waist. The dhoti is considered to be more formal than the lungi.

Dupatta **12s**
This is a long embroidered scarf normally draped over the head or worn across the shoulders by Native women.

Fez **10s**
This Ottoman rimless felt hat that is popular amongst Native Nithami men. Typically red with a blue tassel, other colours are also available.

Jutti **10s**
Juttis are Native slippers that are normally embroidered. Mojaris are elaborately decorated (and more expensive) juttis that are worn on formal occasions.

Kameez **5s**
The kameez is a Punjabi shirt often worn with the salwar. The kameez is usually worn 'untucked'.

Kurta **6s**
The kurta is a loose long-sleeved collarless shirt that hangs down to the knees. Primarily, Nithami Natives wear Kurtas. Women wear a shorter version, the kurti.

Lahenga **12s**
This is a long Native skirt often matched with a choli. It is very popular in North India.

Lungi **3s**
This ankle-length wraparound skirt is popular amongst working Natives in the subcontinent.

Salwar **5s**
Salwar are loose-fitting trousers worn by Punjabis. A tighter version of the salwar, known as a churidar, narrows more severely and scandalously shows the contours of the leg.

Sandals **2s**
The most common footwear in India is the sandal, often a simple sole with a strap wrapped around the big toe.

Sari **£2**
The sari is a long strip of cloth wrapped around the waist and over one shoulder. It is a common garment for Native females and on par with the Dhoti in terms of formality.

Sherwani **£2**
The sherwani is a knee-length formal coat for Native men. It is a heavier version of the achkan and influenced by the English frock coat. It buttons straight up the middle to the high collar around the neck. While more common amongst Nithamiyyeen, it is fast becoming the coat of choice amongst urban Natives.

Silk Dinner Jacket **£1**
When the Colonials first arrived in India, they found their woollen clothes to be quite unsuitable to the climate. The silk dinner jacket was designed in response. It has become one of the most popular items in a civilian's wardrobe and has slowly been making its way into more formal events.

Topi **10s**
The topi is *the* hat amongst Colonials. This rigid pith helmet, usually covered in cloth, has become standard civilian and military attire. Colonial women usually add decorations to their topis.

Turban **10d**
Commonly identified with the Sikhs, turbans are worn throughout Northwestern India. Generally, a turban is a long scarf wound around the head like a hat.

Transportation

Airship Ticket, First Class **£25**
This is a first class ticket aboard one of the airships of the Trans-Indian Skyway. Airships leave from Bombay, Calcutta, and Madras every Monday morning and arrive at port on Saturday. This ticket is good for a one-way trip between two cities. Accommodations are rather lavish; each passenger gets a large cabin

Sedgwick & Finley's

Sedgwick & Finleys is *the* department store in Calcutta. Sedgwick & Finley's was the brainchild of two retiring civilians of the British East India Company, Dwarves Joseph Sedgwick and Gabriel Finley. The two had listened to their wives complain incessantly about the lack of British goods of quality in Bengal and decided to do something about it. To their wives' consternation, rather than return to England as wealthy nabobs the duo decided to remain in India and use their contacts to invest in a department store. Sedgwick & Finley's first opened its doors in Calcutta in 1849. The venture proved a major success and a second store opened in Bombay in 1854. Colonials can now get the comforts of Home and other exotic ports at fair prices, good quality, and wide selections.

Unfortunately, not all has gone well for the store. Thugee killed Joseph Sedgwick and his wife in 1860 and the destruction of the site of a third store in Madras by fires in 1859 and 1863 has halted its construction. Ground was broken again in 1866, so Madras memsahibs have their fingers crossed that Sedgwick & Finley's Madras will be open by the end of the year.

(and servant quarters) and there is a dining hall, ballroom, and various lounges.

Airship Ticket, Third Class **£10**
This is the lowest accommodation aboard the Trans-Indian Skyway (there is no second class, as middle and upper class passengers are expected to purchase upper class tickets). Seating is designed as three-person benches with pull-down beds for sleeping (one passenger gets the bench, while the other two passengers crawl up on the suspended beds). A dining area and common lounge is also provided.

Black Tiger **£100**
Found only in the jungles of Assam, these large tigers can only be tamed through magic. That said there are a number of hunters willing to capture black tigers and sell them on the market.

Black Tiger Saddle & Tack **£15**
The black tiger saddle and tack is designed for keeping a rider atop a leaping, climbing beast.

Camel **£10**
Common in North-western India, camels weather desert travel better than horses or elephants.

Camel Saddle & Tack **£12.15**
Everything you need to stay on a camel and control it.

Elephant **£100+**
Elephants are a slow but comfortable mount and offer good protection against predators in the wild.

Elephant Ride **6d**
This is the average cost of having a mahout lead the elephant from one village to the next.

Howdah **£20**
This is the open-air carriage that sits atop an elephant.

Roc **£180+**
The epitome of mounted cavalry amongst Nithami rulers is the roc rider. The cost of the roc presented here is for one trained for war.

War Elephant **£150+**
This is the cost of an elephant trained for war.

Entertainment

Belly Dancer **2d+**
A popular past time in Nithami courts, belly dancing can actually be performed by men or women. Since memsahibs would *never* think of hiring a belly dancer, female belly dancers are more popular amongst Colonials.

Station Theatre Ticket **7s**
As Colonial populations grow in major Indian cities, professional theatres are starting to replace amateur productions. While it is not exactly the West End, a station theatre can provide a Colonial with a little taste of Home.

Temple Prostitute **10d**
Women that are 'married' to a particular temple tend to be safer than those on the city streets, if you catch my meaning…

Miscellaneous Equipment

Charas **1/6**
Charas is a cannabis plant grown in North India and is primarily used in hookahs. Colonials more popularly know it by its Arabic term, hashish.

Cheroot **1d**
A Native cigar found in India and Burma. It has become extremely popular amongst Colonial men. While originally using Charas (hence the similarity in name), the British East India Company now imports tobacco for the production of cheroots.

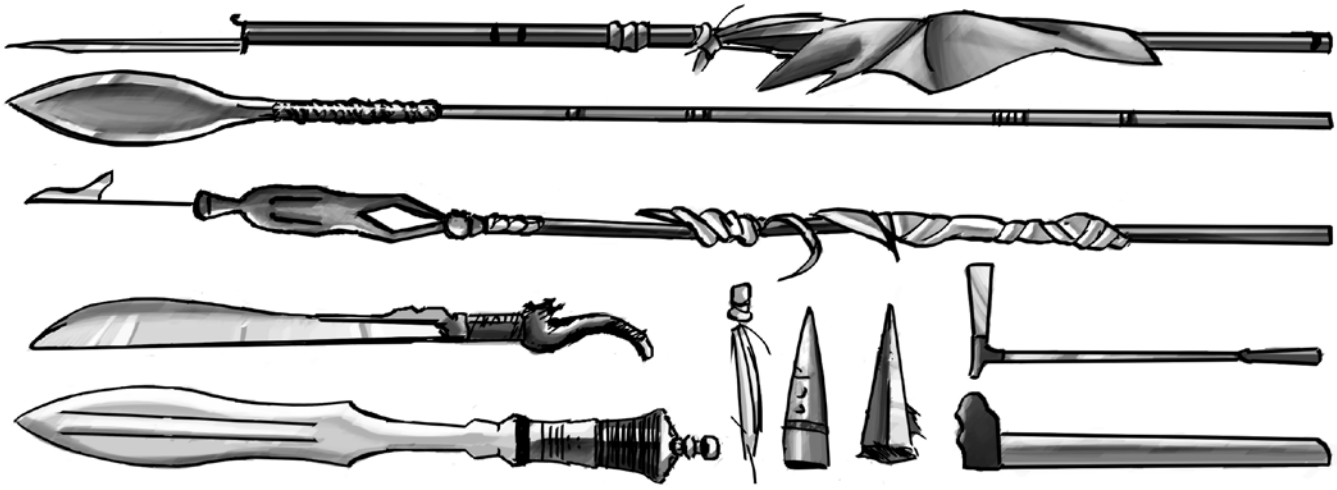
Hookah **10s**
While associated with the Ottomans by the West, the hookah was invented in India and still enjoys widespread use. This water pipe allows for the smoking of charas, opium, or tobacco (shipped in from the Americas) and multiple tubes allow for social smoking.

Weapons

This section contains information on weapons specific to the Indian subcontinent. Note that this does not repeat the weapons found in the *Core Rulebook*.

Melee Weapons

Ayudha Katti
This oddly-shaped Mysore sword has a thick chopping blade and is used for clearing undergrowth as well as fighting.



Bagh Nakh
This small weapon resembles brass knuckles with extended short blades, or 'tiger claws'.

Battle-Axe
The one-handed battle-axe was also a common Indian melee weapon. Two examples include the more traditional tabar and the four-pointed tongi.

Bhuj
This large Sindh dagger usually has an ornate elephant head carved into the handle, giving it the nickname of 'Elephant Knife'. Some bhujs are mounted onto the ends of poles, granting it a longer reach.

Bich'wha
This dagger is curved in the shape of a buffalo horn. It was designed to penetrate armour, but today is simply another style of big knife.

Chakram
A Sikh weapon, the chakram is a metal ring that has a sharp outer edge. It is usually spun and thrown, although it can be used in melee, if necessary. Only large chakrams are generally suitable for this purpose.

Cumberjung
This bizarre Gujarat weapon resembles a short rod with a ball and chain attached to each end. A bladed ring similar to a chakram surrounds the ball.

Cutlass
The long-favoured weapon of the pirate, the cutlass is popular amongst European pirates in the Indian Ocean due to its short length and chopping power. This makes it a practical weapon even as multiple-shot firearms begin to dominate ship-to-ship battles.

Executioner's Sword
This weapon is a heavy chopping sword with a very long handle, making it appear to be a short pole arm. It is a Mughal weapon and still used in Delhi to execute criminals.

Hora
Horas resemble brass knuckles with a serrated edge. Originally made from an animal horn, modern horas tend to be made out of metal.

Katar
The katar is a punching dagger, with the blade extending from the knuckles.

Katar, triple blade
This version of the Katar has two smaller blades that can pull apart from the main blade, enabling the wielder to use it to catch or parry weapons. If you choose to use the weapon to parry in a given round rather than attack (although you may certainly attack with another weapon) then your opponent adds 1 Black Die to melee attack rolls against you.

Khanda
A thick, straight sword, the heavy khanda was the weapon of choice amongst Indian warriors until the development of the talwar. It has become a secondary weapon amongst the warrior clans of northwest India and is used against heavily armoured foes. The khanda is also used to commit suicide rather than surrender.

Melee Weapon	Skill Required	Damage Dice	Cost
Ayudha Katti	Swordplay	7	10s
Bagh Nakh	Fisticuffs	3	1s
Battle-Axe	Specialist Weapon (Axe)	6	6s
Bhuj	Swordplay	6	£1
Bich'hwa	Swordplay	5	6d
Chakram	Specialist Weapon (Chakram)	5	10s
Cumberjung	Specialist Weapon (Cumberjung)	6	15s
Cutlass	Swordplay	7	£1.10
Executioner's Sword	Swordplay	7	£1
Hora	Fisticuffs	2	4d
Katar	Fisticuffs or Swordplay	5	£1
Katar, Triple Blade	Swordplay	5	£1.7
Kora	Swordplay	7	7d
Kris	Swordplay	5	£1
Kukri	Swordplay	6	5s
Mace	Blunt Weapons	6	10d
Mace, spiked	Blunt Weapons	7	1s
Madu	Fisticuffs	4	£1
Pata	Fisticuffs	6	£2
Rampuri	Swordplay	4	6s
Shamshir	Swordplay	8	£2
Spring Blade	Swordplay	4	18s
Talwar	Swordplay	8	£2
Thuggee Scarf	Specialist Weapon (Garrotte)	special	1/6
Vajra	Fisticuffs	4	2s
Vechevoral	Improvised Weapons	7	10s

Kora
This Nepalese chopping sword operates more like an axe, wielded with one hand.

Kris
While this vicious S-shaped dagger is native to Indonesia, it has found its way into India and it is quite popular amongst assassins due to its ability to do damage when removed from a victim. Once a kris is plunged into a victim, the attacker may spend an additional action to pull it out, automatically rolling damage dice (do not add the Strength bonus) a second time.

Kukri
The kukri, or 'Gurkha Knife', is a large chopping knife with an inward-bending blade. This weapon has become very popular throughout the Presidency armies.

Mace
The mace was a common weapon throughout pre-gunpowder India, both in blunt and spiked forms.

Madu
A madu is an Indian buckler with a pair of antelope horns attached in two directions to be used as thrusting weapons.

Pata
This 'gauntlet sword' is essentially an extra-long katar with protection for the hand and wrist. Enemies engaged in melee with someone wielding a pata get an additional Black Die to their attack.

Rampuri
This is a folding knife that can be easily concealed.

Shamshir
The shamshir is a Persian weapon that is now common throughout North India. It is a member of the scimitar family and most Colonials simply call it a scimitar.

Spring Blade
A favourite weapon of Thuggee and robbers, the spring blade is a recent innovation made by an

enterprising clockwork merchant in Allahabad. This folding knife has a blade that is spring-activated, enabling the wielder to use it on the same round in which he draws it.

Talwar
Another weapon of the scimitar family, the talwar is essentially a heavier and longer shamshir. It is ubiquitous amongst Indian soldiers and is essentially the national sword of India.

Thuggee Scarf
The Thuggee scarf is a handkerchief with two coins sewn in so that when garrotting a victim they press against the carotid and jugular. When using a Thuggee scarf, you must first grapple your opponent. If they are surprised then you need only score a single success on a Dexterity + Specialist Weapon (Garrotte) roll with a 3 Black Dice penalty (for targeting the neck). If the target is not surprised then he may resist as usual. If you get the Thuggee scarf in place, you do a Crush attack each round, gaining a +3 to your Strength roll to do damage and maintain the grapple. The victim can do other actions besides break the grapple but at a 4 Black Dice penalty.

Vajra
A vajra is a small weapon with a reinforced head on either side of the handgrip. As it is primarily a punching weapon, it uses the Fisticuffs skill rather than the Blunt Weapons skill.

Vechevoral
This heavy chopping sword is actually a cutting blade used in farming, although strictly military variations do exist.

Ranged Weapons

Chakram
The chakram is a Sikh weapon. It is essentially a bladed ring, or quoit, spun around the fingers and thrown. Chakrams are made in various sizes up to a foot in diameter. Sikh warriors traditionally wear them on their large turbans (effectively doubling as a quiver). Statistics are provided for a large (12 inch) and small (6 inch) chakram.

Composite Bow
This ancient Indian weapon is made from ox horns. While the composite bow has the same range as a longbow, its lighter arrows have less penetration. Still, the composite bow can be fired from horseback, making it a dangerous cavalry weapon in the pre-gunpowder era.

Urumi
This strange weapon used by martial artists in South India resembles both a whip and a sword. It has an extremely long, thin blade and can hit targets 10-15 feet away. It is treated as a whip and provides no Strength bonus to damage. It can be used to Entangle opponents, causing damage with its bladed edges. The urumi can be worn like a belt, making a wearer appear unarmed.

Firearms
Almost any firearm manufactured over the last one hundred years can be found in India. The armies of many princely states are still using matchlocks, while the Presidency Armies struggle with the Board of Director's purse strings to get the latest weapons to their troops. As a result, most units in the Presidency armies look more suited for 1857 than 1867.

The following is a list of weapons commonly available in India. Numerous firearms in the *Core Rulebook* are not repeated here. Updated models may have slightly better advantages, but, for purposes of game statistics, they are largely irrelevant. Most updates have to do with the ammunition; paper cartridges are being replaced with metallic ones (unfortunately, this is not accomplished quickly enough in India). Keeping with this theme, many of the weapons here have one model representing the line.

Firearms in the *Core Rulebook* commonly found in India that are not listed here include the Colt Army and Navy Revolvers, the Derringer, and most muzzle-loading weapons (especially the Howdah Pistol).

Beaumont-Adams Revolver
This double-action weapon is slated to replace the Kerr as the Presidency officer's sidearm of choice.

Enfield Musketoon
This short-barrelled carbine is actually more accurate than the rifle because of improvements in its design. It is the carbine of choice amongst cavalry soldiers.

Enfield Rifle
One of the causes of the Indian Mutiny was the grease used for paper cartridges in these rifles. While some of these are being converted into or replaced by Snider-Enfield rifles, the British East India Company's reluctance to do so is about to cost them dearly.

Ranged Weapon	Skill Required	DD	ROF	Shots	Reload Time	Range	Special Attacks	Cost
Chakram, large	WS (Chakram)	5	1	1	–	50 yds	N/a	10s
Chakram, small	WS (Chakram)	3	1	1	–	20 yds	N/a	50s
Composite Bow	Archery	6	1	1	1	200 yds	N/a	£2
Urumi	WS (Urumi)	7	1	1	1	15 ft	Entangle	12s
Flintlock Carbine	Firearms	8	1	1	4	100 yds	N/a	£1
India Pattern Musket	Firearms	8	1	1	4	150 yds	N/a	£1
Lancaster Pistol (2 barrel)	Firearms	11	1	4	1	20 yds	Volley	£6
Lancaster Pistol (4 barrel)	Firearms	11	1	4	1	20 yds	Volley	£9
Land-Pattern Flintlock Pistol	Firearms	7	1	1	6	40 yds	N/a	£1.12
Matchlock Musket	Firearms	7	1	1	6	150 yds	N/a	15s
Matchlock Pistol	Firearms	5	1	1	6	40 yds	N/a	12s
Matchlock Revolving Musket	Firearms	7	1	6	6	150 yds	N/a	£2
Pistol Shield	Firearms	5	1	4	6	20 yds	N/a	£4
Beaumont-Adams Revolver	Firearms	9	3	5	4	50 yds	N/a	£6
Kerr Patent Revolver	Firearms	10	2	5	4	30 yds	N/a	£5
Webley Bulldog Revolver	Firearms	10	2	5	4	20 yds	N/a	£8
Enfield Musketoon	Firearms	12	1	1	6	325 yds	N/a	£4.2
Enfield Rifle	Firearms	12	1	1	6	300 yds	N/a	£3.10
Enfield Short Rifle	Firearms	12	1	1	6	225 yds	N/a	£3
Snider-Enfield Rifle	Firearms	12	1	1	1	400 yds	N/a	£5
Terry Bolt-Action Carbine	Firearms	12	1	1	1	350 yds	N/a	£5.8
Whitworth Rifle	Firearms	13	1	1	1	500 yds	N/a	£14

Enfield Short Rifle
This short-barrelled version is popular amongst the shorter races.

Flintlock Carbine
The flintlock carbine came to the subcontinent during the Seven Years War and a few are still floating around as family heirlooms or as a weapon for the mounted cavalry of princely states. Unlike matchlock muskets, the flintlock carbine can be easily fired from camelback or horseback.

India-Pattern Musket
This shorter version of the Brown Bess was developed for the British East India Company. It became widely popular in the late 18th Century and early 19th due to the fact that there was no loss of accuracy with the shorter design.

Kerr Patent Revolver
While Lady Caswell struggled to get the Board of Directors to adopt the Snider-Enfield, she was able to secure the purchase of Kerr revolvers. These revolvers were designed with a side-action that could easily be fixed in the field. It has since become the standard pistol of Presidency army officers.

Lancaster Pistol
This large pepperbox pistol is replacing the Howdah as the large-calibre hunting weapon of choice, as it uses metal cartridges. The Lancaster pistol comes in a two-barrel and a four-barrel model. The pistol can be easily converted to volley fire (the two-barrel model is actually more popular for volley fire due its lower recoil).

Land-Pattern Pistol
This flintlock pistol was mass-produced for the British East India Company and many are still available, usually adorning the walls of civilian offices and parlours.

Matchlock Musket
While better firearms have long since replaced matchlock firearms, some princely states still manufacture them, as they are cheap and easy to produce. The primary drawback of a matchlock is that the match must remain lit. This can be troublesome in wet weather; add one or more Black Dice to Dexterity + Firearms rolls when firing a matchlock weapon. On a Foul Failure, the shooter must spend an extra round relighting the match. The matchlock musket is the most common matchlock weapon still in production.

Matchlock Pistol
The matchlock pistol is not as popular as is its musket cousin, since a Native that could afford a custom-made one can also afford a more modern sidearm. However, many of these pistols remain in the armouries of princely states.

Matchlock Revolving Musket
This version of the musket allows for multiple shots. Unfortunately, it is not as reliable as its single-shot counterpart is, due to its more fragile design. Always add an extra Black Die when firing a revolving musket, even in good weather (a Foul Failure acts as it would for the regular matchlock musket).

Pistol Shield
The pistol shield is a surprise or gimmick weapon of Rajput design. It acts as an ordinary dhal (Indian shield) with four golden bosses. Each boss can be pushed aside to reveal a snub-nose barrel. These tend to be matchlock weapons, although other types could be manufactured.

Snider-Enfield Rifle
A recent breech loading innovation made by an American inventor, the Snider-Enfield Rifle uses metal cartridges. The British East India Company has recently ordered that all Enfields be replaced (or upgraded to) this rifle. Too little, too late.

Terry Bolt-Action Carbine
This relatively new bolt-action carbine is quickly gaining acceptance in cavalry units, as it is easier to load while mounted.

Webley Bulldog Revolver
This model was rushed into production when the British East India Company offered to purchase mass quantities for their Gnome civilians. While the bulldog revolver is a good pocket weapon, it is preferred amongst the smaller races as a standard sidearm.

Whitworth Rifle
Originally designed to replace the Enfield, the Whitworth rifle fires a hexagonal bullet through a similarly-shaped barrel. It is superior to the Enfield in every way but cost; the Whitworth is four times as expensive and was rejected by both the British Army and the British East India Company.

It has become the weapon of choice amongst sharpshooters and game hunters. The French army adopted it and French Indian troops are starting to carry it.

Armour

Plated Mail (AR: 6) **£16+**
While the increasing effectiveness of firearms has made armour obsolete, plated mail is still popular in the Princely States, where single-shot firearms (and thus a greater opportunity for melee) still dominate the armed forces. Plated mail is also ceremonial armour for elite Native guards. While not as effective as cuirass armour, plated mail is more comfortable in the Indian climate.

Dhal (shield) **£2+**
This is the standard round shield of Indian warriors. Many dhals have intricate designs etched into them and thus make perfect wall decorations. An opponent attacking you adds 2 Black Dice to his attack rolls.

Madu (buckler) **£1**
The madu is a small shield with antelope horns attached. In addition to thrusting attacks, the horns can also be used to parry. An opponent attacking you adds 1 Black Die to his attack rolls.

The Environment

While the politics, religion, and culture are important in the subcontinent, India's environment cannot be ignored. In fact, to do so can be deadly, as any Bengali can tell you during monsoon season. The weather immediately affects ill-prepared Griffins, as they soon find that most of the clothes they brought are ill suited for the Indian climate.

This, of course, is not to say that all of India has unpleasant weather. Indeed, the subtropical coasts can be quite soothing, and the more northern parts of the subcontinent can almost feel like an English summer, albeit without as much rain. India is practically shaped by mountains, and the climate in these foothills is quite cool. As such, many stations and temples are

Fahrenheit vs Celsius

Victorian Britain, in 1867, was a long way off adopting the Celsius scale for temperatures, so we've kept with the Fahrenheit scale within this book. However, for contemporary British and European readers the Fahrenheit scale might not mean a whole lot. If you are not familiar with the Fahrenheit scale, some indication of comparison can go a great deal. The table below provides those more familiar with Celsius a quick reference to better get an idea of what all those numbers in Fahrenheit actually means. All values in Celsius are rounded to the nearest value.

Fahrenheit	Celsius
100	38
80–90	27–32
50–60	10-16
32	0

built on foothills or mountainsides. Such hill stations are valued Colonial vacation sites.

Weather

India has two seasons: a dry season and a wet season. The wet season tends to last from June through November, with the monsoon season beginning with the wet season and petering out in September. Generally speaking, most of India is warmer than what Englishmen and women are used to. Winters are very mild (around 50°F–60°F on average) while summers, especially the weeks before the monsoon, can be brutally hot, hovering around 100°F.

Snow is almost unheard of anywhere but the extreme north of India and the mountains. A Colonial rarely needs winter clothes, and indeed his summer clothes are often stifling (picture a Colonial couple sweating in the sweltering heat as they make disparaging comments about the lightly-dressed, but ultimately more comfortable, Natives).

As with all rules in *Victoriana*, the weather rules in this chapter are provided to enhance your adventures, not detract from them. While mechanics are provided for many of the conditions, do not hesitate to forgo the rules for a bit of dramatic fiat, especially if the rules serve to bog down the game. Catching a bit of redness on one's nose or wrist makes an interesting roleplaying quirk once or twice; forcing your players to roll Survival skill checks every time they venture outside can be quite annoying. These rules should serve as reminders that player characters are not in London anymore, use them to reinforce that whenever the players could use a reminder.

Heat

Most of India is hot, especially from a Colonial's point of view. Throughout the year, India's temperature rarely drops below 50°F and most of the year temperatures range from 80°F and higher, with 90°F–100°F being common. Extreme heat can have an impact on a character's well-being, causing him to suffer fatigue whenever exerting himself in it. The danger is greater for Colonials, who often wear clothing ill suited to the Indian climate.

Native characters are not any more resistant to the effects of heat than Colonial characters; they are just used to dealing with it. This has unfortunately resulted in the Colonial prejudice that Natives are lazy and unmotivated, as it takes them longer to complete tasks (and have the good sense to stay out of the noontime sun) than a Colonial would consider normal.

Whenever a character is exerting himself in 80°F weather or more, have the player make a Fortitude check for every half hour. Failure adds 2 pips of Bruise damage. Bruise damage is recovered normally. In temperatures of 90°F or more, the Fortitude check is considered a Difficult task and gains 3 Black Dice. A Foul Failure means that the character is exhausted and falls unconscious.

Sunburn

Related to the fatiguing effects of heat is the chance of sunburn. Typically, sunburn affects Colonials more than Natives, as Colonials are generally light-skinned and ill suited to the climate. One cannot 'resist' sunburn; the only way to avoid it is to keep exposed skin out of the afternoon sun.

In India, sunburn is more of an irritant than anything else. Even Englishmen had to travel to get to the subcontinent so, unless they came completely by airship or never ventured out on the top deck of the ship, most newcomers to India have had some exposure to the heat of the sun. Generally speaking, it is enough to treat sunburn as a roleplaying device rather than a mechanical effect.

There are times, however, when you may want a mechanical effect, especially if the player characters

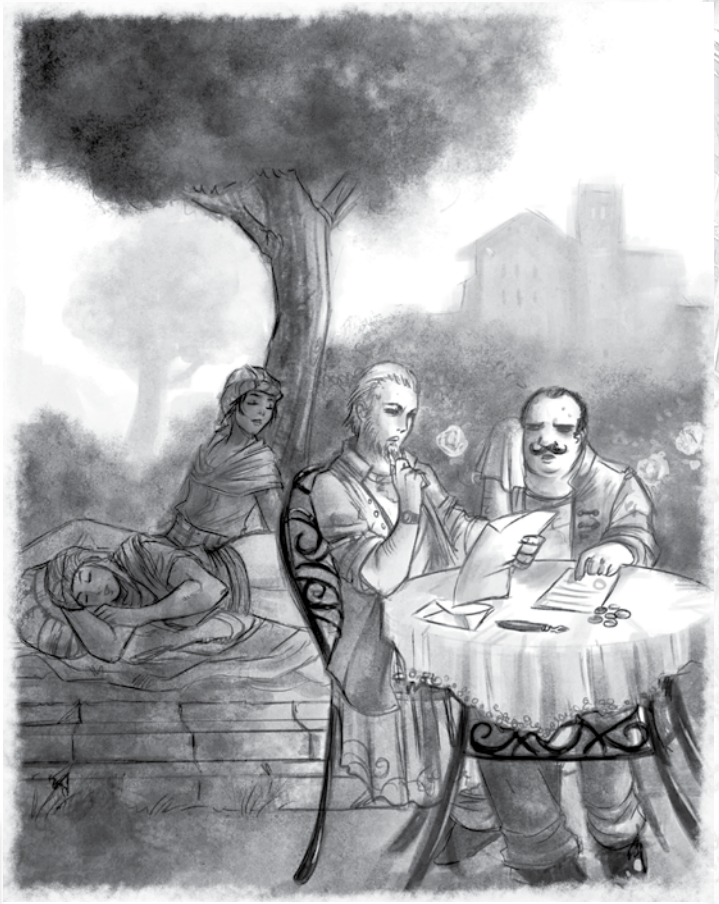
throw caution to the wind or are forcibly exposed to the afternoon heat. In this case, have each player roll a Survival check for each hour of exposure to the sun in temperatures of 85°F or more. A failure means that the player character accidentally exposed some of his body to the sun and he has been sunburned. He is now at -1 to his Strength and Dexterity for 24 hours. This presumes that the player character took precautions (long sleeves, topi, etc). If he deliberately exposed his body then the penalties are automatic.

In hotter weather, you may wish to have the players make a Survival check every hour or even half hour. The penalties are cumulative. Similarly, if a Colonial decides to go bare-chested in even 90°F weather, you may wish to penalise him at -1 to his Strength and Dexterity for every hour.

Sunburn checks are usually only made between noon and three o'clock, although you may add an hour in either direction on particularly hot days.

Dehydration

It is generally presumed that a character understands that he needs water and takes regular amounts each day. In hot weather, however, a character might misjudge (or lack) the amount of water he needs to fend off dehydration. A character that is exerting himself in 80°F–89°F weather must make a Wits + Survival check every hour to ensure that he's taken the proper amount of water. Failure adds 1 pip of Bruise Damage. In temperatures of 90°F–99°F weather a character takes 2 pips damage on a failed hourly check, while 100°F+ weather a character still only takes 2 pips damage, but he must make the check every half-hour.



Remaining Impeccable

A Colonial gentleman and/or officer would never thing to dress anything but impeccably, even in the worst weather. Neither would a memsahib wishing to display her 'Englishness' at all times. No matter how high the heat, a true gentleman would never unbutton his top button nor would a lady wear a light, revealing outfit. As a Gamemaster, you may wish for such characters to pay a price for eschewing practicality for appearance.

In such cases, all Colonial middle and upper class characters (and Natives dressed in Western attire) suffer an extra -1 Black Die penalty on Fortitude checks against heat. This Black Die can easily be discarded simply by making a few practical adjustments, but a character that does so will certainly suffer a social penalty for such 'ungentlemanly' or 'unladylike' behaviour (and his or her morals called into question) if he or she is caught doing so. A blackguard, of course, flaunts social convention and as such suffers no penalties for inappropriate attire.

Rain

While Indian winters tend to be dry, Indian summers are the rainy season. In addition to making everyone wet and uncomfortable, rain can have an effect on combat. While even heavy rain rarely affects melee combat, it could affect modifiers for ranged weapons. For drizzle or light rain, there would be no modifier for ranged attacks. Moderate rains could increase the difficulty by one step (e.g. shooting someone with a pistol at close range becomes Very Difficult). Heavy rains could increase the difficulty by two steps, while

a monsoon downpour would increase the difficulty by three steps.

For Perception tests, even a light rain could impair vision. The exact effects of rain on Perception rolls should be left to the Gamemaster, who is best able to account for the circumstances surrounding the roll.

Rain can also cause puddles and turn dirt roads into mud. This could slow travel by a quarter-speed or even half-speed, based on the intensity and amount of rain. Slippery terrain could require a Dexterity + Athletics roll each round to remain standing when performing strenuous activities (such as running or engaging in melee combat).

Monsoon

Monsoons are more of a set piece than a weather condition. Heavy winds blow over trees and huts, while heavy rains flood rivers and change their courses. Depending on how hard you want to hit your players, being caught in a monsoon could mean Strength + Athletics rolls to remain standing or Fortitude + Swimming skills to keep from being swept away and drowning in a monsoon flood.

In addition to immediate dangers, monsoons can cause other problems. A local map may be useless if a recent monsoon changed the course of tributaries and whole villages might disappear or have moved. In addition, a changed landscape could divert monstrous beasts into new hunting grounds.

Sandstorm

Sandstorms are a threat in the Thar Desert of north-western India. Characters caught in a sandstorm cannot see anything beyond point-blank range and take 1 die of Bruise damage for every half-hour they remain exposed to the storm.

A sandstorm can also contaminate supplies. Gun barrels may be jammed and food could be made inedible. In addition, clothes worn during a sandstorm are saturated with sand, irritating the wearer until he can change; a character wearing 'itchy clothes' takes a -1 Black Die modifier on Dexterity checks.

A sandstorm also wipes the area clean of any tracks, making it a boon if the player characters are fleeing or a curse if they are following someone.

Starvation

Starvation is a most unpleasant experience, but not unknown amongst people stranded in the desert or out at sea. Many hope to make do with Survival checks; for each day that you miss a Survival check (or simply have no access to food), you are at a cumulative -1 dice penalty to all rolls. Every successful Survival check (or access to a proper food supply) negates 1 dice penalty until the character is no longer starving.

New Combat Complications

The following new combat manoeuvres are designed to be used in tandem with the Martial Arts and Corporeal Medium rules.

Partial Grapple

There are times when you just want to keep an opponent from running so that you can keep attacking him while ideally keeping him from defending himself. In this case, you would attempt a partial grapple. Partial grapples are resolved in the same manner as a regular grapple, except that a success only pins one limb (usually the arm holding a weapon, although grabbing an opponent's ankle while you are prone works just as well). The target may not flee unless he frees himself from the grapple.

Both the grappler and the target may attack each other normally while a limb is grappled, but the target may not use a weapon held in a pinned limb, nor may he transfer the weapon to his free hand (although he may draw another weapon; off-hand penalties apply).

A grappler can always turn a partial grapple into a full grapple by making another grapple roll. The target adds 3 Black Dice to his Strength + Fisticuffs roll.

Tripping

While not very sporting, a trip attack can force an attacker to fall to the ground. Trip attacks work best with an element of surprise and many a lady has surreptitiously aided her gentleman escort by tripping a passing ruffian.

The attacker must make a Dexterity + Fisticuffs roll (although another weapon skill may be used if a weapon or object is actually being used to trip the target). A single success sends the target to the ground and he must make a Difficult Dexterity check to keep anything held in his hands. A sporting Gamemaster may allow the target to make a Dexterity check to defend against a trip attack.

Martial Arts

While the mention of 'martial arts' immediately conjures images of Shaolin monks and ninja warriors, fantastic unarmed fighting styles are not solely the province of the Far East. Indeed, Indian unarmed combat is recorded in the ancient *Mahabharata*, one of the earliest Hindu epics and it is believed that Buddhist monks carried these techniques with them into Central Asia and the Far East (along with Corporeal Mediumship), where they were refined into the more familiar kung fu and karate.

There are many different martial art styles in the subcontinent. While some of these are indigenous, others have been influenced by Persian, Southeast Asian, and Tibetan techniques (a case of the student teaching the master, if you will). With Chinese immigration, some East Asian styles are also making their way into Singapore and Calcutta.

Technically, a Martial Artist can learn any martial arts ability; certain martial arts schools, however, emphasise some abilities over others. To simulate this, each martial art given below has three basic

Wushu Heroes

Martial Arts in Victoriana are intended to be mysterious and exotic. A player character armed with a sword and revolver should be surprised when the Thuggee assassin blocks his swing with his hand or when a temple prostitute kicks the pistol out of his hand. Like sorcery, true practitioners of the martial arts should be few and far between. A true martial artist spends his entire life training; few have the time and dedication.

This, of course, means that if martial arts are available, every player character will have them.

For some Gamemasters, this is not a problem. As the martial arts have become more accepted in popular culture, we're used to seeing traditional unarmed combat moves used in a variety of genres and historical scenes, whether appropriate or not. For most, however, the thought of every back alley brawler or Colonial soldier being able to perform outrageous combat manoeuvres will strain historical immersion, even in a game that includes Gnomes and sorcery.

As Gamemaster, it is your job to determine the level of martial arts in your game. If you do not mind Colonial cavalrymen being able to make a Martial Strike with his sabre or a Native boxwallah defending his wares with high kicks, then allow anyone to purchase the Martial Arts Talent and have at it! If, however, you wish for the martial arts to remain mysterious, then you may want to limit the martial arts to Native characters only with credible back-stories. You may even wish to limit the martial arts to non-player characters.

Note, however, that India is an ancient, exotic land. An increase in Martial Arts action would not nearly be as out of place here as it would be on the Southwark docks. Even Colonial characters have an easier time of finding a Martial Arts master to teach them than their Home counterparts.
If you wish to fully embrace unarmed combat in your campaign, then consider the following 'British' martial art for Colonial or Eurasian characters, as well as Native characters that have received a Western education.

Colonial Boxing
You are proficient in the skills of the fighting ring, both in bare-knuckle fighting and in the recent 'Queensbury Rules' style. While you are most comfortable in a ring, facing one opponent, you have found your skills to be quite useful in practical situations as well.
Basic Abilities: *Defensive Strike, Martial Dodge, Martial Strike*
Martial Weapons: *None*

abilities chosen from the **Martial Arts Ability Table** to represent mastery of that style. A Martial Artist that knows at least two of these basic abilities may be considered a practitioner of that style. Note that this does not bar the martial artist from taking any of the other abilities on the list.

Each style listing also contains an entry for martial weapons. The Martial Weapons ability enables a Martial Artist to incorporate weapons into his style and generally allows the Martial Artist to use any traditional Native weapons with his martial arts.

While this is done for reasons of game balance, it does not make sense that a Sikh Gatka practitioner would be proficient in using the urumi with his style. This is usually represented by the Specialist Weapons skill, and you should use common sense in determining what specialist weapons a character from a particular region would be able to learn. Each martial art style has a few examples of weapons (if any) typically associated with it.

Indian Martial Art Styles

The following are a few of the most common Martial Arts in India. This list is by no means exhaustive as there are many regional variations of each style. In addition, increased immigration from other parts of the world continues to add new martial art styles to those available on the subcontinent.

Gatka
Gatka (or 'stick', named for the practice weapon used in learning the style) is a Punjabi style

Martial Arts Abilities

Break Fall
The character has trained to fall without hurting himself, and can get to his feet from most falls with no rolls required. Damage dice from falling is halved and the character is considered to be standing the following round unless he chooses to remain prone.
Requisites: **None**

Defensive Strike
This attack is more of a probe than a full-out attack. It can represent a jab, a quick strike, or any other attack where the attacker is more concerned about defending himself than really damaging his opponent. The attacker adds two dice to his Dexterity + Fisticuffs roll (unless he is using a Martial Weapon) and adds 3 Black Dice to his damage roll.
Requisites: **None**

Feather Fall
The character has trained to fall without hurting himself and can get to his feet from most falls with no rolls required. Damage dice from falling is quartered.
Requisites: **Break Fall**

Lethal Strike
This attack allows the character to do lethal damage attacks without using a weapon. A lethal strike can be striking a limb to break it, the classic 'karate chop', or any other appropriate type of blow.
Requisites: **Martial Strike**

Martial Weapons
The character can incorporate the use of weapons into his martial arts styles, commonly melee weapons long associated with the region that developed the martial art. You may use a martial weapon with Defensive Strike, Martial Block, Martial Disarm, Martial Strike, Nerve Strike, and Offensive Strike.
Requisites: **Martial Strike**

Martial Block
The character is adept at blocking melee attacks while fighting. He gains 2 points of armour against melee attacks. These points are cumulative with any armour that the character is wearing.
Requisites: **None**

Martial Disarm
The character has been trained to take weapons (and other objects) out of his foes' hands. As an action, the character may roll Dexterity + Fisticuffs against his opponent's Dexterity + Weapon skill (add any applicable modifiers to either roll). If the character is successful, then his opponent is disarmed and his weapon lands one yard away for every success by which the character wins. The character cannot disarm an opponent wielding a two-handed weapon. The character may instead attempt to snatch the weapon from his opponent's hand, but Strength is substituted for Dexterity on both rolls and the attacker takes a -3 Black Dice penalty. On a failure, the opponent not only remains holding his weapon, but the attacker automatically takes damage if the weapon is bladed or otherwise painful to grip in the wrong spot.
Requisites: **Martial Block, Martial Strike**

Martial Dodge
The character has practiced getting out of the way of attacks. The penalty for attacking someone that is holding a weapon is reduced by 3 Black Dice (e.g. ordinarily, an unarmed character attacking a swordsman takes a 6 Black Dice penalty; Martial Dodge reduces it to 3 Black Dice).
Requisites: **None**

Martial Escape
The character has been taught how to get out of even the strongest grab or hold, he adds a +2 dice modifier on attempts to break free of a grapple or partial grapple.
Requisites: **Martial Dodge**

Martial Grab
The character has trained to grab and hold his foes, adding +2 Dice modifier to grapple checks.
Requisites: **None**

Martial Strike
The character is trained in delivering an attack with greater force than a normal punch. A character using this ability adds half his skill rating in Fisticuffs (round down) to his hand-to-hand damage.
Requisites: **None**

Martial Throw
Instead of striking, a character may declare that he is throwing his opponent. The attacker makes a normal attack. If it is successful, he throws the target to the ground and does his normal Strength damage. After being thrown, the defender is prone and must act after the attacker next round regardless of their Initiative rolls.
Requisites: **Martial Grab**

Offensive Strike
This is an all-out attempt to mangle the target. An offensive strike covers flying kicks, a full-out haymaker punch, or any other full-out style attack. You take the normal penalty for charge attacks (-3 dice) but your Martial Strike damage is doubled.
Requisites: **Martial Strike, Vulnerable Strike**

Sacrifice Throw
This manoeuvre represents any move where the attacker falls to take down his opponent. It can be a judo throw, a sliding takedown, or any other move where both the attacker and his target end up on the ground. The attacker makes a Martial Throw with a +3 to his normal attack. If successful, both the attacker and the target are knocked prone. If this attack missed, then the attacker is on the ground at the feet of his opponent anyway. Not a good place to be.
Requisites: **Martial Throw**

Vulnerable Strike
The character is trained at hitting pressure points and vulnerable areas. He may take a 3 Black Dice penalty on any action to ignore the effects of armour when making an attack.
Requisites: **None**

that emphasises a blend of armed and unarmed techniques (with perhaps a bit more reliance on the former). At the conclusion of the First Sikh Wars, Sikh chieftain-turned-zamindar Kamal Singh found himself visited by French martial artist, Francois Duquesne.

The French Eldren had heard of the Sikh's interesting fighting styles and heard that Kamal Singh was a great teacher. As it turned out, Kamal was even more interested in European fencing and savate. The two taught each other and Gatka has emerged as a popular Sikh fighting style.

Basic Abilities: *Defensive Strike, Martial Strike, Martial Weapons*

Martial Weapons: *chakram, cumberjung, khanda*

Kalaripayat

An ancient Dravidian martial art, the name kalaripayat is more of an umbrella term for disparate styles, like 'karate' or 'kung fu', than a distinct fighting form. Each region of South India has its own variations of the style. Originally incorporating weapons training into the art, kalaripayat has begun relying on unarmed techniques after the British East India Company outlawed practice of the martial art in 1804.

Kalaripayat is a fluid style that incorporates kicking techniques as well as bamboo staff-fighting. As dancing is used to teach kalaripayat techniques, practitioners often have a high Dance skill (Lower Class).

Basic Abilities: *Martial Strike, Offensive Strike, Vulnerable Strike*

Martial Weapons: *bamboo stick (large club), urumi*

Kunalu

Named after its creator, Kunalu is the official martial art of the Sasaluvana. Kunalu is a 'soft' form concentrating more on avoiding attacks than striking, as the Sasaluvana have better weapons for that. Kunalu is primarily designed for haremen, who can incorporate their natural leaping ability into the style.

Basic Abilities: *Martial Block, Martial Dodge, Martial Escape*

Martial Weapons: *None*

Malla-yuddha

Malla-yuddha is an ancient Indian wrestling style that concentrates on grappling rather than striking. In Northern India, malla-yuddha has been incorporated into pehlwani, a martial art popular in Mughal courts. While the styles are very similar, Hindus are more likely to learn malla-yuddha while Followers of Ismal prefer pehlwani.

Basic Abilities: *Martial Disarm, Martial Escape, Martial Throw*

Martial Weapons: *None*

Pencak Silat

Pencak silat is an amalgamation of Indonesian fighting styles that have become popular amongst the pirates of the Indian Ocean. As such, pencak silat is one of the first Martial Arts styles to eschew a focus on weapons training in response to more accurate firearms and concentrate on unarmed techniques.

Basic Abilities: *Martial Block, Martial Disarm, Martial Strike*

Martial Weapons: *Club (any), Knife (any)*

Sarit Sarak

Sarit Sarak is a defensive martial art from the Manipur region of far northeast India (and it has found its way into Calcutta). Generally combined with the armed style of Thang-Ta, Sarit Sarak is heavily influenced by Burmese martial arts. Many Bengal soldiers are finding the study of Sarit Sarak useful for when they are caught off-guard or out of ammunition.

Basic Abilities: *Defensive Strike, Martial Block, Martial Grab*

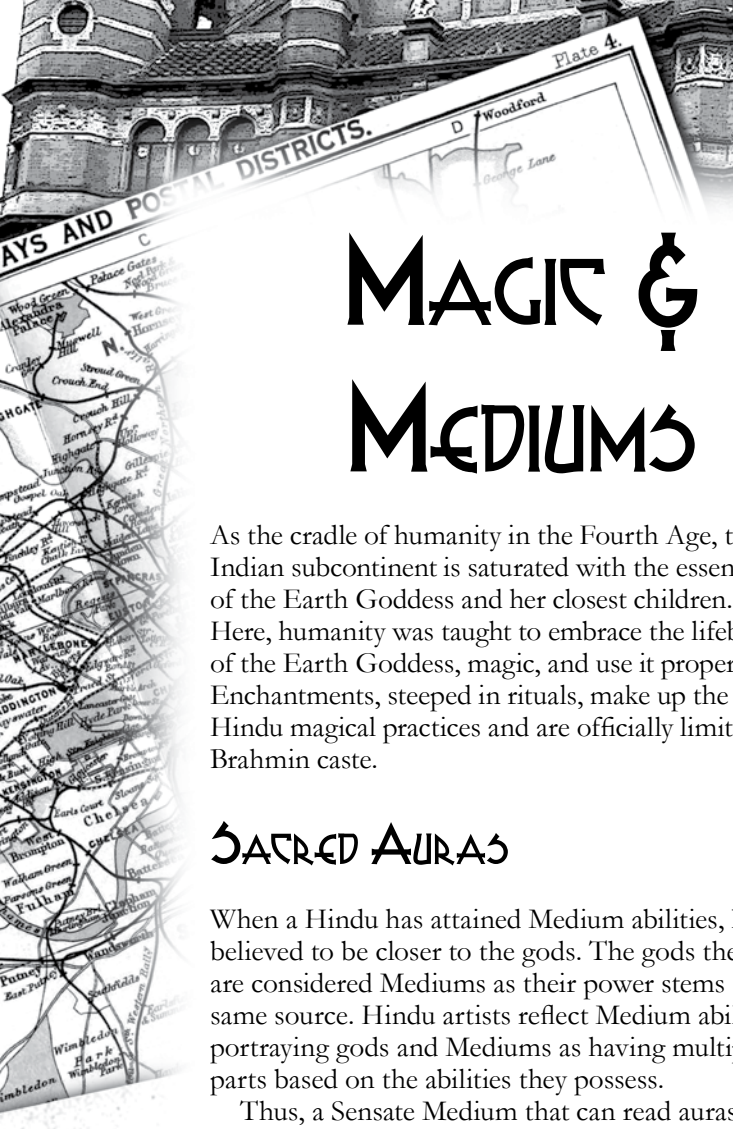
Martial Weapons: None

Thuggee Arts

The Thuggee are masters of surprise, using disguise and stealth to get close to a target and eliminate him as quickly as possible. Their techniques have melded into a secretive, unnamed style that concentrates on the quick kill rather than flashy moves.

Basic Abilities: *Martial Grab, Martial Weapons, Vulnerable Strike*

Martial Weapons: *knife (any), Thuggee Scarf*



Magic & Mediums

As the cradle of humanity in the Fourth Age, the Indian subcontinent is saturated with the essence of the Earth Goddess and her closest children. Here, humanity was taught to embrace the lifeblood of the Earth Goddess, magic, and use it properly. Enchantments, steeped in rituals, make up the bulk of Hindu magical practices and are officially limited to the Brahmin caste.

Sacred Auras

When a Hindu has attained Medium abilities, he is believed to be closer to the gods. The gods themselves are considered Mediums as their power stems from the same source. Hindu artists reflect Medium abilities by portraying gods and Mediums as having multiple body parts based on the abilities they possess.

Thus, a Sensate Medium that can read auras or see the supernatural is portrayed with multiple eyes or faces, while a Corporeal Medium with the Strength of the Bear would be portrayed with multiple arms. A Channelling Medium that can perform a séance might be portrayed with multiple faces.

Interestingly, life imitates art in India. The art is so ingrained in the Native psyche that a Medium with the Magic Sense ability can see the multiple body parts of another Medium using a Medium ability. These multiple body parts appear as translucent energy shaped like the body part. Using Magic Sense in this way is Difficulty 2. Note that the added difficulty does not grant the Medium exact information in regard to the Medium ability used, although it will certainly narrow the options.

It is believed that these sacred auras have also inspired the ancient Petty Magic rituals of Shiva's Blessing and Soma, both of which are described in Petty Magic Spells.

Tantric Practitioners

Tantra is the art of drawing Mana from another person, even if that person is not a magical practitioner himself. Originally, tantra was part of yoga and the energy transfer was between two yogis without physical contact of any kind. It was soon discovered, however, that tantric energy could be released and captured more quickly through intimate physical relations. As yogis rarely needed the extra energy, more inexperienced Thaumaturgists and Mediums, eager for the Mana boost, retained the physical (or 'left-hand') tantric practice.

The Aluminat Church has been quick to identify Tantra with Paline, arguing that Tantra corrupts the body and soul as it offers the practitioner more power. Hindu Thaumaturgists refute such claims, although they admit that without proper discipline tantra, like any other magical art, has the potential for abuse.

Performing Tantra

Performing tantra requires at least two people. The Tantric practitioner then performs an hour-long ritual that includes intimate relations with the other person. At the end of the hour, the Tantric practitioner makes a Fortitude + Tantra roll. For every success on the roll, the Tantric practitioner takes one Tantric Mana Point from the other person (note that the person losing Mana need not have magical talent). A character can never have more Tantric Mana then he has regular Mana, and he may be further limited by the number of Tantric Practitioner Talents that he has. In addition, he can never take more Mana than the target has to give.

If the Tantric practitioner has not met his tantric limit after performing the ritual, then he may try again with the same or a different participant. However, the tantric practitioner gains a cumulative +1 Black Die to his Fortitude + Tantra roll for each additional use of the skill unless he has waited at least eight hours between uses.

Using Tantric Mana
Tantric Mana is used exactly as regular Mana except that does not refresh; once Tantric Mana is expended, it is gone. Tantric Mana is always used first.

Losing Tantric Mana
Tantric Mana only stays with a character until he gets proper rest. Once he has slept for at least four hours, any Tantric Mana he possesses is gone. Tantric practitioners should keep this in mind when scheduling tantric rituals.

Tantra Between Tantrics
At first glance, there seems to be little use for a tantric practitioner to participate in a tantric ritual with

another mage, as they would only siphon each other's Mana points. Keep in mind, however, that a target always loses Tantric Mana first. This means that one tantric practitioner could spend an evening gathering Tantric Mana and then offer it to another tantric practitioner later.

Within a travelling group, this could ensure that Tantric Mana is not wasted while everyone can get enough sleep. It also means that a tantra guru could get more Mana from a single use of Tantra if one of his students spent the time to collect it.

Corporeal Mediums

Corporeal Mediums have learned how to use their inner strength to fuel and control their physical abilities. Like Sensate and Channelling Mediums, they draw power from the planes, but they internalise rather than sense or channel it. Generally, this requires a great deal of meditation and practice, although some Mediums, 'favoured by the gods', have a natural affinity for one or more Corporeal abilities. Most Corporeal Mediums spend a lot of time in meditation, often retreating to a remote monastery or cave.

Corporeal Mediums and Martial Artists go hand-in-hand and many great martial artists in history were also Corporeal Mediums. It is believed that the techniques of Corporeal Mediums were spread throughout Asia when Mauryan Emperor, Ashoka, encouraged the spread of Buddhism throughout the world. Along with the new religion, these missionaries spread the secrets of Corporeal Mediums to China, Southeast Asia, and Central Asia. Some believe that, while Buddhism failed to take hold in Central Asia, the techniques of the Corporeal Medium survived and spread to Russia.

Corporeal Mediums can choose their powers from both the Corporeal Medium and Yogic power lists. Essentially, Yogic practitioners have learnt to unlock some of the abilities of a Corporeal Medium through long years of tireless study and dedication. However, only Yogic abilities are available to Yogis, regardless of how much time and effort they put in. Some powers require an innate aptitude rather than simply dedication.

Necromancy in India

While outlawed in the Guild, Necromancy is also abhorred by Hindus. When a Hindu dies, his or her body should be cremated so the spirit may ascend to the heavens. If the body is not cremated, then not only does it pollute the earth, but the spirit may be confined to this world and unable to reincarnate or join with Brahman. Both the body and spirit are now subject to Necromantic rituals.

Even before the Colonials arrived, Nithami cemeteries have caused neighbouring Hindus anguish and concern. Since Aluminat does not typically believe in cremation (as, on the Last Day, the Host will call forth the Aluminat faithful from their graves), Aluminat cemeteries are also feared by Hindus. As Aluminat missionaries tend to bury their converts, grave-robbing (for purposes of a proper cremation) by Untouchables hired by family members is relatively common.

Tantra and the Giggle Factor

While we've done a bit of dancing around the subject a bit, the fact remains that tantra can be a sensitive issue amongst certain groups. As the Gamemaster, it is your call as to whether to allow tantra into the game and under what conditions. Tantra need not involve physical contact; you can simply treat it as a bog standard 'borrow Mana' ritual. There is also the rather sensitive question of whether the Mana-giver needs to be a willing participant (and, if not, such would certainly qualify as a Dark Art).

Yoga Mediums

Yoga Mediums are able to disconnect from bodily concerns to become one with the universe (or, as one Swami has put it, 'to touch Brahman'). The path of yoga is a difficult one and most Yoga Mediums (or Yogis) are only drawn from the Brahmin caste if they are in the later stages of life and have already manifested other Medium abilities.

Given the difficulty and length of training, most Yogis are Eldren, although members of other races have certainly become Yogis. Yogis tend to lead solitary lives as wandering ascetics, although some lock themselves in remote caves or shrines for many years. It is said that a Yogi cannot complete his life until he has become a Swami, and a Yogi may emerge from a decades-long meditation to find a worthy student.

Yoga abilities are generally instant, as the yogi's frequent meditations have already prepared him. Exceptions are noted in the individual ability descriptions. As with all Medium abilities, use of Yoga requires Mana. Once the Yogi is out of Mana, he can no longer use his Medium abilities.

New Petty Magic (Enchantment) Spells

The following Enchantments are commonly found amongst Native Enchanters in India. Many of these spells have proven quite useful to Colonials as well, who are willing to pay a Native Enchanter handsomely for their benefits.

Anti-Venom Poultice
Difficulty: 3
Ritual Cost: 2 + Normal
Ritual Length: 1 hour
Activation Range: Touch
Activation Cost: 1
Duration: Instant
Snakes are generally revered in India, but sometimes they seem not to know it. This ritual enables the Enchanter to draw out poisonous venom without harming the victim. The ritual involves drawing blood from a snake and applying it to an herbal mixture. The resulting poultice is wrapped in a broad leaf, which is in turn enclosed into a small package. When a victim is bitten, the leaf is unwrapped and the salve is directly applied to the wound. Each success in the ritual eliminates one Potency point of poison.

Belt Blade
Difficulty: 2
Ritual Cost: 3 + Normal
Ritual Length: 3 hours
Activation Range: Touch
Activation Cost: 1
Duration: See Description
This ritual is popular amongst Thuggee and Martial Artists. It allows the caster to transform a belt or similar flexible strip into a rigid blade that can be used as a sword. The weapon does 6 Dice damage (plus Strength bonus) for 3 successful attacks, after which it returns to normal.

The ritual for this spell involves wrapping the belt around an actual sword while performing a ceremony to Krishna.

Bindi
Difficulty: 2
Ritual Cost: 1 hour
Ritual Length: 1 + Normal
Activation Range: Touch
Activation Cost: 1
Duration: Hours

Corporeal Abilities

While most Europeans associate Corporeal Mediums with Russia, in truth the earliest practitioners were Hindus. Through meditation, a Corporeal Medium learns to link his mind with his body, channelling his inner energy to increase his physical prowess.

Corporeal Medium Ability	Diff	Cost*	Description**
Cold Fury	1	N	Use of this ability adds half your Corporeal Medium skill rating to all opposed Resolve rolls for the round.
Compound Actions	5	1+N	Use of this ability allows you to take an additional action this round with no multiple action penalties. This can be utilised several times within the same round. The maximum amount of compound actions that can be taken in one round is equal to Dexterity/2.
Fortify	1	N	Use of this ability adds half your Corporeal Medium skill rating to your Fortitude dice for the round.
Project Will	2	1+N	You can project your Will across great distances and make a single melee attack against any target within your line of sight.
Quicken	1	N	Use of this ability adds half your Corporeal Medium skill rating to your Dexterity dice for the round.
Regenerate	2	N	Use of this ability heals an amount of both bruising and lethal damage equal to half your Corporeal Medium skill rating at the end of the round that the power was activated.
Strength of the Bear	1	N	Use of this ability adds half your Corporeal Medium skill rating to your Strength dice for the round.
Warp	2	2+N	Use of this ability warps your physical body as magical energy courses through you. Add half your Corporeal Medium skill to all Strength and Dexterity dice rolls. As a downside, you temporarily lose your reason and continue to fight and kill (even your allies) regardless of personal injury until someone succeeds in a Charm (5) roll (or other soothing effect) to calm you down.

***N=Normal Cost**
****all half-skill ratings are rounded down to a minimum of 1.**

Yoga Abilities

These abilities are available to Yogis but they are also Corporeal Medium powers. So, a Corporeal Medium may choose their abilities from this list (or even exclusively from it) as well.

Yoga Medium Ability	Diff	Cost*	Description
Perfect Appearance	2	N	You can alter your body to appear as a younger or older version of yourself. This new form is a perfect representation; any examination reveals you

			to be a perfect physical specimen of the age you have selected. The Gamemaster may wish to alter attribute scores based on your new age, but mental attributes are unaffected.
Perfect Clarity	**1**	**N**	You can discipline your mind to make it extremely resistant to influence. Use of this ability adds your Yoga skill to your Resolve Dice for a round.
Perfect Health	**2**	**N**	You can heal more quickly than normal. You may meditate while recovering. You may add your Yoga skill to your Fortitude to determine health pips recovered. In addition, you recover the listed amount every day, rather than every two days.
Perfect Reflexes	**1**	**1 + N**	You react more quickly than your opponents. You may add a number of dice equal to your Yoga skill to your Initiative roll for the round.
Perfect Sight	**2**	**N**	You can see invisible creatures and may add your Yoga skill to your Perception when attempting to see past any type of deception.
Perfect Skill	**4**	**3 + N**	After a half hour of intense meditation, you may become one with the universe and access its memory. You gain the use of any specialty that you don't have at your Yoga skill level for a number of hours equal to the successes on this roll.
Perfect Sustenance	**2**	**1 + N**	You have become so detached from the worries of the physical world that you rarely need to eat. A successful use of this ability means that you can go without food and water for an entire day without suffering any ill effects.

***N = Normal**

The bindi is an enchantment to make the wearer appear more beautiful. It is almost exclusively a female ritual, although creative male Enchanters might incorporate the bindi into a tilak or wear one beneath his turban. Alternatively, a male Enchanter may wear a bindi in the company of foreigners without worrying about social norms. The wearer of a bindi receives a +3 to his or her Presence for the duration of the enchantment. This bonus does not apply against spirits or to casting rolls for Medium powers.

Shiva's Blessing
Difficulty: 3
Ritual Cost: 4 + Normal
Ritual Length: 4 hours
Activation Range: Self
Activation Cost: 4
Duration: Rounds

This greenish potion bestows physical prowess to the caster. The ritual involves ceremonies to Shiva while performing combat manoeuvres and stances while mixing the secret ingredients. When drunk, Shiva's Blessing immediately bestows an extra set of arms on the drinker. The new arms do not grow but are in fact manifestations of the caster's limbs in other planes and dimensions. As such, they come into being carrying whatever the caster had in the original arm on that side. The drinker is comfortable using the extra limbs, which effectively give him an extra set of attacks (multiple attacks are treated separately for each set of limbs).

While the caster can freely use both sets of limbs, he only has one set of eyes. Thus, only one set of missile weapons, such as bows and firearms, may be properly aimed (the Gamemaster should assign an appropriate penalty for un-aimed weapons, usually 3 Black Dice). Similarly, if the caster is holding melee

weapons in one set and a missile weapon in the other, he must choose which set he is using properly in a given round.

There are rumours of rituals that grant four or six extra limbs, but, if they still exist, no one has seen such a spell for centuries.

Comfortable Attire
Difficulty: 1
Ritual Cost: 2 + Normal
Ritual Length: 30 minutes
Activation Range: Self
Activation Cost: 1
Duration: Hours
The focus of this spell is a small vial of melted snow. When opened and sprinkled on a set of clothes, the activated spell makes the clothes comfortable to wear regardless of the temperature outside. The clothes do not protect against exposed areas, so a character with an exposed face is still subject to sunburn or frostbite on his face.

Comfortable Attire and Rainguard cannot be used on the same set of clothes. During the rainy season, an Enchanter must decide whether he would rather be protected from the temperature or the precipitation.

Flying Carpet
Difficulty: 2
Ritual Cost: 1 + Normal
Ritual Length: 1 hr
Activation Range: Touch
Activation Cost: 1
Duration: Hours
While more commonly associated with Arabian Enchanters, the flying carpet is also a common enchantment in the Indian subcontinent, especially within Nithami palaces. Not only does it enable a prince to oversee his lands, but it also provides a convenient escape route when his subjects turns against him.

Creating a flying carpet requires the acquisition of a roc feather. During the ritual, the roc feather is stuck into the weaving of the carpet. To activate the spell, the enchanter gets onto the carpet and pulls the feather out of it (the roc feather may be reused for future enchantments). The caster has a flying combat speed of 10 yards per round. The caster must concentrate while flying. If the caster is distracted he must make a difficult Dexterity check to remain on the flying carpet; if he fails, he falls off the carpet (merciful Gamemasters may allow a second check to grab the side of the carpet and halt his fall). Whether or not he succeeds, everyone else on the flying carpet has to make an average Dexterity check or themselves fall off.

Carpets of varying sizes may be Enchanted. The standard flying carpet carries one person; add 1 to the ritual cost for every additional person (up to 8 people total). The magic of flying carpets does not allow large amounts of non-living matter to be moved by them; riders are limited to what they can reasonably carry.

Gentle Sweep
Difficulty: 1
Ritual Cost: 1 + Normal
Ritual Length: 1 hour
Activation Range: Self
Activation Cost: 1
Duration: Hours
This Jahanu enchantment ensures that a Jahanu does not inadvertently kill even the least of creatures by gently sweeping them away from the caster. The ritual for this spell involves sweeping and cleansing the area around the caster for an hour while praying to Vishnu. At the end of the ritual, a string is tied around the handle of the broom. When the string is removed, a bubble gently forms around the caster, keeping out any tiny creatures (no larger than a cockroach) for the duration of the spell.

Non-Jahanu Enchanters have found practical uses for this spell, as 'tiny creatures' includes bacteria and viruses. Thus, water is immediately sterilised and viruses are repelled (unless already inside the caster's body). Non-Jahanu Enchanters have also learned that they can saw off the part of the sweeper containing the string at the end of the ritual, allowing them to carry the activator in their pockets. Naturally, this spell is extremely popular to those that work with the sick, especially Untouchables.

Harvest
Difficulty: 4
Ritual Cost: 5 + Normal
Ritual Length: 6 hours
Activation Range: Touch
Activation Cost: 2
Duration: Instant
This ritual will typically make any Brahmin popular with farmers. The ritual involves sprinkling a handful of seeds and fertile soil on the ground while praying to Aditi. Any planted crops within an acre of the dropped mixture suddenly flowers into harvestable form. No further crops may be planted at the spot until the next season, but this spell enables a farmer to avoid draught, famine, pestilence, or disease.

Ice Cube Box
Difficulty: 1
Ritual Cost: Normal
Ritual Length: 1 hour
Activation Range:
Activation Cost:
Duration: Days or until finished
An ice cube box is a small wooden box about one inch square. When the box is filled with water and shaken, the water instantly transforms into an ice cube. Ice cube boxes are popular at Colonial dinner parties, allowing memsahibs to serve cool drinks.

The ritual to create an ice cube box is to bury the box in a container of ice or snow for one hour (up to twenty pounds worth). Once the ritual is over, the melted water is collected. This water is used to create the ice cube as above. The duration begins when the first water is poured into the ice cube box. While the spell has an hour's duration, the spell can only be maintained so long as there is melted water left from the ritual. A considerate host serves guests before himself in case he runs out of melted water.

Indian Basket
Difficulty: 4
Ritual Cost: 3 + Normal
Ritual Length: 3 hours
Activation Range: Touch
Activation Cost: 1
Duration: Instant
This spell allows the Enchanter to create a focus that he may later magically pass through. This focus could be attached to anything with a thin (6 inches or less) depth, such as a locked door, a section of wall, or the side of a basket (which is where the spell gets its name). Once the caster activates the spell by removing the focus, a shimmering magical gate appears with a two-foot radius from the focus. Once someone has gone through the gate, it disappears and the spell ends.

While the spell is in use, the caster is not protected from attacks. He may still be targeted as if he were going through a normal window. This is why many Enchanters, if they are able, put the focus inside a box, to give them cover.

Lightning Bow
Difficulty: 2
Ritual Cost: 3 + Normal
Ritual Length: 3 hours
Activation Range: Touch
Activation Cost: 1
Duration: See description
This spell turns an arrow into a lightning bolt. The arrows must be blessed in a ceremony to Indra. A lightning arrow may only be used once but always strikes true, doing 6 dice of lethal damage. Armour offers no protection.

Preservation
Difficulty: 1
Ritual Cost: 3 + Normal
Ritual Length: 1 hour
Activation Range: Touch
Activation Cost: 1
Duration: Days
This enchantment enables meat to remain fresh, even in the heat of the tropical sun. The enchanter can affect one pound of food for every success. Meat or other organic foods (such as milk) will not decay or spoil once the ritual is activated. At the end of the duration, unused food may be preserved again.

The ritual requires the sprinkling of sea salt on the food, which will affect its taste. Most consumers, however, would rather taste salty food than spoiled food. This is especially true of Colonials, as the typical Native method of dealing with spoiling meat is to heavily spice it.

Quiet Shot
Difficulty: 2
Ritual Cost: 1 + Normal
Ritual Length: 20 minutes
Activation Range: Touch
Activation Cost: 1
Duration: Instant
A favourite ritual of Thuggee and snipers, this ritual quiets the sound of a fired gun. The spell only works for one shot, so the caster will usually get himself into the most advantageous position possible to use it. Hearing a firearm being shot while using this spell requires a Very Difficult Perception skill check.

The ritual for this spell involves wrapping a soft cloth around the barrel of the gun. When the cloth is removed, the spell activates on the weapon's next shot.

Rasa Dance
Difficulty: 3
Ritual Cost: 2 + Normal
Ritual Length: 1 hour
Activation Range: Sight
Activation Cost: 1
Duration: Minutes
This erotic dance makes the Enchanter more pleasing to the audience. Anyone that watches the Enchanter perform must make two successes on a Resolve roll or receive a penalty of 6 Black Dice to any Resolve checks against Charm or Interrogation

skill rolls made by the Enchanter for the duration of the enchantment.

As the rasa dance is magical, it matters little whether the audience member would normally be attracted to the Enchanter or not. However, if the person affected would not normally be attracted to the Enchanter then the Enchanter's subsequent Charm or Interrogation skill rolls may not be modified by appearance-enhancing skills or spells.

Returning Weapon
Difficulty: 2
Ritual Cost: 3 + Normal
Ritual Length: 3 hours
Activation Range: Touch
Activation Cost: 1
Duration: See Description
The focus of this spell is a drop of blood from the caster. When smeared on his weapon, he may throw the weapon and have it return to him. While traditionally this spell has been used on chakram, Thuggee have found it very useful for daggers. Native archers have noticed that recalling the arrow causes extra damage to the prey.

A returning weapon does an extra half-damage to the victim when it returns to the caster on the following turn. The caster must spend an action to catch it. The caster can choose to forgo the extra damage to grab the weapon back on the same turn (it was a glancing blow), but must still spend an action, with the usual penalty, to grab it.

A Returning Weapon can only return for three attacks, whether successful or not.

Reveal Tracks
Difficulty: 4
Ritual Cost: 4 + Normal
Ritual Length: 2 hours
Activation Range: Self
Activation Cost: 4
Duration: Hours
This ritual enables the caster to clearly see any tracks before him as if they were freshly made, regardless of the weather. The tracks must be no older than 24 hours. The ritual involves scraping mud, sand, or dirt from the caster's shoe during the ritual. To activate the spell, this mud, sand, or dirt is thrown in front of the caster. This spell is very useful in hunting game during heavy rains or after a sandstorm.

Rope Trick
Difficulty: 1
Ritual Cost: 1 + Normal
Ritual Length: 1 hour
Activation Range: Touch
Activation Cost: 1
Duration: Hours
The rope trick enables an Enchanter to instantly turn a previously treated length of rope into a rigid line, enabling the Enchanter to ascend, descend, or walk across it. Canny Enchanters often add knots or loops to aid in climbing. It is also possible to create a rope ladder, although this requires two enchantments (one for each side). Such 'embellishments' tend to make carrying the rope a bit unwieldy and, in the case of two enchanted ropes, require two actions to use.

The rope remains rigid until the duration ends or the enchanter makes it go slack. Once slack, the rope must be re-enchanted to be used again. This spell is a favourite of assassins, spies, thieves, and Thuggee.

Send Message
Difficulty: 3
Ritual Cost: 1 + Normal
Ritual Length: 2 hours
Activation Range: Touch
Activation Cost: 1
Duration: Hours
This ritual requires prayers and devotions to Agni over an open wood fire. Once the ritual is complete, the Enchanter may draw a burnt twig from the fire. From that point forward, he may speak to the fire and anyone within a ten-foot radius of the fire will hear him. The Enchanter must speak these words aloud to the twig (although whispering is okay).

The communication is only one-way; the Enchanter may speak to the fire but cannot hear anything back. There are stories of Enchanters carrying torches with them made from the fire so that two-way communication is possible, but whether that is true is left up to the Gamemaster.

This enchantment is actually placed on the burning logs, so feeding the fire does not prolong the duration and putting out the fire ends it. While normally only one burnt twig is drawn, more may be drawn at a cost of +1 to the Difficulty for each extra twig.

Snakebite
Difficulty: 3
Ritual Cost: 4 + Normal
Ritual Length: 2 hours
Activation Range: Self
Activation Cost: Cost
Duration: See description
Perhaps a holdover from the time of the Nagas, this spell enables a caster to inject venom into an opponent. This ritual involves praying to the Snake God while drinking snake venom. To activate the

spell, the caster must touch snake scales against his skin. His jaw and teeth become like a snakes and he can bite his victim with a normal Dexterity + Fisticuffs check. He does 3 Dice of damage and injects a poison (Potency 5, Fortitude success: Nausea, -1 Strength, -1 Dexterity, Fortitude Failure: Nausea, -2 Strength, -2 Dexterity, -2 Health pips/Potency/Half Hour). After one successful attack, the ritual is over, although a caster may store multiple uses until needed.

Soma
Difficulty: 1
Ritual Cost: 1 + Normal
Ritual Length: 30 Minutes
Activation Range: Self
Activation Cost: 1
Duration: Minutes
Soma is a dark green potion that bestows the power of perception on the drinker. During the ritual, the caster keeps his eyes wide open as he spins around in a circle, pausing to offer prayers to Maya at various intervals. He also makes a red dye of various herbs. To activate the ritual, the caster dips his finger in the dye and presses it to his forehead. His face immediately appears on the sides and back of his head, so that he is now facing all four directions.

During this spell, the caster can see in all directions and is difficult to surprise. He also gains a +2 on all Tactics rolls while this spell is in effect.

New Thaumaturgy Spells

The following spells have been created by Guild Thaumaturgists (especially members of the Theosophical Society) living in India.

Cast-Iron Stomach
Difficulty: 1
Cost: Normal
Action Cost: 5 + 2 rds
Range: Touch
Duration: Minutes
Originally designed to accommodate an Anglo-Indian's palate to Native cuisine, sorcerers have discovered that this spell has useful applications in the wilderness as well. A use of this spell enables a caster to eat any organic matter, whether cooked or even edible. As a beneficial side effect, this spell also negates any poisons in consumed food. The spell, however, must be cast before the matter is consumed.

Centaur
Difficulty: 6
Cost: 2 + Normal
Action Cost: 5 + 2 rds
Range: Touch
Duration: Hours
This spell enables the caster to become a centaur, half-humanoid and half-horse. Originally, this was a Persian spell but Guild Mages in Bombay refined it. He has the speed, armour, and Kick attack of a horse, but retains all of his normal skills and abilities. He may also substitute the physical competence of a horse for any physical skill checks if better than his own.

Endure Weather
Difficulty: 3
Cost: 2 + Normal
Action Cost: 3
Range: Self
Duration: Hours
This spell enables the caster to be comfortable in any natural weather regardless of his attire. This only allows, for example, an Anglo-English lady to be comfortable wearing a wool dress in the Indian heat; it does not grant protection against fire or electricity.

Centaur Units

The Presidency Armies have been using centaur cavalry units since the Sikh Wars. Always commanded by a Guild Thaumaturgist, the centaur units are highly-trained soldiers (some Guild mages, others volunteers) that use their hybrid forms to ride into battle without having to worry about the normal problems associated with a mount.

There have been concerns, however, about centaur soldiers becoming too attached to their hybrid forms. This phenomenon is more prevalent in non-mage soldiers; they prefer to remain in centaur form rather than return to their humanoid form, even for social occasions. While reports have been filed, the Governors have chosen to ignore them due to the overall effectiveness of the centaur units.

Fire Walking
Difficulty: 4
Cost: 4 + Normal
Action Cost: 5 + 1 rd
Range: Self
Duration: Rounds
This spell enables the caster to ignore the effects of fire for the duration of the spell. Each success on casting this spell adds to the caster's Fortitude check to resist the effects of fire. The minimum damage of one pip does not apply when using this spell. This spell does not protect against etheric attacks.

Unfortunately, this protection does not extend to the caster's clothes, which could challenge modesty in mixed company.

Magic Spectacles
Difficulty: 2
Cost: 1 + Normal
Action Cost: 4
Range: Self
Duration: Hours
This practical spell allows the caster to tint his spectacles in order to block the glare of the sun. The glass in the caster's spectacles turns a smoky grey that swirls through the glass. Mechanically, this spell has little practical value, but the Gamemaster may provide penalties when sun glare would be a factor. This spell would lessen or negate sun glare in those cases.

Pepperbox Volley
Difficulty: 2
Cost: 1 + Normal
Action Cost: 3
Range: Touch
Duration: Instant
An enterprising Thaumaturgist in the Boston Guild house found he could focus etheric energy into the barrels of his pepperbox, firing multiple barrels at once. Unlike typical volley fire, the caster can select how many barrels he wishes to fire at once. Damage and penalties are as listed for typical Volley Shot.

Tongues
Difficulty: 1
Cost: 1 + Normal
Action Cost: 3
Range: Hearing
Duration: Hours
This spell enables the caster to understand any language and allows anyone to understand the caster for the duration of the spell. This is a useful spell on the subcontinent, where hundreds of languages are spoken.

Water Walking
Difficulty: 2
Cost: 1 + Normal
Action Cost: 3 + 1 rd
Range: Self
Duration: Minutes
This spell enables the caster to walk across the surface of a body of water for the duration of the spell. The caster moves normally, although particularly choppy or tidal waters could cause difficulties. The caster may carry someone else or heavy loads normally, but if he drops them they will sink. A caster can prevent this by remaining beneath the person or object, but he then effectively becomes a raft (and subject to the current).

Haemomancy

Haemomancy, or blood magic, is a gruesome but potent type of magic that allows the caster to draw power from the victim of a sacrifice. Haemomancy is a restricted school of Thaumaturgy amongst the Guild. Unlike Demonology and Necromancy, however, Haemomancy is completely disallowed; no Thaumaturgist can apply for a Haemomancy license

even for research purposes. As far as the Guild and the Governor-General is concerned, anyone caught practicing Haemomancy should immediately be put to death.

Virtually every Thuggee cell has at least one Haemomancer. Ironically, some Thuggees offer themselves as willing sacrifices if the benefit gained helps the group succeed in a mission. Such Thuggees believe that Kali will reward their sacrifice by freeing them from reincarnation and allowing them to attain *moksha* when they die.

Ritual Sacrifice

Each Haemomantic Ritual requires the death of a sentient being. The length of the ritual depends on the individual spell. Anyone participating in the ritual must drink some of the blood from the sacrifice while he or she is still alive. Thisgrisly act serves to 'prime' the participant to be able to activate the enchantment later.

You might notice that Haemomantic rituals take less ritual time than similar Petty Magic spells. This is balanced by the sacrifice involved, and reflects the fact that sacrificial rituals are rarely very long.

Blood Healing

Difficulty: 2
Ritual Cost: 2 + Normal
Ritual Length: 1 hour
Activation Range: Self
Activation Cost: 1
Duration: Instant

This ritual allows the caster to transfer the Health pips of a sacrifice into a small paste that may be used to heal later. The paste must be made from nuts (coconut is favoured in South India while peanut is favoured in North India) mixed with blood. The paste is then mixed with caramelised sugar and hardened into a brittle, which can be broken into chunks. The total brittle includes a number of health pips equal to that of the sacrifice minus two (as two pips are used in the ceremony). When a chunk of brittle is eaten or drunk (if melted) it confers the benefit on the consumer.

Change Appearance

Difficulty: 5
Ritual Cost: 1+Normal
Ritual Length: Two hours
Activation Range: Self
Activation Cost: 1
Duration: Hours

This ritual enables a character to switch his or her race and/or gender. This is useful to the Thuggee, as it not only allows them to disguise themselves but also allows them to pass fully as a member of the opposite sex. A caster that changes his race gains the benefits of the new race but loses his old ones.

The ritual involves burning the skin of the sacrifice while drinking his or her blood. The ashes must be sprinkled on the caster to activate the focus. The caster can only change into the race or gender (or both) of the sacrificial victim. Only one focus may be created per victim.

The caster cannot determine the details of his new appearance and generally retains his original appearance, albeit modified for the new form. A Human caster that changes into an Eldren, for example, would still be recognizable, except that he has pointed ears, pale skin, and cat-like pupils. Certain characteristics still change; a Dwarf would shorten or lose his beard when changing into an Eldren while a Human that turns into a Beastman is virtually unrecognizable (most casters that use this spell choose to turn into Beastmen, or something other than one if they are a Beastman, if they do not want to change their gender). Casters that change their gender look a bit different, as if they were a brother or sister of their original form.

Choker
Difficulty: 2
Ritual Cost: 1 + Normal
Ritual Length: 2 hours
Activation Range: Touch
Activation Cost: 1
Duration: Permanent until removed
The choker is a strap or necklace that constricts and chokes a victim to death upon contact. The choker is prepared by strangling the sacrifice to death with it. Just before death, the sacrificial victim's throat is slit so that some blood is sprinkled on the choker. Only one choker may be created per sacrifice.

The caster must activate the choker while it is around a victim's neck. This could be in the form of an attack or, if the caster is being deceptive, he could offer the choker as a gift and touch it after it is worn. Once the choker is activated, it tightens around the victim and starts choking him to death.

The Choker is treated as a grapple. On the first round, the Choker chokes the victim with a Strength of 10. It takes the victim two rounds to remove a Choker, once to stop it from choking and once to remove it. If the victim fails to remove it, the Choker makes another Choke attack and the victim must start again. Grappling is resolved normally, using the Choker's Strength (10) against the victim's Strength + Fisticuffs.

Steal Knowledge
Difficulty: 4
Ritual Cost: 4 + Normal
Ritual Length: 2 hours
Activation Range: Self
Activation Cost: 1
Duration: Permanent
This ritual allows the caster to steal the memories of his victim. This is a potent spell and requires strict Gamemaster supervision. Essentially, the caster mimics the Know Living History Sensate Medium ability by drinking the brain fluid of the sacrifice. Unlike the Medium ability, however, this spell offers more clarity on a focused topic.

Generally, the caster can get clarity on a particular life experience in the sacrificial victim's memory. This could be the floor plan of a palace, the battle plan of an upcoming conflict, with whom the victim has interacted or vivid conversations with a particular person. The life experience must be chosen at the time of the sacrifice. Gamemasters should feel free to increase the difficulty for the caster to obtain very detailed information.

The brain fluid is kept in a vial and consumed like a potion. The concoction can only be created for one use.

Steal Skill
Difficulty: See description
Ritual Cost: 1 + Normal
Ritual Length: 2 hours
Activation Range: Self
Activation Cost: 1
Duration: hours
This ritual allows the caster to steal all of the ranks in a single skill that the sacrificial victim possessed. The difficulty is equal to the skill rank. Extra foci may be created by adding a Black Die to the difficulty for each extra dose. The ritual involves burning the body part most associated with the skill and put the ashes in oil (either coconut or peanut). The Gamemaster determines which body part is appropriate for a given skill. Activating the focus involves rubbing the oil on the caster's palms. The caster now has the skill at the same ranks as the victim.

The benefit is not cumulative. If the caster has 3 ranks in Swordplay and the victim had 4 ranks, then the caster only has 4 ranks (not 7) after activating the focus. Furthermore, the ritual does not grant the Haemomancer knowledge of the victim's skill list. If the Haemomancer does not know whether the victim has a certain skill, then he needs to take a chance if he wants to obtain a certain skill. If the victim does not have that skill, then the ritual fails.

Steal Talent
Difficulty: see description
Ritual Cost: 2 + Normal
Ritual Length: 2 hours
Activation Range: Self
Activation Cost: 1
Duration: Rounds
This ritual allows the caster to steal a Talent from the sacrificial victim. The difficulty of the ritual is 2 + the number of character points necessary to gain the Talent (usually 3). For every two points added to the difficulty, another focus may be created. The focus is a curry sauce made with the blood and ashes of the sacrificial victim. It must be heated and consumed for the focus to take effect.

The Haemomancer gains no knowledge of a victim's Talents. If the Talent was not observed, then the Heamomancer must guess whether the victim has the Talent (if he does not then the ritual fails).

Relics and Items of Power

As the cradle of civilisation, there are many ancient relics scattered throughout the subcontinent. The following are a sampling of the artefacts that may be found in India. As with the relics and items of power in the *Core Rulebook*, those listed here are largely open to Gamemaster interpretation as far as scope and limitations. These relics should fire the imagination and suggest adventure ideas, not be reduced to a block of statistics.

Ashoka's Decree
Ashoka the Great left pillars scattered through India that decreed his message of peace. He also created scrolls to be read by heralds riding through villages. Anyone who reads this ancient decree during a fight successfully casts Becalm as per the Miracles of Faith Medium ability.

Krishna's Blessing
This is an ointment that turns the skin blue when rubbed on the skin. A character that completely covers his body in this ointment gains a +4 bonus to any roll involving a physical attribute. The ointment can only be used once and lasts for a single day.

Naga Shield
It is said that when the Dravidians revolted against Naga rule, they could not overcome the might of Naga sorcery. The Hindu goddess, Durga, came to their aid by teaching them how to craft shields that would repel sorcery. These bronze shields are lavishly decorated with snake motifs and add at least 6 Black Dice to the caster's roll when using any sorcery against the bearer. It should go without saying that Durga expected a Naga shield-bearer to use mundane means to cut the Naga to pieces.

While these shields were supposedly widespread, it is believed that less than twelve still exist.

Sword of Ares
The Sword of Ares, also known as the Sword of Alexander, is shrouded in mystery. It is said that Alexander the Great received it as a gift from Ares in Macedonia and that as long as he held the sword his armies could not lose a battle. The story goes that the Sword of Ares was stolen from Alexander on the eve of the Battle of the Ganges and passed through the Mauryan Dynasty until Ashoka the Great allowed it to be taken to Alexander's Tomb, itself a mythical place in the Himalayas.

Tantric Lingam
Lingams are cylindrical sculptures involved in the worship of Shiva. It is believed that lingams have been used since the time of the First Empire. Indeed, even the Hindus are not united on its origins or purpose, although lingams are used in all temples dedicated to Shiva. Some believe that the lingam is a phallic symbol that represents sexual energy. Tantric lingams seem to verify this claim for at least some of them.

A tantric lingam collects Tantric Mana for future use. Unlike the Tantric Mana gathered by a tantric practitioner, Tantric Mana stored in a Lingam does not go away over time. Any Tantric Mana created in the presence of a tantric lingam can be stored in the stone relic rather than in a tantric practitioner (this is a case where two tantric practitioners can engage in the ritual together and produce Mana). Small lingams (about a foot long) can hold about six Tantric Mana points; larger lingams can hold more. Any tantric practitioner can take some of the Mana from a lingam with a simple ritual, subject to the usual Talent and Mana total limitations. Tantric Mana taken from a lingam disappears normally if the tantric practitioner sleeps.

Vajra of Thunderbolts
These gilded and decorated versions of the varja are said to be gifts from the gods. When pointed at an enemy they can release lightning bolts (usually for six dice damage, but some are stronger). Vajra of Thunderbolts are encrusted with heartstones that provide the Mana for the bolts (usually 2 per bolt fired). When the heartstones are empty they must be recharged before the weapon again releases lightning.

Chapter 4

Gamemaster

"Nothing in India is identifiable; the mere asking of a question causes it to disappear or to merge in something else."

- E. M. Forster

Running the Game

I could barely hear the sergeant's orders as we advanced through the jungle, aiming at anything that moved as the occasional bullet whistled past my head or buried itself into a nearby tree. I tried to keep my composure, but it was difficult, as we could not see the cowardly bastards firing at us from cover. I kept my head down and steeled myself. They were only a ragtag band of mutineers. We'd soon overtake them.

The shooting stopped and I finally heard Sgt. Nelson urge us forward. We rushed through the trees onto a field with our rifles at the ready. Still we saw no sign of the Sepoys.

Without warning, we heard feral roars and the sound of gunfire as bullets ripped through the men of our unit. I turned in horror to see Assam cavalry dropping from the trees on the backs of their great black tigers, shooting at us with their carbines. I'd never been more frightened in my life as I fell to the ground and fired back.

— Journal of Corporal James Cooper
3rd Royal Burmese Regiment
Dated 3rd July 1868

Jewel of the Empire provides a fascinating setting for Victoriana. It is an ancient land steeped in the mysterious and mystical as the British East India Company drags it into modernity by any means necessary. It is also huge; the Indian subcontinent is roughly half the size of Europe. For a Gamemaster attempting to run an adventure or campaign for the first time, this can seem a daunting task.

Don't worry. This section will help you make sure that your Indian adventures and campaigns are enjoyable and memorable, even if you don't have much knowledge about the subcontinent. Remember that Victoriana is, first and foremost, a fantasy game, and the Victorian India presented here, while grounded in real-world history, is a fantasy setting. Dwarves live in the mountains, Beastmen charge into battle, Eldren cavalrymen ride into battle, and Colonial regiments are supported with sorcery. Many areas in India, especially in the princely states, hearken back to mediaeval times, with exotic palaces, brightly-attired entertainers, and master swordsmen. Pirates threaten merchant East Indiamen throughout the Indian Ocean and surrounding seas. Ancient artefacts and forgotten magics are buried in the land and beneath the waves. All in all, the Jewel of the Empire isn't very different from the familiar fantasy tropes of roleplaying games.

Jewel of the Empire also follows the tropes of default Victoriana campaigns. While firmly rooted in the middle class, Colonial society slavishly attempts to ape the upper classes. Amongst British East India Company civilians, everyone is a lady and gentleman with all of the trappings that go with it. Grand balls are held in the large Government Houses, garden parties are held at stately homes, and dinner parties follow a rigid yet arcane social etiquette. The docks still require a lower class to keep them running and there is a healthy black market. The British East India Company needs soldiers and officers for its armies.

Finally, Jewel of the Empire has elements of the cyberpunk genre. The subcontinent is effectively ruled by a mega-corporation backed up by a private army that would rival many national ones. This mega-corporation literally battles others for control of the Asian trade. The civilians of the British East India Company are tied to their work with long, one-sided commitments. The division between rich and poor is literally black and white, as a tiny percentage of Colonials controls all the key positions in the government while the vast majority of the Natives must simply accept their lot in life or agitate for revolt. Artificial limbs are sometimes available to replace those lost in war, but the human cost can be great for Hindu Natives.

The Victoriana Core Rulebook presents a plethora of advice on running a Victoriana campaign and it is strongly advised that you re-read that section if you are struggling with adventure design and execution. The purpose of this section is to help you infuse your Victoriana campaigns with some tips on spicing up your adventures on the Indian subcontinent.

Themes

While India is conducive to many kinds of adventures, it is generally easier on you as a Gamemaster to convey the setting through a particular theme. You

can change themes from adventure to adventure but a strong theme will likely colour an entire Indian campaign. Here are some of the major themes we used in developing Jewel of the Empire.

The Special Office

The Special Office of the British East India Company is designed to offer you the perfect campaign hook in which to create Indian adventures. The Special Office is the Governor-General's personal team of animal hunters, investigators, troubleshooters, and, when necessary, commandos. Because of the varied needs of the Office, the Chief Superintendent picks characters from all walks of life and only calls on them when needed. Thus, the Special Office is the perfect glue to bind a party together when the players want to play varied types of characters.

As the Special Office is only answerable to the Governor-General, all of India is its jurisdiction. This allows you a lot of creative freedom when designing adventures. The player characters could be solving a mystery in Calcutta in their first adventure, get involved in Rajput court intrigue in the second adventure, and investigate a Roman ruin near Pondicherry in the third adventure.

Finally, the Special Office also allows a wide range of adventure types. The Special Office might be called in to track down a particularly tenacious magical beast, extract a secret agent in Kabul, determine who killed a well-liked District Officer inside his office, or root out a Thuggee cell in Cawnpore.

District Circuit Stories

Like the Special Office campaign, one that involves 'touring the district' also allows for a wide variety of adventures, albeit on a much smaller scale. Rather than involve the entire Indian subcontinent, a District Circuit campaign revolves around a handful of villages and perhaps a small city or two within a single region of India.

District officers and their companions could be involved in criminal investigations, mediating disputes (especially amongst Natives of different castes or religions), and hunting the occasional wild animal. In addition, there could be the hidden ruin of an ancient temple to explore, a local Thuggee organisation, or missionaries to rescue. If the dead rise from an ancient burial ground, the player characters might be stuck in a remote village or fortification until reinforcements can arrive…

A More Historical India

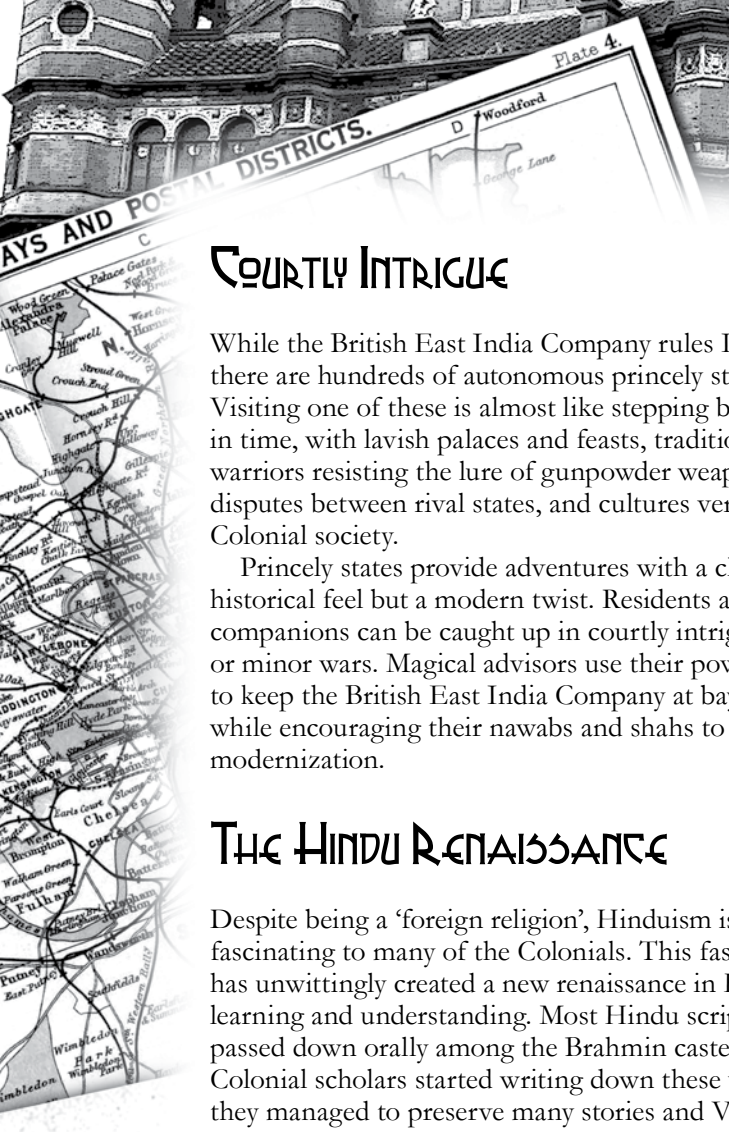
As stated in the Introduction, Victoriana takes liberties with history both to reflect the presence of fantasy tropes and to provide a more 'game-able' world. However, if you prefer there is no stopping you from running Jewel of the Empire along more strongly historical lines. If so, there are two ways to approach the material.

First, you can set the campaign in 1857. The India presented in this book largely follows the historical India of that time. You will need to downplay the power of the British East India Company, as they were largely just an outsourced arm of the British Government. You will also want to reincorporate Burma into the Bengal Presidency, and remove the Dutch East India Company (Indonesia was being directly colonised by the Dutch government during the 19th Century). If you want to keep the Crimean War in progress, roll back the time to 1855.

Second, you can keep the campaign in 1867 but keep history accurate. The Crimean War ended in 1856, followed by the Indian Mutiny (1857-1858). The British East India Company is dissolved and Parliament directly administers India. There is little impact on the map of India as presented in Chapter Two, except again Burma is part of India and the Dutch East India Company does not exist.

In either case, a good encyclopaedia or reference book will enable you to easily fix historical inaccuracies. Victoriana is your game; play it how you like!

So far, in Victoriana, we've been deliberately vague about the ancient history of the world. In time, we'll be revealing more of how the world was created and how the angels and demons came to be. The history presented here of these times is a myth, but a myth with more than a grain of truth. There was a time Gods walked the earth and made war on each other. As with everything in India, the truth is hidden under many layers.



Courtly Intrigue

While the British East India Company rules India, there are hundreds of autonomous princely states. Visiting one of these is almost like stepping back in time, with lavish palaces and feasts, traditional warriors resisting the lure of gunpowder weapons, disputes between rival states, and cultures very unlike Colonial society.

Princely states provide adventures with a classic historical feel but a modern twist. Residents and their companions can be caught up in courtly intrigues or minor wars. Magical advisors use their powers to keep the British East India Company at bay while encouraging their nawabs and shahs to resist modernization.

The Hindu Renaissance

Despite being a 'foreign religion', Hinduism is fascinating to many of the Colonials. This fascination has unwittingly created a new renaissance in Hindu learning and understanding. Most Hindu scripture is passed down orally among the Brahmin caste. When Colonial scholars started writing down these works they managed to preserve many stories and Vedas that were in the process of being lost forever. In some cases, the Brahmin passed down ancient prayers but not their meaning, which have been translated and restored by Colonial scholars. However, this new understanding does not only go one way. Several Indians have managed to come to Europe to study. Their unique perspective and understanding of the west and the east has allowed them to bring fresh and incisive ideas to both Hinduism and the Aluminat faith.

Something about India inspires faith and religion, it has given birth to three of the six major religions and visitors find the place spiritually invigorating. Magic and mystery is at the heart of India, ancient and strange, drawing people to it.

Many characters might be drawn to India to seek answers to the universal mysteries of their own faith or even the secrets of magic. There is a lot of ancient lore buried in India, but a lot of the ancient ways have a dark and terrible edge the modern mind is not ready for. Characters might seek out these mysteries, either intentionally or by uncovering some dormant secret by accident. If they think they are prepared to face what they uncover, they may be very wrong indeed.

'Cyberpunk' Stories

Gamemasters intrigued by the 'cyberpunk' genre will find many parallels in India. The British East India Company is a corporation that literally governs the subcontinent. In addition, it has a near monopoly on India's economy. Many of the Natives work for little gain as the fruits of their land are taken and exported to foreign ports, all for the British East India Company's economic benefit. In short, the British East India Company acts like a typical mega-corporation.

Life is cheap in the cyberpunk genre and this could be easily transported to India. Factory workers who attempt to unionise or are discovered with communist literature might find themselves out of jobs while a fresh crop of Native workers are brought in to replace them. A village on a British East India Company tea plantation that offers resistance might disappear overnight. A civilian who asks too many questions in Calcutta might find himself reassigned to a remote station in the Northwestern Provinces.

Keeping the Cyber in Cyberpunk

With a succession of wars in Afghanistan, Burma, Persia, and the Punjab, there were many soldiers who lost limbs. In true corporate fashion, the British East India Company might furnish them with clockwork replacements. While these are extremely expensive in Victoriana, the British East India Company is extremely rich. Even so, such limbs will be significantly lower standard than those detailed in Faulkners Millinery and Miscellanea. While helpful, these replacement limbs were often inadequate to keep the soldiers employed, so they were pensioned off and returned to society.

Unfortunately, most of these wars were fought by the Bengal Army, in which most of the Natives were of the Brahmin caste. As many of these replacement limbs utilised sorcery to move, Brahmins that wore them soon found themselves demoted to Untouchable status unless they removed them. In some cases, even removal was not enough to satisfy 'untainted' Brahmins. Overnight, urban areas like Calcutta, Lucknow, and Bombay had large populations of 'Clockwork Untouchables'.

The Clockwork Untouchables now form an interesting segment of Hindu society. With useful clockwork limbs, many Clockwork Untouchables find work as mercenaries, doing dirty jobs that no Brahmin or Kshatriya would touch. In between contracts, Clockwork Untouchables mingle in seedy urban public houses that have sprouted up around their adopted neighbourhoods.

Obviously, the Clockwork Untouchables offer strangely familiar possibilities for Gamemasters that are familiar with the cyberpunk genre. While the British East India Company dominates India, there are a host of smaller Colonial companies operating on the subcontinent and a Colonial servant of another company might offer work of a 'sensitive nature' to mercenaries with 'a little something extra'.

If you are considering emphasising cyberpunk themes, Faulkner's Millinery and Miscellanea contains rules for not only clockwork limbs but also several other forms of automata and Steampunk technology.

Espionage

'The Great Game' is a euphemism for the contest between Great Britain and Russia over control of Central Asia. The Czarina wishes to extend Russian territory into the Arabian Sea for access to a warm water port, a wish now given greater heft by the Crimean War. The British East India Company fears Russian influence in Afghanistan and Persia as it would destabilise their borders, incite Indian territories such as Kashmir, the Punjab, or Rajputana to revolt, or, even worse, cut into the British East India Company's profitable Indian trade.

It was this fear of Russian expansion that pushed the British East India Company to flex its muscles in Afghanistan, which led to the brutal Afghan War. The British East India Company managed to install a friendly king, Dost Mohammed, but Russian influence has crept closer, almost knocking on Afghanistan's door. Only the recent Crimean War has stalled this advance, as the Czarina has no forces to spare trying to acquire new Russian territory.

That does not mean, however, that the Czarina has taken her eyes off South Asia. Even as the war rages in the Crimea, Russian agents are in Afghanistan, Persia, and even India, laying the groundwork for annexation after the current war has ended. These agents whisper into the ears of native rulers, lonely civilians, and Company forces, making secret allies and helping to destabilise the subcontinent. Great Britain will exhaust its armies on Russian soil; there will be little Parliamentary support to aid the British East India Company to quell the rebellion. While the British East India Company fights with its own forces, the Czarina will be ready to march.

Of course, the Great Game can only be a game if there are at least two players, and both the British

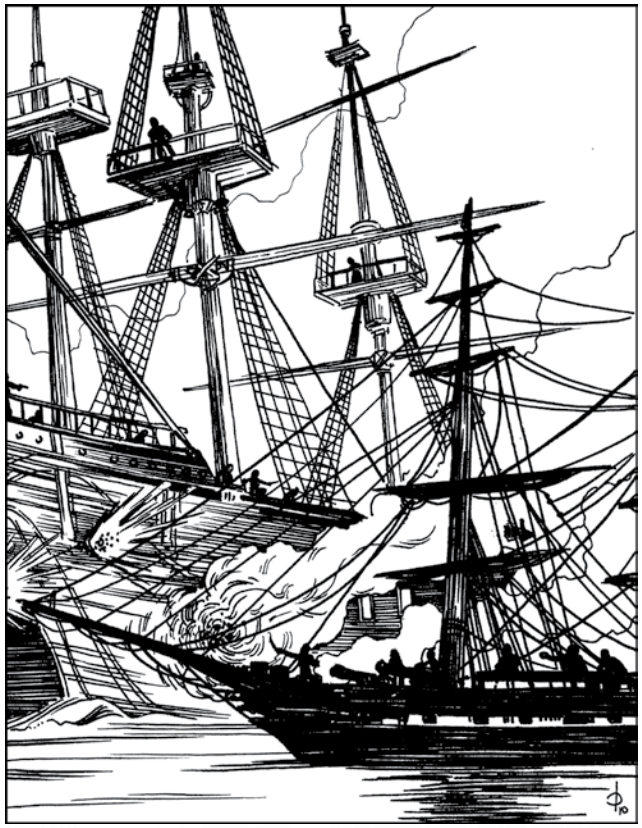
Government and the British East India Company have agents of their own. These agents work to maintain the status quo while ferreting out their Russian counterparts.

Exploration

India is an ancient land with many mysteries and secrets. The Himalayas may hide ancient temples or forgotten civilisations, while the remains of the Third Age lie beneath the waves. Saint Thomas may have left relics hidden in southern India, while Roman secrets may be buried near Pondicherry. Player characters might be hired by the Archbishop of Calcutta to search for the Kingdom of Prester John or they may

High Seas Adventure

While the Indian subcontinent is the focus of Jewel of the Empire, it is also an important stop along the sea route from east to west. Many spices and other treasures from China and Indonesia make their way through Singapore, Madras, or Travancore before heading west to the Mediterranean, around the Cape



of Good Hope, or Zanzibar. The British East India Company also imports such goods to their factories in Bombay and Calcutta to be shipped in bulk back to Great Britain and other buyers.

While India is, of course, the focus of this book, it does jut into the Indian Ocean. In addition to the rivalry between the British East India Company and the Dutch East India Company, there are many

Captain Sinbad

The slave trade is alive and well in Eastern Africa and no slave-runner is more feared than Captain Sinbad. Believed to be of Nithami origin, 'Captain Sinbad' takes his name from The Arabian Nights' Entertainment (more popularly known in later centuries as One Thousand and One Nights). Captain Sinbad sails the Arabian Sea and Indian Ocean to purchase slaves from illegal traders in India or acquires them by raiding sailing vessels. Captain Sinbad is known to use a variety of vessels, but prefers the East Indiaman. Regardless of ship, Captain Sinbad flies his flag, a white roc clutching a scimitar on a field of red, to announce his presence.

Captain Sinbad is a charming man with roguish good looks and wicked scars dotting his body (and a story for each scar). He does not drink alcohol but attributes it to the dangers of dehydration rather than a religious taboo. He prefers to fight with a pistol and cutlass, although he also employs a sorcerer to aid him. Unfortunately, he is also a ruthless slave trader and allows nothing to get in the way of business. Many a prisoner has tried to use her charms to buy her freedom; none has ever been successful.

'Captain Sinbad' - Rank 14 Human Pirate (Generalist)
Physical Competence: +9
Mental Competence: +8
Initiative: 7
Health: 8 Dice (16 pips)
Signature Skills: Charm +4, Firearms +2, Intimidate +2, Swordplay +4
Traits: Pirate +4, Roguish +5
Combat Abilities: Firearms (11 Dice), Swordplay (13 Dice)
Damage: Pistol (9 Dice), Cutlass (9 Dice)

pirates sailing the Indian Ocean and surrounding seas. Indian ports become an important part of high seas adventures, providing exotic harbours for player characters to spend their time between adventures.

Passage to India

One interesting way to begin a Jewel of the Empire campaign is to start aboard a ship (naturally, this only works if the player characters are from Europe). Even travelling through the Suez Canal, the trip to India takes weeks, allowing the player characters to forge friendships or make enemies before they ever set foot in India. There are plenty of opportunities to have adventures aboard ship; murder mysteries, piracy, sea creatures, and ghostly horrors are all possible adventures that could be had.

Revolution

India is ripe for revolution, not only amongst the Sepoys but also in the lecture halls, government houses, and palaces. For too long, the Feringhi have been ruling India. They have accomplished some good things, such as unifying the subcontinent and bringing modern culture and industry, but it is time for them to allow the Natives to control their own destiny. Of course, the Colonials in charge often do not see it that way.

The revolutionary struggle is more intense in India than in Europe. There are vast cultural, ethnic, and religious differences between the ruled and the rulers and even the upper classes amongst the Natives are not treated with the respect that a middle class Colonial would offer a lower class Colonial. The player characters could be involved in this struggle, attempting to get the British East India Company to reform its practices, convince the British Crown to take control, or even expel the British influence so that the Natives can chart their own destiny.

Safari Adventure

India is filled with exotic and savage beasts. While a typical safari is a diversion best used as an excuse for an adventure, the hunt for dangerous creatures could prove an exciting challenge. Such adventures need not be lethal; perhaps the Guild or the British East India Company wishes to capture a yeti or gandaberunda. In such adventures, capturing the creature could prove much more dangerous than simply killing it.

You need to literally think 'big' for safari adventures. While player characters will certainly bring their rifles, they will leave the revolver at home and take a howdah pistol instead. They would not travel by horse; instead, they would be sitting in their howdah perched atop an elephant as their Native servants and hired hands walk beside and behind them. They are not hunting foxes or wolves; more likely rhinoceroses and tigers.

War

Once the Indian Mutiny begins in 1868, there will be plenty of opportunities for military campaigns. Even before the mutiny, there are plenty of small princely states that could turn against each other, or the British East India Company might get involved in small wars with bordering nations.

War campaigns are fun because player characters are usually given clear objectives. The best-laid plans, however, only last until contact with the enemy and a routine scouting mission could become a fierce fight for survival. There are plenty of opportunities for a soldier to make a name for himself, for good or ill, in a war campaign.

Atmosphere

A great way to draw in your players is to engage their senses. If you have ever been to an Indian or Pakistani restaurant (or any ethnic restaurant, for that matter), the first thing you notice is the unfamiliar aromas filling your nostrils. India is a land of spices and Indian food can be quite pungent and hot to an unfamiliar palette.

The second thing to note is the weather. While India's climate is diverse (it can get quite cold up near the Himalayas), most of India is warm temperate or subtropical overall. Colonial Griffins that have not properly prepared themselves will find that their woollen clothes are ill suited to wear for long periods, especially in the heat of an Indian afternoon. Tweed, flannel and silk are far more comfortable.

The third thing to note is the look of the Natives, not so much how they look (they're all 'foreign', aren't they?), but in what they are wearing, or lack thereof. In our 21st Century minds, a person braving the heat with short, loose clothes and lots of exposed skin is normal. To the 19th Century Colonial mind, the wearing of dhotis and saris is scandalous and suggests loose morals.

The fourth thing to note is space. Unlike the crammed confines of a city like London, the port cities of India are expansive, with large Anglo-Indian mansions and inviting parks. It is not unlike stepping into a resort. Of course, the Native conditions are not as luxurious and it is easy to see the boundary between Black Town and White Town in Bombay, Calcutta, or Madras.

Another way to immerse your players is through language. This does not mean that you need to adopt an Indian accent, but rather the way that Colonials and Natives communicate with each other, both in the way they speak and their body language. A Native, especially one in an urban area or one that interacts with Colonials regularly, understands who is in charge. The Native will be very deferential in speech and call a Colonial male and female sahib and memsahib respectively, regardless of whether the Native serves them or not. Under no conditions would a Native touch a Colonial, for that is grounds for punishment or, more likely, dismissal from service.

Colonials, of course, have no problems ordering Native servants (or even non-servants) around and most memsahibs have only learned the basic imperatives necessary to give orders. Ironically, Colonials often adopt Indian words and phrases and use them as a natural part of their vocabulary. This can cause some awkward embarrassment when a Colonial returns Home and engages his social peers in conversation.

Food is a great way to inject atmosphere into an Indian adventure. Not only do Hindus and Nithamiyyeen have different dietary requirements, but also a significant portion of the Indian population is vegetarian. Indian food tends to be hot, dry, and spicy; what we call 'curries' today were developed by Indian chefs for Anglo-Indian tables.

India is a land of mystery to the Colonials. It is hot and dry, but full of vivid colours and flavours. Many of the Colonials have fallen in love with the land, even adopted its culture as their own. It is a place of stunning beauty as well as crushing filth and poverty. To the Colonial, it is both seductive and decadent, a dancing girl beckoning you into a forgotten temple as the twilight fades into a thousand shades of vivid midnight.

Faces of India

The following are examples of interesting societies within India for your player characters to come into conflict with, rub elbows with, or even join.

Asiatic Society

The Asiatic Society is dedicated to the study and preservation of Oriental History and Culture. As such, members of the Asiatic Society are scholars, archaeologists, and hunters. Unlike the Oriental School of Magic in Trivandrum, the Asiatic Society has a primarily Colonial membership. The Asiatic Society maintains a library, museum, and zoological garden in Calcutta, with plans for one in Bombay as well.

History
Sir William Jones founded the Asiatic Society in Calcutta in 1784. His original aim was to create a society that would advance Oriental research, which he loftily defined as the whole of Asia. While the Asiatic Society has been pursuing this goal, it has also been increasingly concerned with capturing exotic beasts for study and placement in the ever-growing Calcutta Zoological Gardens. As a result, many Colonial hunters have joined the archaeologists and historians of the Asiatic Society in return for the funds and supplies necessary to hunt some of the more interesting and unusual creatures of India.

The Asiatic Society is also concerned with magical artefacts and writings, which might have otherwise concerned the Guild. As many Guild Thaumaturgists in Calcutta are also members of the Asiatic Society, however, there has been no real conflict. The Guild even helps to fund and support expeditions that promise or promote the acquisition of magical artefacts.

Structure
The Asiatic Society is organised like a typical European club with a President, Vice-President, Secretary, Treasurer and other officers for renewable terms.

There are also several important posts such as Chief Librarian, Museum Curator, and Head Zookeeper. For the most part, the club is a democracy, with members voting on whether to fund potential expeditions. Non-member Natives or Eurasians generally fill lower positions.

Joining the Organisation
Joining the organisation is a relatively straightforward affair; if you can pay the quarterly fee (not a problem for middle class Colonials), then you can be considered for membership. An application for membership is then voted upon at the next meeting. Only Colonials are considered; while a few Eurasians were granted membership in the earliest years, none have been elected since.

Resources
The Asiatic Society collects funds to maintain their properties in Calcutta. Members are expected to contribute to the knowledge gathered by the Asiatic Society, usually through sponsoring expeditions. Members who do not contribute to the Society's storehouses may find their society memberships in jeopardy.

Agenda
The Asiatic Society desires to collect as many writings, artefacts, and animals as it can. Towards this end, it has found a rival in the Native-run Oriental School of Magic in Trivandrum, which has similar goals. While the Asiatic Society professes that it will not interfere with the Oriental School of Magic's expeditions, there have been incidents of 'bandit' raids on an Oriental School of Magic site, with the stolen artefacts finding their way to Calcutta.

An individual member might sponsor an expedition if he thought that there was a good chance of discovering something of use to the Asiatic Society. A university professor might receive an unexpected generous donation, or a member might offer money to a district officer to capture a strange beast for the Asiatic Society rather than kill it.

Winston Templeton - Rank 16 Eldren Hunter (Generalist)
Physical Competence: +11
Mental Competence: +8
Initiative: 11
Health: 10 Dice (20 pips)
Signature Skills: Firearms +4, Perception +3, Swordplay +2, Tracking +4
Traits: Gone Native +4, Expert Hunter +4
Combat Abilities: Firearms (15 Dice), Swordplay (13 Dice)
Damage: Lancaster Pistol (11 Dice), Shamshir (10 Dice)

Personality

Winston Templeton
Winston Templeton is a long-standing member of the Asiatic Society. A bit rough around the edges, Winston came to India as a safari hunter and, after several successful expeditions, was allowed to join the Society. As an Eldren, he would likely have been an officer by now, but his adoption of native dress and mannerisms (which he claims helps him get into the mindset of the hunt) concern many in the membership. While he fought in the Afghan War, he is still in the prime of his life with roguish good looks to match.

Children of Ravana

The Children of Ravana are a cult of Rakshasas that believe that sentient beings have lost their connection with the Earth Goddess through civilization and culture. This denial keeps them trapped in the caste system and, ironically, Brahmins are among the least likely to attain moksha. Members of the Children of Ravana have voluntarily taken on the curse of lycanthropy to allow their bestial sides to be unleashed.

Many believe that the Children of Ravana, and indeed Rakshasas in general, merely use lycanthropy to satisfy their unnatural passions, and that religion is the excuse they use to justify their activities. Rakshasas, they say, are the equivalent of rabid dogs. There is only one treatment for their disease and that is death.

History
The history of the first Rakshasa, Ravana, is shrouded in myth and mystery. The Brahmins teach that Ravana was an agent of Chaos and led his army across the world during the Third Age. Their destruction was so complete that the Earth Goddess was able to transform the world into the Fourth Age. As King Krishna led his refugees into their boats to flee the destruction of Kumarinadu, Ravana and his army was close behind.

Krishna offered to meet Ravana on the battlefield, but another warrior, Rama, sacrificed his chance to leave with them and stayed behind with a small army to slow the Rakshasa advance. It is believed that Rama killed Ravana that day and the Rakshasa army was broken.

Some Rakshasa survived, making the journey to Ceylon and India. While they were never strong enough to be an army again, some Rakshasa formed

small bands and taught their secrets to their children and others that wished to learn them. One such group was the Children of Ravana.

The Children of Ravana claim they are the agents of Shiva, not Chaos. They dismiss the notion that this is the Fourth Age, as Ravana's work was left undone. Only by helping sentient beings to return to their bestial roots and dismiss civilisation and religion will they truly be ready to return to the Earth Goddess.

The Children of Ravana claim to be the only legitimate organisation of Rakshasas and generally attract independent Rakshasas into their fold. Today, there are several semi-independent groups of 'Children of Ravana' dotted about South India and Bengal.

Structure

The Children of Ravana have no organised structure other than 'survival of the fittest'. The strongest Rakshasa is usually the leader of his small group. When two groups meet, the stronger of the two leaders takes command. In some cases, the weaker leader steps down voluntarily. Most often, however, the two leaders engage in a standoff, where they size each other up. Usually one admits defeat without an actual fight. Sometimes, however, the two leaders fight until one submits.

This structure actually keeps the various subgroups apart; being leader of a group confers great prestige, while being a weak sub-leader does not, as the old group now follows the new leader. In addition, any member of a subgroup can challenge the current leader for control; while this ensures that the strongest is always the leader, it also depletes the Children of Ravana of many of their strongest members as such challenges usually end in the death of the losing participant.

Joining the Organisation

There are two ways to join the rnks of the Children of Ravana. The first is to be born of the Rakshasa and to naturally inherit lycanthropy. The second way is to be invited. A new recruit must undergo the Ritual of Strength in order to become a true Rakshasa.

The Ritual of Strength is a harrowing ordeal that requires that the would-be Rakshasa make two kills in a single day.

The first must be a predatory animal, such as a jackal or a tiger. The recruit must lock eyes with the animal as it dies, making strangulation or throat-slitting the most popular methods of killing. The recruit must then cut out the animal's heart and keep it immersed in the animal's blood (usually in a container).

The second kill must be a sentient being, chosen by another Rakshasa in the group. Usually, this is someone that the would-be Rakshasa knows and cares about in order to prove the recruit's dedication to the Children of Ravana (this personal attachment is not actually necessary for the Ritual of Strength, however, any sentient will do). The requirements of killing and preserving parts of the sentient are the same for those of the animal. The potential recruit may then perform a ritual where he eats the hearts and drinks the blood of his victims. At that point, he is a Rakshasa, and his first animal form is that of the beast he killed.

Children of Ravana (and Rakshasas, in general) may repeat the Ritual of Strength whenever they wish to adopt a new animal form. The Rakshasa never loses the ability to transform into older forms and thus the eldest Rakshasas can change into many forms.

While this is a brutal initiation process, becoming a Rakshasa is a viable choice for Sudras and Untouchables that are tired of their low status and treatment (indeed, claiming the life of a twice-born in order to give them power can be very tempting).

Fortunately, the increased access to non-violent alternatives to break free of the Hindu caste system that have opened up to the lower castes, such as Buddhism or Ismal, has stifled the recruitment of new Rakshasas.

Resources

The resources of any particular group of Children of Ravana depend upon its individual members. Becoming a Rakshasa does not necessarily separate one from his former life and many members continue living their normal lives.

Every group has at least one temple to Shiva that they visit regularly. If the particular group cannot enter the temple (for example, it is an upper caste temple and the Children of Ravana are Sudras), then they typically create their own shrine in the wilderness.

Agenda

Ultimately, the Children of Ravana want to unite under a powerful Rakshasa and finally bring an end to the Third Age. Most Children of Ravana, however, do not believe that this will happen in their lifetime, and given the amount of bloodshed such a rise to power would require, they are probably right.

Instead, many concentrate on gaining power through new kills and recruiting new members

to grow the ranks of their group for the eventual ending of the Age. Most, however, simply give themselves over to their inner beast and degenerate into instinctive hunters. Usually, the Children of Ravana leave such a Rakshasa to the wild unless his antics threaten the rest of the group, in which case the degenerate is hunted and killed.

Personalities
As the Children of Ravana are found all over India, we will not pigeonhole them to a particular region here. Instead, two examples are provided that may be inserted into any location in which the player characters happen to find themselves.

Suruli Pothandim
Suruli Pothandim is a Brahmin who has embraced his bestial side. He is devoted to Shiva and can usually be found conducting ceremonies at one of Shiva's temples.

A strong Rakshasa, Suruli has something of a death wish. He likes to choose worthy opponents, such as a Kshatriya soldier or a District Officer, and challenge them to a fight to the death. The challenge is never entered directly; Suruli makes his presence known through a series of attacks and goads his opponent into hunting him. At some point, Suruli makes the hunter become the hunted and tracks him down. So far, Suruli has not found an opponent as strong as he is.

Suruli prefers to use his manticore form, although he has others.

Suruli Pothandim - Rank 13 Human Hunter (Generalist)
Physical Competence: +16
Mental Competence: +8
Initiative: 14
Health: 12 Dice (24 pips)
Signature Skills: Fisticuffs +4, Hide & Sneak +4, Perception +4, Tracking +4
Traits: Honourable Hunter +4, Leaves Trail to be Found +4
Special Abilities: Immunity (non-magical and non-silver weapons)
Armour: 4
Combat Abilities: Fisticuffs (20 Dice)
Damage: Bite (when victim is grappled) (10 Dice), Claw (8 Dice)

Kanika
Kanika is a beautiful devadasi that has become a powerful and deadly Rakshasa. She enjoys seducing the twice-born and getting their scent for a later kill. While Kanika typically likes to work alone, she usually has a handful of other Rakshasa prostitutes nearby for mutual protection. Kanika prefers her tiger form.

Kanika - Rank 8 Human Temple Prostitute (Focused)
Physical Competence: +12
Mental Competence: +7
Initiative: 5
Health: 8 Dice (16 pips)
Signature Skills: Fisticuffs +4, Hide & Sneak +4, Perception +4, Seduction +4, Tracking +4
Traits: Beautiful +4, Hunt by Scent +4
Special Abilities: Immunity (non-magical and non-silver weapons)
Armour: 2
Combat Abilities: Fisticuffs (16 Dice)
Damage: Bite (when victim is grappled) (9 Dice), Claw (7 Dice)

Cult of Nagaraja

The Cult of Nagaraja is a secret organisation dedicated to the restoration of Naga rule on the Indian subcontinent.

They worship a dead 'god' called Nagaraja, who was defeated by Durga and cut to pieces, which were then scattered all over the subcontinent. Wherever the Cult of Nagaraja found a piece, they built a secret temple around it. The Cult of Nagaraja hopes to one day collect all of the pieces and resurrect their god in a Necromantic ceremony. Nagaraja will then lead them back to their former prominence as 'the caste of kings'.

History
The Cult of Nagaraja teaches that the Nagas and other reptilian races were the original inhabitants of India and were almost destroyed in the same cataclysm that brought King Krishna and his refugees to claim their ancestral land. At first, the Nagas attempted to guide the new colonists and accepted positions as leaders.

The Cult of Nagaraja believes that the Naga were the true aristocracy of the Harrapan Empire and that Nagaraja was actually Vritra, the three-headed dragon. Contrary to the common historical record, the Cult of Nagaraja believes that the Harrapan Empire was just. Unfortunately, the modern races turned against them and slaughtered them, sending the remaining Nagas into hiding.

In the centuries that followed, the few remaining Nagas bided their time and integrated into the new society as best they could. The Cult of Nagaraja was founded when a Naga Necromancer contacted the spirit of Nagaraja. Many Nagas joined in the effort to find Nagaraja's bones. In the last few centuries, the Cult has expanded and recovered most of Nagaraja's skeleton.

The Cult of Nagaraja has recently found a surprising but convenient ally in the British East India Company. Playing on their oppressed history, members of the Cult have convinced the Colonials that they were on their side and aided them in toppling princely states in return for being allowed to practice sorcery openly once more (while the Cult of Nagaraja might have cultivated a similar relationship with the Mughals, they were too deeply ingrained in South India for such an alliance to work).

Structure

Many members of the Cult of Nagaraja are sorcerers and they have no qualms about using Necromancy (Demonology is also taboo amongst the Naga). It is believed that the use of sorcery by ancient Nagas is what led the Hindu Brahmins to frown upon sorcery as well as why Feringhi sorcerers are looked down upon…once again a separate sorcery-using people are ruling the Natives, just as the Nithamiyyeen and Nagas had.

There is a loose 'King's Council' made up of the regional leaders of the Cult. All members of the King's Council are old, and therefore, large Nagas. The bones of Nagaraja are kept in the Great Snake Temple hidden in the Eastern Ghats. Each region revolves around a Snake Temple that is secretly run by a Naga.

Joining the Organisation

If one is a Naga, then the only requirements are a dedication to sorcery and a desire to bring about a new government. In this, the Cult of Nagaraja is no different from any other revolutionary movement. A Naga guru takes in the initiate and teaches him the secrets of the Cult.

Interestingly, not all members of the Cult of Nagaraja are Nagas. Many members of other races, especially those of lower castes, have flocked to the Cult of Nagaraja as they would to any other religion that would offer them a way out of their caste status. The Cult of Nagaraja also has the added benefit of allowing them to continue to practice Hinduism while they serve the Cult of Nagaraja and, when Nagaraja arises from the dead, his followers, both Naga and non-Naga, will be lifted into the highest caste. Some of these followers have learned the forbidden art of sorcery, having been taught by Naga sorcerers.

Resources

The Cult of Nagaraja relies on the donations of its members. Living long lives, many Nagas have managed to amass personal fortunes. In addition, Nagas that gave aid to the British East India Company were paid handsomely.

Agenda

The Cult of Nagaraja is working to resurrect their god and usher in a new age. Towards this end, they have been preparing for war, learning new magics, and weakening strong leaders. Interestingly, the Cult does

not see the British East India Company as a problem; they believe that the Company Raj is built on a shaky foundation and, if the Natives ever revolted, the British East India Company's influence would be destroyed.

Personality

Ramesh Uddan
Ramesh Uddan is a Bengali Hindu who is also a member of the Guild. Approaching a hundred years old, Ramesh is taller than are most members of the Guild in Calcutta. While he is an intimidating presence, the Guild has appreciated the ancient texts and potential archaeological sites that he shared with the Guild, as well as the Asiatic Society. Unbeknownst to the Guild, Ramesh is head of the Cult of Nagarajah in Calcutta and is using his position to search for pieces of Nagaraja that he believes are scattered in Northeast India.

Ramesh Uddan - Rank 15 Naga Sorcerer (Focused)
Physical Competence: +7
Mental Competence: +10
Initiative: 10
Health: 8 Dice (16 pips)
Mana: 5 Dice (10 pips)
Signature Skills: History +3, Perception +2, Science (Archaeology) +4, Thaumaturgy +4
Traits: Deceptive +4, Intimidating +2
Special Abilities: Most Thaumaturgy and Necromancy spells.
Combat Abilities: Fisticuffs (7 Dice), Thaumaturgy (14 Dice)
Damage: Bite (3 Dice), Etheric Bolt (6 Dice)

Goan Inquisition

The Goan Inquisition is an unrecognised branch of the Portuguese Colonial Government in Goa. Answerable only to the Viceroy, the Goan Inquisition acts as a secret agency both within and beyond Goa's borders.

History
When the Spanish Inquisition was disbanded in 1818, the Viceroy realised that he had a problem; the Inquisition, and Goa in general, had made many enemies throughout its tenure, enemies who might be inspired by the disbandment to take revenge. The Grand Inquisitor brought the Viceroy's concern to the Council of Cardinals with the request that he be allowed to form a local Inquisition to continue to guard against demonic influences in India.

The Council did not wish to publically endorse a Goan Inquisition, as the Spanish Inquisition had caused great concern and threatened to cause schisms within the Aluminat Church. The Council, however, did give its blessing to form a secret Inquisition, providing it with the support it had given the Spanish Inquisition. The Goan Inquisition is primarily concerned with checking Hindu threats to Goa, although they still try Aluminat Natives that abandon their faith.

Structure
A Grand Inquisitor, secretly chosen by the Viceroy and approved by the Aluminat Church, leads the Goan Inquisition. The Grand Inquisitor heads the Tribunal, which also includes the Cardinal of Goa and the Cardinal of Mozambique (who, for practical reasons, generally sends a representative). The Grand Inquisitor is also responsible for selecting Inquisitors.

Inquisitors are always laypeople, as the Aluminat Church does not want priests caught participating. The Grand Inquisitor largely recruits from 'faithful' members of the Guild. In addition, many of the initial members of the Goan Inquisition were members of the longer-lived races that had worked for the Spanish Inquisition. While many of these are still priests, they are active in recruitment and training.

Joining the Organisation
Since the Goan Inquisition does not exist, it is impossible to apply. Instead, the Grand Inquisitor, based on his observations or recommendations he's received, chooses all members of the Goan Inquisition.

Resources
The Goan Inquisition is funded through diversions of donations to local churches. The Vatican also helps, although in truth the Goan Inquisition has little use for money. Most needs are adequately taken care of by the Viceroy and local churches.

Agenda
Most modern Goan Inquisitiors are akin to secret agents; they infiltrate Native communities and attempt to ferret out threats. Once they have identified a potential problem, the Inquisitors report their findings to the Grand Inquisitor's Tribunal. The Tribunal determines a course of action based on the

facts and acts appropriately, usually after consulting with and receiving support from the Goan Viceroy. In this manner, Goan Inquisition activities can be disguised as actions of the Viceroy's administration. Goan Inquisitors are usually Natives but utterly devoted to Aluminat.

Personality

Amalia Cabrilho, Grand Inquisitor
When the Aluminat Church decided that they wanted the Goan Inquisition to remain secret, they realised that they needed an extraordinary individual to lead it, one who would not arouse suspicion, and what could be more extraordinary than a woman?

Amalia Cabrilho is an Eldren of Portuguese and Native descent. Publicly, she blends her Hindu heritage with her strong Aluminat faith, making her something of a Blackguard in Goan Society. Many Portuguese Goans believe her to be a secret Hindu, a belief encouraged by the Viceroy, and she has broken many hearts as she refuses to be married (as an Eldren, Amalia wants to wait until she is at least 60 to marry, and certainly not commit herself at the ripe young age of 32).

Amalia's maternal grandfather was a dedicated member of the Spanish Inquisition and was brutally murdered, along with his wife and many of Amalia's aunts and uncles, by the Thuggee. In addition to performing her duties as Grand Inquisitor, Amalia is on a crusade against the Thugee.

Amalia Cabrilho - Rank 14 Eldren Zealot (Generalist)
Physical Competence: +8
Mental Competence: +9
Initiative: 7
Health: 7 Dice (14 pips)
Mana: 5 Dice (10 pips)
Signature Skills: Charm +4, Faith Medium +2, Interrogation +4, Legal Matters +3, Sensate Medium +2, Theology (Aluminat) +4
Traits: Blackguard +3, Socialite +3
Special Abilities: Aura Reading (Sensate Medium), Becalm (Faith Medium), Blessing (Faith Medium), Grace (Faith Medium), Magic Sense (Sensate Medium), See the Supernatural (Sensate Medium)
Combat Abilities: Swordplay (8 Dice)
Damage: Light Military Sword (9 Dice)

Hindu National Congress

The Hindu National Congress is an organisation of educated Hindus who wish to increase the Native presence in the Colonial administration, especially in areas of direct rule. The organisation was created by Hindu Natives who received 'western' educations and were disappointed by the lack of opportunity they had within the British East India Company. The Hindu National Congress hopes to reform the Presidency governments and ultimately replace it. What would replace it is a matter of intense debate within the Hindu National Congress.

History
Samyamin Patel was a Brahmin expelled from Calcutta College due to his participation in a communist uprising in Calcutta in 1849, inspired by similar movements across Continental Europe. Unlike many of those rebellions, however, the Calcutta uprising failed to gain much traction beyond the dormitory and it was quickly put down (treated as little more than a footnote in the history of the college, much less the city). While not a communist himself, Samyamin had participated and he was tagged as one of the ringleaders, resulting in a large fine and expulsion.

Samyamin travelled to Bombay, where he was able to parlay his expulsion as Colonial cowardice. The British East India Company, he argued, was afraid of Hindus that could think for themselves. He claimed, in fact, that the entire bloodless 'communist uprising' was staged by Calcutta College to rid themselves of Hindu undesirables that might challenge Company Rule.

The British East India Company denied this and the Bombay governor jailed Samyamin in 1851. Unfortunately, Samyamin's conspiracy theories (if that is what they were) had taken root amongst the growing Bombay Native middle class and his association with communism endeared him to the lower class. Organised protests led to Samyamin's release within a few days.

Since then, Samyamin was sent to London to finish his legal studies and know argues Native causes in Court. He also created the Hindu National Congress in 1861 'to advance the participation of Hindus in Indian Government'.

Structure
The Hindu National Congress is largely just a Bombay Gentlemen's Club with a largely Hindu membership (although anyone is free to join). It has the usual

slate of officers, and meetings generally consist of pointing out injustices and ways to rectify them. So far, Samyamin Patel has been the sole President of the Hindu National Congress.

While one might expect a nationalistic organisation to do quite well in India, the Hindu National Congress' policies have hampered its growth. While theoretically open to all that believe in its mission, as a practical matter the vast majority of members are upper caste Hindus. This has stifled support from princely states with Nithami rulers as well as the student groups of Calcutta College, where many Native students are Nithami or Sikh. Currently, the Hindu National Congress is in a similar position as the Sultan of Delhi; while claiming to speak for all of India, its influence is limited to Bombay.

Still, the Hindu National Congress has inspired similar organisations all over the subcontinent and it is the organisation's hope to knit all of these numerous separate groups together into a single powerful entity. For now, the group meets in a Bombay clubhouse, creating petitions to send to the Governor-General, the Board of Directors, and the British Parliament to increase Native participation and promotion in the administration of the subcontinent.

Joining the Organisation
The Hindu National Congress is open to anyone of at least middle class. Colonial applicants are more scrutinised than Natives, as the organisation rightly fears the occasional Company plant. In practice, the overwhelming majority and all of the officers are Native Hindus.

Resources
The Hindu National Congress gains income from its membership as well as donations from wealthy Hindus. In addition, persons aided by the Hindu National Congress in legal matters are expected to give a portion any income generated to the organisation.

Agenda
The Hindu National Congress' ultimate goal is to create a subcontinent-wide India united under Native Hindu rule. Unlike the maharajas of the past, this new India would be organised under democratic principles. As this is a rather lofty goal, most of the organisations activities are geared towards creating more opportunities for Natives to control their own lives as well as gain higher positions in the Colonial government.

Personality

Samyamin Patel, President
Samyamin Patel is a Human approaching 40 years of age, as his salt-and-pepper hair indicates. While he is a Gujarat, he has the darker skin of a Dravidian and dresses in the latest European style. Samyamin is a well-spoken man with strong opinions, although he is respectful of opposing views. Thanks to the growing railroad, Samyamin can often be found throughout the subcontinent, usually at the invitation of local Hindu National Congress-inspired organisations. Sometimes he is a guest speaker; other times he acts as a barrister or mediator.

Samyamin Patel - Rank 12 Human Lawyer (Focused)
Physical Competence: +6
Mental Competence: +9
Initiative: 7
Health: 7 Dice (14 pips)
Signature Skills: Charm +2, Culture (English) +2, Legal Matters +4, Politics +3
Traits: Negotiator +4, Respectful +4, Strong Opinions +3
Combat Abilities: Swordplay (6 Dice)
Damage: Sword-Cane (6 Dice)

Theosophical Society

The theosophists are a society of Thaumaturgists within the Thaumaturgy Guild in Madras that believe that all magic comes from a single source. By understanding this source, a Thaumaturgist can cast even more potent spells. What the group has not publicly revealed, however, is that they believe that Aluminat zeal to convert all Natives will destroy valuable information and insight into this magical source. Thus, the Theosophical Society clandestinely works against Aluminat efforts at conversion. Indeed, many of the Theosophists have secretly converted to a heavily Hindu-influenced Buddhism.

History
When the British East India Company took an interest in India, it did not take long for the Guild to realise that a wealth of magical artefacts and secrets lay locked within the mysteries of the subcontinent. Members of the Guild who worked for the British

East India Company in the Indian venture soon formed a chapter in the newly built 'white town' of Madras. This chapter devoted themselves to the study of Oriental magic.

Early leaders of the Madras Guild were sceptical of Indian magic. True Thaumaturgy was almost unknown; Hindu mages tended to be Enchanters. When the Guild did come across a true sorcerer, he or she was Nithami. This perception solidified with the opening of the Calcutta Guild house where there was even more evidence that sorcerers in India were Nithami in origin. It seemed that the indigenous religious culture lacked the capacity for strong magic.

That perception changed dramatically with the arrival of Alphonse and Elaine Hahn. Elaine was a Prussian Eldren who joined the Guild at a young age, after she had shown skill as a Faith Medium. Here she met Alphonse, a visiting English Thaumaturgist, in 1850. Alphonse was a world traveller and she was enamoured by his exciting stories of exotic lands. As her family was pressuring her into an arranged marriage, Elaine followed Alphonse to London and, within a year, they were married. They determined to travel the world together and, over a decade and a half later, they showed no signs of slowing down. That Elaine has yet to bear children is not scandalous, as the couple are both Eldren.

In 1865, Alphonse was invited to lecture at Fort Williams College in Calcutta. With little to occupy her time, Elaine immersed herself in Hindu magical research. She discovered that, while Hindus did lack skill in Thaumaturgy, there were far more Mediums amongst them. Hindu Yogis did not need to manipulate the world around them, she argued, because they were more deeply in touch with the magic within themselves. Elaine ultimately came to believe that this internal magic was far stronger than any sorcery.

Within a few months, Elaine had swayed a number of Guild Thaumaturgists with her arguments. Unfortunately, she had also begun to attract the attention of the Cardinal. Alphonse, who shared Elaine's beliefs, suggested that she move to the Madras Guild house to further her research. Despite the prestige of the Madras Guild chapter, the Cardinal saw Madras as a primitive backwater and soon lost interest in Elaine.

Elaine, meanwhile, created a discussion group that soon became known as the Theosophical Society. Its members attempt to awaken Medium abilities within themselves as well as research Hindu beliefs and magic more thoroughly. Currently, the Theosophists have come to believe that the source of all magic is the Earth Goddess herself, although most still publicly profess faith in Aluminat.

An increasing number of the Theosophical Society, including Alphonse and Elaine, have become Buddhists, although they typically argue to their Aluminat friends that their conversion is a matter of philosophy rather than religion. Thus, they choose to call themselves 'Theosophists' rather than 'Buddhists'.

Structure

As a society within the Guild, the Theosophical Society has no hierarchy other than the one granted by the Guild; one's place within the Theosophical Society is equivalent to his rank in the Guild. The only exception to this rule is the leadership; Alphonse and Elaine Hahn lead the Theosophical Society, although Alphonse is more of a silent partner.

Joining the Organisation

Joining the Theosophical Society is relatively straightforward. Any member of the Guild is eligible; one needs only express an interest to be invited to a Theosophical meeting. New members are informally vetted in an attempt to ensure that their interests are genuine, but enough members of the Theosophical Society can read the intentions of potential recruits to make such checks fairly superficial.

While not necessary, the Society favours members who attempt to enhance their Medium abilities and fully commit themselves to their path by converting to Buddhism. Public renunciation of the Aluminat faith is not necessary and actually discouraged as such an event might draw unwelcome attention to the Society.

Resources

As the membership is within the Guild, the Theosophical Society has little need for independent funds. It simply uses the Guild resources available to its members. When additional funds are needed, individual members (who tend to be middle class) usually donate them.

Agenda

The agenda of the Theosophists is straightforward; they want to endear themselves to the Earth Goddess. Many members practice esoteric magic, such as Corporeal Mediumship or Tantra. The Theosophists are also learning Yoga from Swami Arjun Rungurajan. While this is a bit unorthodox,

Swami Rungurajan believes that the Theosophist's embracing of the Earth Goddess represents a new life.

The Theosophical Society also hinders Aluminat attempts to convert the Natives. This occasionally brings them into conflict with the Goan Inquisition and Theosophists in the Bombay Guild offer assistance to the Hindu National Congress.

Personality

Elaine Hahn
Elaine Hahn is an Eldren woman with a penchant for Native dress. Her Native mannerisms are written off as Eldren eccentricity and it is tolerated in the more laid-back Madras Society.

Elaine Hahn - Rank 16 Eldren Yogini (Generalist)
Physical Competence: +9
Mental Competence: +10
Initiative: 8
Health: 9 Dice (18 pips)
Mana: 5 Dice (10 pips)
Signature Skills: Enchanting +2, Thaumaturgy +3, Yoga +4
Traits: Aura Reading (Sensate Medium), Heal (Faith Medium), Perfect Health (Yoga), Perfect Sight (Yoga), selection of Petty Magic and Thamaturgy spells
Combat Abilities: Thaumaturgy (13 Dice)
Damage: Etheric Bludgeon (8 Dice)

Thuggee

Perhaps no name strikes terror in the hearts of Colonials as the Thuggee. This secret group is notorious for killing Colonials travelling across the subcontinent and, at times, even within their stations. The Thuggee, however, do not limit themselves to foreign targets; many Native caravans are also terrified by these highway robbers and assassins. Many Thuggee are so accomplished at sneaking into a caravan and quietly killing their hosts that the Thuggee are often called 'the Deceivers'.

History
The birth of the Thuggee goes back several centuries to the first Nithami invasions of northern India. A displaced Kshatriya, Akshaye Ghatak, created the Thuggee after receiving a visit from the mysterious Black Mistress. She implored him to lash out against the foreign invaders using less-than-honourable tactics. When Akshaye protested that such actions were dishonourable, the Black Mistress replied "was it honourable when the Nithami took your lands, brutalised and killed your family, and cast you out like an Untouchable? Be an Untouchable then, strike them when they cannot see you, make them fear even to sleep in their beds. Make them feel that no road is safe; that no lock can keep you out."

Akshaye pledged himself to her service and became the first jemadar, or leader, of a Thuggee band. He believed that the mysterious Eldren woman was an avatar of Kali and worshiped her. She taught him the secrets of Haemomancy. Akshaye recruited other displaced Hindus to his cause and soon the Thuggee was a large organisation that covered most of Northern India.

Initially, the Thuggee limited themselves to Nithami targets, attacking caravans and killing Nithami tax collectors in their beds. They used any treasures taken to further fund their efforts. Soon, however, it became evident that the Nithami leaders

A Secret Language

All Thuggee learn a secret language known as Ramasi. This language is known only to the Thuggee and is believed to have been created by the Black Mistress. Ramasi also has a silent form that consists only of gestures. A successful Wits + Perception roll versus a Wits + Language (Ramasi) roll allows a character to realise that a silent communication has taken place, but without knowing Ramasi he has no idea of what the message was.

If you happen to allow Thuggee player characters in the campaign then they should have the Language (Ramasi) skill. Other player characters will have to learn it through play. Interestingly, the Special Office has files on Ramasi (from during the initial Thuggee purge), but it seems that the language has changed since then. Not only does speaking the Old Form not help with the New Form, but it also immediately marks the character as a spy.

were here to stay and more and more Indians were accepting the Nithami faith. This was unacceptable to the Thuggee, who began attacking Nithami sympathisers, whether Nithami or Hindu. Of course, this made the Thuggee unpopular with the general Hindu population, who began to see them more as brutal opportunists.

The Thuggee continued to operate under the Black Mistress' guidance. She cautioned patience, that the battles ahead would be hard-fought, but in the end, the Thuggee goal of an independent India would be realised. The Thuggee secretly aided Hindu nations such as the Maratha Empire from allowing Nithami rule to extend to South India by killing key political and military leaders.

The Thuggee generally steered clear of Colonial targets (although a London-based branch does target Europeans). Unfortunately, for them, the British East India Company still considered them a threat and actively targeted secret Thuggee bases while extending their influence over the subcontinent.

By the 1850s, most of the Thuggee bands had been hunted down and destroyed. The Black Mistress appeared to the remaining jemadars and told them that they needed to attack Colonials directly. She created a new form of Ramasi (see the sidebar on the previous page) and designed the new cell structure under which the Thuggee now operate.

In 1857, the Black Mistress saw the potential of using greased paper cartridges to foment rebellion. After the Thuggee were able to recover from the purges, she instructed them to start making the grease themselves to be planted in cantonments and garrisons. She had also made contact with the Oni and paid them to make it appear that the British East India Company was responsible for importing the grease.

Today, the Thuggee work behind the scenes for the coming Mutiny. Individual bands are still plaguing Colonials, especially in remote stations.

Structure

The Thuggee are organised into small bands of less than a dozen individuals, each headed by a jemadar. There is usually at least one Haemomancer in a band. The Haemomancer maintains a secret Temple of Kali for the band. This is where sacrifices are performed to grant power to the band. In many cases, the jemadar and the Haemomancer are the same person. Some bands share a temple, effectively becoming a band of several dozen.

The bands operate autonomously, although they use Ramasi to identify and sometimes aid members of other bands. Occasionally, the Black Mistress calls upon two or more jemadar to work together for a large mission if a multi-band temple is not nearby.

The Thuggee also rely on several sympathisers and members that remain part of normal society. Such members join together to hunt and kill in secret, but otherwise remain the eyes and ears of the organisation and maintain safehouses across India.

Joining the Organisation

Jemadar are always on the lookout for new recruits. Sometimes the Black Mistress steers a jemadar toward a specific recruit. In either case, recruits are thoroughly tested for their dedication. A Thuggee's membership is for life and if he should ever give his jemadar cause for doubt then he is executed.

Resources

The Thuggee gain wealth from their victims, either by stealing from their bodies or by committing burglary. This wealth is usually funnelled into building new temples or purchasing slaves for sacrifice (while Thuggee can kidnap anyone for sacrifice, using slaves is much more convenient). Some secret members also have great wealth and personal resources that are all available to the cult.

Agenda

The Thuggee agenda is simple; serve the Black Mistress and do whatever she asks. Most Thuggee believe that they are preparing the world for another age or freeing India from Colonial rule. That said the Black Mistress does not seem interested in forging alliances with other nationalist groups. She remains, as always, mysterious.

Personality

Tanaji Desmuk

Tanaji is one of the most powerful jemadars in India. He is a Haemomancer whose Temple serves five Thuggee bands. It is rumoured that Tanaji purchases slaves from Sinbad and he prefers to sacrifice Colonial women. He is utterly dedicated to the Black Mistress and some say she considers him her favourite.

Tanaji is an Eldren and has been with the Thuggee for decades. He is ruthlessly efficient and strikes terror even in the hearts of his fellow Thuggee. While not necessarily a sadist, Tanaji does seem to have little regard for sentient life and he would willingly sacrifice anyone, including himself, if the Black Mistress commanded him.

Tanaji Desmuk - Rank 18 Eldren High Priest (Focused)
Physical Competence: +7
Mental Competence: +14
Initiative: 9
Health: 8 Dice (16 pips)
Mana: 6 Dice (12 pips)
Signature Skills: Charm +4, Culture (Thuggee) +4, Swordplay +3, Theology (Hinduism) +2
Traits: Devoted to Black Mistress +4, Motivator of Thuggee +4
Special Abilities: See the Supernatural (Channeling Medium), numerous Petty Magic and Necromancy spells, all Haemomancy spells
Combat Abilities: Swordplay (10 Dice)
Damage: Knife (6 Dice)

Settings and Conflict

The Big Fight

As the Core Rulebook states, there is much more to a fight scene than both sides lining up and poking or shooting each other. Cinematic fight scenes take advantage of the lighting, weather, location and props. Never is this truer than in India, with its exotic landscapes and cultures (at least to Colonial eyes) and a good chase or fight scene should involve the environment in which it is taking place.

Many of the example fight scenes in the Core Rulebook are applicable to India. The rooftop chase is applicable in old walled cities, such as Delhi (Colonial stations tend to be more spread out) and large Anglo-Indian homes and Government Houses have ballrooms and large kitchens. Port cities such as Bombay and Calcutta have bar rooms and docks. Finally, with the railways snaking across the subcontinent, the train is also an appropriate fight scene.

A number of other examples are given here to spice up your fight scenes on the subcontinent. While these are pertinent to Jewel of the Empire campaigns, you might find some of these useful in other Victoriana locales as well.

The Bazaar

Perhaps no scene captures the essence of India quite like the bazaar. The aroma of many different spices permeates the air as merchants hawk their varied wares. Memsahibs eagerly browse through beautifully patterned fabrics as their servants negotiate the price with the merchants. Colonial soldiers browse the market for something to send to their loved ones back Home. Whether crammed into the back alleys of a city or in the centre of a large village, the Bazaar offers an exciting, dynamic backdrop for a fight scene.

Props & Cover
Props and cover are easily available in a bazaar. Fabrics, baskets, utensils, clothes, hats, weapons, clay containers, glass, and numerous other objects are easy to grab and use (although doing so will likely draw the ire of the vendor). Many vendors offer food, allowing a character to grab a kitchen utensil or hot pan as a weapon. Typical objects grabbed in a bazaar would be a club, knife, or meat cleaver. Throwing hot food at a character could cause 2-4 dice fire damage, depending on the amount of food in the pan.

There are many types of cover in a bazaar. Sacks of rice or spices could act as a few points of armour or a bonus to a Dodge roll. Given the haphazard layout of most bazaars, a character may be able to gain cover by turning a corner or ducking behind a booth. With an abundance of tables and large jars, a bazaar offers many places to hide with a Dexterity + Hide & Sneak roll.

Common Modifiers
Throngs of people make it more difficult to target a moving character with a ranged weapon (adding Black Dice to the roll). Certain wares, if dumped or spilled, might make the ground slippery. In this case, a Dexterity + Athletics roll might be necessary to keep one's footing. In addition, navigating through a bazaar is not unlike a rookery; a character may need to make a Wits + Streetwise roll or get lost in urban bazaars.

Complications
The greatest complication in a bazaar is the other people. Anyone could be drawn into a fight, especially if they have sympathy for one side or were hit by a stray attack. A bazaar also has its share of snake charmers and horses (or camels or elephants) that might get frightened or enraged if a character gets too close.

All-out Dodges
These could involve bobbing and weaving past shoppers and wares as well as spilling goods or knocking over tables to cover your escape. When running, a character must make an opposed Wits + Perception roll against your Dexterity + Dodge roll to keep up with you, while spilled wares might require a Dexterity + Athletics check to avoid.

Deus ex Machina
Most bazaars occur in a reasonably populated area, allowing for the local police or garrison patrol to be on hand. In addition, a crowd of people might restrain two opponents if they are not wielding overly-dangerous weapons. Finally, Colonials might stick together in a bazaar if they see another Colonial who is hopelessly outmatched, as Colonials are generally (but not always) better armed than the Natives.

The High Seas

While the focus of Jewel of the Empire is on the Indian subcontinent, there are plenty of opportunities for ship-to-ship combat or even a fight aboard a single ship. With so many merchant vessels in the Indian Ocean, the shipping lanes are vulnerable to piracy. Alternatively, a character travelling to or from India might get in a scuffle with fellow travellers while aboard his ship.

Props & Cover
Ships offer numerous props and cover, from belaying pins, harpoons, spears, lifeboat oars, and nets as weapons to using masts and sails as cover (unless you are on one of those new-fangled steam ships). The ship's hold provides numerous bags, barrels and other large objects for cover and smaller bags might be used as bludgeoning weapons.

Common Modifiers
Unless the water is completely calm, a ship will rock, imposing a Black Dice penalty on all rolls. The amount of Black Dice depends on how hard the ship is rocking. Furthermore, ship decks are often wet (either from ocean spray or rain), forcing characters to make a Dexterity + Athletics check to keep their footing.

Complications
Shooting below deck with a large calibre weapon could puncture the hull, which could be dangerous if the characters are below the water surface. Igniting a fire of any sort is also dangerous aboard a ship. Most gunpowder is still shipped to India, and shooting into a barrel could ignite the powder (not likely realistically, but definitely cinematically!).

All-out Dodges
While ships make it difficult to run very far (unless one wishes to dive into the sea), a character can elude harm or capture by running through the various decks. Shutting doors behind you offers cover, as does racing out of eyesight when changing decks.

Deus ex Machina
The ship's officers usually do not want trouble on their voyage and will attempt to stop any brawls or firefights that break out aboard ship. Likewise, anyone could be a passenger, visiting police officers, retired colonels or Guild Thaumaturgists on holiday. Any one of these could help stop a fight in progress.

The Monsoon

A monsoon is an interesting set piece because it can take place in many different environments, the wilderness and the isolated village being archetypal examples. In a very real sense, a monsoon provides a third party in the melee, one that is not concerned with which side wins.

Props & Cover
One of the interesting things about monsoons is that they can provide an endless supply of varied props. Broken branches, pieces of wood, bottles and jars, rugs, and other floating materials are constantly being moved by the floods. Many of these make handy weapons or even cover from ranged attacks. In addition, the pouring rains make it more difficult to used ranged weapons effectively, ensuring that combatants are going to have to get close to each other to fight.

Common Modifiers
A monsoon raises the difficulty three steps when making ranged attacks or Perception checks. In melee,

a Gamemaster may wish to add Black Dice to simulate exceptionally treacherous ground, such as deep mud or rushing water.

Complications
A major problem with monsoons is the fact that loose items may be thrown at characters by heavy winds or strike them while floating on flooding waters. Such items can range from nuisances (a blown blanket that wraps around a character and obscures his vision) to small harmful items (flying branches treated as clubs) to major items that may threaten everyone in a given area (a giant tree trunk pushed through a close combat between adversaries). In most cases, these objects can be avoided with a Dexterity + Dodge roll.

A second major complication is the threatened innocent. Monsoons are notorious for sweeping away travellers and villagers and one of them might be floating past as a player character engages with an opponent. Does the player character continue to press his attack or does he attempt to help someone that is sure to die by his failure to act?

All-out Dodges
The problem with all-out dodges in a monsoon is that characters can be hindered by rushing water, slippery or deep mud. Obstacles could even spontaneously appear in front of fleeing characters as rushing water or strong winds wedge large objects into their path. Gamemasters should adjudicate these as appropriate, adding Black Dice to Dexterity + Dodge rolls or calling for Dexterity + Athletics rolls to get through the treacherous terrain unscathed.

Deus ex Machina
The good thing about monsoons is that it spurs authorities and neighbours to action. Non-player characters sympathetic to the player characters' side might arrive on the scene to help.

A monsoon might also drive a wild beast into the area that breaks up the fight. Even the monsoon itself could play a roll, as a large rush of water washes everyone to safety (assuming that they survive their Resolve + Swim rolls and Drowning rolls).

The Princely Palace

Princely palaces are great fight sets for running battles because their labyrinthine layouts enable characters to visit a variety of rooms with differing props and complications. Princely palaces also offer a touch of the exotic, as Colonial characters find themselves transported back to a time of decadence, excess and lavish living.

Props & Cover
Are you kidding? There are a plethora of props available, from sculptures and furniture to weapons and curtains. In addition, there are plenty of corners and doorways to hide behind and bait pursuers to pass you.

Common Modifiers
While princely palaces often have wide-open rooms, there are plenty of servants milling about doing various tasks. This could add Black Dice to any actions involving chasing, dodging and running.

Complications
With frightened servants and lavishly decorated rooms, there is always the chance that running characters can slip on pillows, rugs, and towels. The Gamemaster should add Black Dice as appropriate.

All-out Dodges
The best part of fleeing in a palace is that there are plenty of twists and turns that make it difficult to follow him. Pursuing characters might get Black Dice added to his Wits + Perception roll, unless helpful servants or loud noise makes it obvious where the runner is going.

Deus ex Machina
A Colonial character's best friend is the British East India Company Resident. The Resident might call for a cessation of hostilities that will be honoured by the prince. In addition, a Native ruler that is feeling threatened might call for his troops to maintain defensive positions rather than chase fleeing characters.

The Remote Station

Fights in remote stations are a combination of Colonial and Native fight sets. In many cases, a district station is little more than a single building with an Aluminat chapel attached. Larger remote stations may have several buildings and perhaps even a school. The most important aspect of any remote station is, of course, the Natives. A district station is usually built near a Native village, and the two support each other. Depending on the personality of the district officer, Natives may aid, ignore, or fight threats to the district officer, and Colonials in general.

Props & Cover
Villages are vibrant places with Natives preparing meals, farming, herding, or doing other work. That means that there are a lot of tools and utensils available as knives or improvised weapons. In addition to buildings, herds of cattle, elephants, or other animals can provide cover. Agitating a flock of chickens could provide cover as well as they jump in the air and obscure vision. A village in a forest would have many trees and shrubs that a character can use for cover.

Many stations are designed to become quick forts in case of a sudden insurrection. Characters inside these walls have clear shots at besiegers while gaining cover from being inside.

Common Modifiers
Remote stations (especially hill stations) are built on elevated ground. Characters should make regular Dexterity + Athletics checks to remain balanced. In addition, a character fighting on high ground might get a +1 or +2 dice modifier on attack rolls.

Complications
Villages get extremely dark at night; fires are few, as a country village tends to wake and sleep with the sun. Perception checks or ranged attacks could have their difficulties raised based on distance. Additionally, villages are rarely paved; a character could slip or trip on uneven ground or raised roots if they fail a Dexterity + Athletics check.

All-out Dodges
Villages that are nestled in forests or hillsides tend to make it easier for a fleeing character to make a getaway. This may add Black Dice to the pursuer's Wits + Perception roll to follow the character. If the village is on the plains, then such a move only gives the pursuer a clear shot at his target.

Deus ex Machina
In some cases, even a remote station is not all that far from military assistance, especially if the characters have time to send a telegram. Furthermore, the villagers or other Colonials at the station may be able to provide assistance to the side they support.

The Temple

With all of the emphasis on the various religions of the subcontinent, it is likely that the player characters find themselves in a temple. While temples do not generally tolerate violence within their walls, there are many unmanned shrines dotted throughout the subcontinent into which a fleeing character might run, hoping to lose his pursuers. Unfortunately, few worry about the wrath of their gods for the chance to catch their quarry.

Props & Cover
Regardless of their associated religion, temples and even shrines are often filled with tools or artefacts that make for great, improvised clubs. The lingam, a tall, cylindrical statuette used in Shiva temples, is made of stone, making it an effective bludgeoning weapon. Aluminat missions often have large crosses on the walls. Virtually all temples have ritual objects at hand. Sikh temples serve meals to all visitors, allowing all manner of pots, plates and utensils to be lying about (and allowing the Gamemaster to pull from The Kitchens fight set from the Core Rulebook).

Cover can be interesting in a temple. In some cases, holding up a religious item is enough to keep an enemy attacking for fear of damaging it or bringing Divine wrath upon them (a Resolve roll may be called for, especially if the relic is of the same faith as an attacker). Aluminat temples often have pews that can be dived behind and most temples have large alters, lecterns, or sculptures that a character can use for cover.

Common Modifiers
Popular temples are likely to have visitors and worshippers milling about, adding +3 Black Dice to all activities. A character worried about damaging anything inside the temple might also draw Black Dice to be careful with his actions. Villains, of course, care little for such things.

Complications
Obviously, other people in the temple could cause problems. Priests want to stop the violence, devadasis run for cover, and visitors may choose to get involved, especially to protect the temple and its furnishings. There would likely be a lot of shouting as well, making it difficult for members of the same party to coordinate their attacks.

On special holy days and at times of religious festivals, when temples are typically crowded with worshippers, these complications would be greatly exacerbated.

All-out Dodges
If a fleeing party knows that his pursuers care about the furnishings of the temple, then he may use them

to cover his escape. Tipping a god's statue or tossing a relic at his pursuers might certainly buy the fleeing party time.

Deus ex Machina
A battle in a temple is likely to get Divine attention. A small tremor might be enough to remind combatants that they should not be fighting in a temple. In the worst case, an angel or avatar might appear and demand an end to the conflict. Many clerics of a particular temple also have magical abilities that they may unleash to stop the fighting.

Supporting Cast

This section presents a number of background characters and creatures for your Jewel of the Empire adventures. As in the Core Rulebook, these characters are designed both to help you prepare for adventures as well as give you ready-made statistic blocks when the player characters go in an unanticipated direction and you need statistics for a memsahib or yogi.

Background Characters

The following pages contain a list of common types of background characters your player characters may meet during the course of a Jewel of the Empire campaign. As in the Core Rulebook, each statistic block also comes with a sample NPC and plot hook involving that NPC. Of course, you can also use the statistic blocks for generic characters who fill a similar role in your campaign, as one Boxwallah will be pretty much like any other Boxwallah mechanics-wise.

Remember that, as stated in the Core Rulebook, you can easily adjust these stat blocks as necessary by adjusting rank and competencies. Thus, you can adjust the Sepoy's rank a few levels downward for a fresh recruit, or raise it higher for a grizzled veteran. You can also change the character's race by adjusting the Competency Bonuses accordingly.

Aluminat Missionary
He has heard Justas' call and vows to complete Saint Thomas' mission to convert the Indian people to Aluminat. He is made of hardier stock than his brethren in Aluminat cathedrals; he is used to working for what he needs to survive and to defend himself when necessary. He has many Biblical passages committed to memory and has one on the tip of his tongue for every occasion.

Rank: 4 Cleric (Generalist)
Physical Competence: +3
Mental Competence: +4
Initiative: 4
Health: 3 dice (6 pips)
Signature Skills: Charm +2, Conversation +2, Empathy +2, Theology (Aluminat) +3
Traits: Missionary Zeal +3, Powerful Orator +2, Thick Skin +3
Combat Abilities: Fisticuffs (3 Dice), Rifle (3 Dice)
Damage: Fist (1 Die), Rifle (10 Dice)

Anselm Walker feels that it is his mission to bring the Word of Justas to the highlands of Bengal. As a Gnome, Anselm thought he would have an easy time convincing the 'backwards' Natives to drop their pagan gods for the Aluminat faith, but things are proving more difficult than he thought, especially since most Hindus in the region see Aluminat as nothing more than Ismal with different terminology (and most Gnomes they had met before Anselm were Nithami). Nonetheless, Anselm remains in his small mission with other missionaries, a few Indian servants and converts.

Adventure Hook: The Bishop of Bengal relies on Anselm to attend Suttee rituals and convince widows to join the Convent of St. Ignus in Calcutta. Unfortunately, the son of one of his latest conversions believes that his mother was tricked by Colonial sorcery. He has gathered some men to storm the mission, where his mother currently resides, and bring her back to her home to perform Suttee. He also plans to kill Anselm so that he does not use his magic on others. The player characters happen to be visiting the mission (perhaps to escort the mother to Calcutta) when the siege begins.

Ankam Fighter
He is skilled in the art of battle, both with weapons and without. He is highly sought after as a bodyguard and champion for a Native prince. In addition to protecting his raja, the Ankam fighter also participates

in duels even though these are officially outlawed. Due to this, many Ankam fighters harbour a grudge toward the British East India Company.

Rank: 9 Human Warrior (Focused)
Physical Competence: +8
Mental Competence: +4
Initiative: 10
Health: 7 Dice (14 pips)
Signature Skills: Dodge +2, Fisticuffs +4, Perception +4, Specialist Weapon (Urumi) +3
Traits: Dexterity +2, Honourable +3
Special Abilities: Martial Strike (Martial Arts), Offensive Strike (Martial Arts), Vulnerable Strike (Martial Arts)
Combat Abilities: Fisticuffs (14 Dice), Specialist Weapon (Urumi) (13 Dice)
Damage: Kick (7 Dice), Urumi (9 Dice)

Velay Devarajan is a professional fighter. He spends most of his time training, using resources afforded to him by princes grateful for his services. Unlike other Ankam fighters, Velay is a traveler and enjoys the hospitality of many princes rather than serve a single raja. He has a fearsome reputation as a result, since Velay could spend a month with one raja only to fight against him several weeks later. While most believe that Velay's movements keep him one step ahead of British East India Company, he is actually an Irregular for the Special Office. The Company tolerates his fights in return for his service.

Adventure Hook: A number of Irregulars and civilians attached to the Special Office have been killed recently and the common factor is Velay. In every case, Velay had been in contact with the victims on Special Office business shortly before they were killed. Is Velay a double agent working against the British East India Company or is something else afoot? The player characters must investigate an increasingly wary Velay and discover whether he is involved or being framed. They must be careful, as Velay has many powerful friends.

Ascetic Con Artist
He appears to have cast off worldly needs and wanders the roads seeking enlightenment. In truth, he is a con artist, wearing simple robes in the hopes of living off the donations and support of others. He has learned a few holy stories and teachings that he can recite on demand, but he is otherwise bankrupt of moral advice.

Rank: 6 Beggar (Focused)
Physical Competence: +3
Mental Competence: +6
Initiative: 5
Health: 3 dice (6 pips)
Signature Skills: Bull +4, Charm +4, Empathy +2, Survival +2
Traits: Light Sleeper +2, Look like Holy Man +2, Feign Knowledge of Hindu Teachings +3
Combat Abilities: Walking Stick (5 dice)
Damage: Walking Stick (7 dice)

Nakul Patel was a criminal working the streets of Bombay when things got too hot for him. Thankfully, the newly-constructed railroads provided a means of escape. Nakul took the first train he could to Hyderabad, hoping for new opportunities. While on the train, he met an ascetic confidence artist who taught him some tricks of the trade. While Nakul was Nithami, his criminal past served him well. Today, Nakul truly enjoys playing the ascetic, conning both Colonials and Natives alike.

Adventure Hook: A gang leader Nakul disrespected in Bombay has come looking for him. Unsure exactly what Nakul looks like but knowing that he's playing the ascetic, the gang leader's henchmen are harassing true ascetics. As the gang leader's henchmen are Nithami, the harassment threatens to explode into a religious war. Can the player characters stop the violence? And where is Nakul during all of this?

Black Tiger Rider
He is one of the most feared cavalry soldiers in the Bengal Army. He is a Native soldier who has enchanted a black tiger and now uses it to ride into battle. It can almost be said that the bond affects them both, as black tiger riders have a reputation for being almost as feral in battle as their mighty mounts.

Rank: 8 Rider (Focused)
Physical Competence: +6
Mental Competence: +5
Initiative: 5
Health: 6 dice (12 pips)
Mana: 3 (6 Dice)
Signature Skills: Athletics +1, Enchanting +2, Swordplay +2, Tiger Riding +4
Traits: Fearsome +3, Strength +2
Special Abilities: Animal Companion (Petty Magic), Steel Skin (Petty Magic)
Combat Abilities: Firearms (6 Dice), Swordplay (8 Dice)
Damage: Carbine (12 Dice), Talwar (11 Dice)

As a tigerman, Captain Zubeen Sarma is one of the fiercest black tiger riders in the Bengal Army. He is

commander of his unit and an excellent tactician. He has helped put down the occasional rebellion from small princely states and is well respected amongst his men. Zubeen is believed to be loyal without question and, as his unit has been using metal cartridges for over a year, he understands that the rest of the army will soon follow suit.

Adventure Hook: Zubeen's unit has recently gone rogue. Rather than ship out to Cawnpore, it has been combing through the jungle. He has left a message that his unit had encountered a possible Russian spy and his black tiger riders were hunting him down. Several men from a European unit are also missing.

As it turns out, Zubeen is not the loyal officer the Colonials believe him to be. While a Hindu (as are most of the black tiger riders), Zubeen has been listening to the words of the Red Imam and has been plotting a revolution with him. A European scouting party intercepted a communication between the two and Zubeen realises that the letter will mark him as a traitor. As such, he and his black tiger unit (some of whom have also joined the revolutionary movement) have killed some of the Colonials and they are busy hunting down the rest.

Boxwallah
He is a travelling salesman, often carrying his wares on his head or in a large case. He goes from house to house and occasionally sets up shop on a street corner or marketplace. He is an expert haggler and often commands a good price for his goods. He is also an excellent source of information, as he knows the goings-on of his usual beat pretty well.

Rank: 8 Salesman (Specialist)
Physical Competence: +2
Mental Competence: +9
Initiative: 5
Health: 3 dice (6 pips)
Signature Skills: Bull +4, Business +4, Charm +4, Haggling +5
Traits: Anticipate Desire +3, Charming +2, Smooth Talker +3
Combat Abilities: Knife (2 Dice)
Damage: Knife (6 Dice)

With his large smile and cheery attitude, Naveed Haandi is popular with Indian women and local memsahibs. He has an uncanny knack of knowing what his clients want before they do. He always seems to have something on hand that his clients want to buy and showers his clients with compliments without being flirtatious. While boxwallahs are often seen as a nuisance, many memsahibs always accept Naveed when he calls.

Adventure Hook: Naveed's business acumen is sometimes a liability. He has been accused of being a Medium, although he remains untested. Other boxwallahs may kidnap him to learn his secret (or eliminate some competition), while a memsahib's husband may accuse him of adultery. Whether or not the accusation is true, a well-placed civilian or military officer could cause him trouble. Perhaps the affected memsahib hires the player characters to rescue Naveed from whatever he has managed to get himself into.

Brahmin Enchanter
He is a privileged member of his caste, a Brahmin with magical aptitude. Regarded as blessed by the gods, he uses his powers to help his people and protect them from enemies. He is a holy man, taking the teachings of the Vedas to heart. Many devout Hindus seek his advice, while the Guild considers him dangerous.
Rank: 10 Human Priest (Specialist)
Physical Competence: +3
Mental Competence: +10
Initiative: 6
Health: 3 dice (6 pips)
Signature Skills: Conversation +2, Enchanting +4, Etiquette +2, Theology (Hindu) +5
Traits: Calm +2, Devout +2, Vegetarian +2
Combat Abilities: Befuddle (17 Dice)
Damage: Cause Confusion

Jaspal Pandiyar was born to a low caste family and was prepared to spend his life as a labourer. The gods had other plans.When Jaspal was still young, he was caught in the middle of a fight between two gangs. Jaspal raised his hand and told them to stop. All of the boys stopped fighting and fled. A Brahmin happened to see the act and determined that Jaspal had the fire of the gods inside him. He immediately took Jaspal to a temple where he was formally raised into the Brahmin caste. Now he wanders the villages, using his abilities to prevent conflicts and find non-violent solutions.

Adventure Hook: Somehow, Jaspal has made an enemy. The main parties to his last three disputes have all received black feathers and these have wreaked havoc on the villages involved. The survivors are coming after Jaspal, but is he to blame? Jaspal believes it to be the work of a Colonial Guild Thaumaturgist, but would one flaunt Necromancy so openly? If so, does he or she actually have the Guild and the Company's sanction?

Centaur Cavalryman
A Guild Thaumaturgist has transformed him into the perfect cavalry soldier. His legs replaced by the body of a horse, this enables him to gallop into battle while using weapons normally only usable by infantry (such as rifles). He can also carry another soldier into battle with him, doubling his firepower.

Rank: 12 Human Soldier (Focused)
Physical Competence: +9
Mental Competence: +6
Initiative: 7
Health: 8 Dice (16 pips)
Signature Skills: Athletics +2, Firearms +3, Intimidate +2, Swordplay +3
Traits: Dexterity +2, Feel Powerful +3
Combat Abilities: Firearms (14 Dice), Swordplay (14 Dice)
Damage: Rifle (12 Dice), Heavy Sword (10 Dice)

Martin Townsend never thought he would amount to much. He joined the British East India Company Army for the money, hoping that he could secure a suitable wife and retire with a comfortable income. Neither prospect looked particularly likely so Martin joined the 1st Bombay Centaur Cavalry. He was uncomfortable with the transformation at first, but soon discovered that he enjoyed the freedom his centaur form offered. Martin has since become a model soldier and looks forward to participating in his first battle.

Adventure Hook: Through correspondence, Martin has actually managed to secure a marital prospect. Brenda Langston, a middle class woman and daughter of an equestrian, was initially thrilled to meet him. Unfortunately, Martin has fallen into the habit of remaining in centaur form and caused quite a scandal on their first meeting. Undeterred, Martin has taken (or, more accurately, kidnapped) her in the hopes of showing her how great life would be as a centaur. He has also convinced a Guild Thaumaturgist in his unit that Brenda really wants to become a centaur like him. The Guild Thaumaturgist, a member of the Asiatic Society, is curious about whether it is possible to breed true centaurs. Spurred on by concerned acquaintances/relatives of Brenda, the player characters must rescue her from this despicable plan.

Civil Servant
He is the glue that holds the British East India Company's government together. He files papers, sends letters, fields requests, and fills requisition orders. Working tirelessly from his desk, the civil servant does his best to ensure that the Company bureaucracy functions smoothly.

Rank: 8 Gnome Office Worker (Focused)
Physical Competence: +2
Mental Competence: +9
Initiative: 7
Health: 3 Dice (6 pips)
Signature Skills: Accounting +4, Business +2, Perception +2, Research +2
Traits: Cutting Red Tape +3, Meticulous +2
Combat Abilities: Revolver (2 Dice)
Damage: Revolver (11 Dice)

Gilbert Chapwell works in Government House in Calcutta. He would like to think that he has an important role, but in truth, he simply collects reports sent from the various Bengal stations and places them on the secretary of the Secretary to the Lieutenant Governor's desk. He does read the reports, which makes him knowledgeable about the various stations.

Adventure Hook: Gilbert has come across something interesting. He has discovered that the penmanship of Vernon Mitchell, the lone magistrate in a remote station, seems to have changed and, while the English is perfect, lacks Magistrate Mitchell's flair. He has brought this to his superior's attention, but as the superior has better things to do and the reports are showing everything in order the matter has been shelved. Gilbert, however, will not let it go. He decides to hire the player characters to travel to the remote station and see if everything is in order.

Colonial Cavalry Officer
He has been wooed away from Her Majesty's Armed Forces to bring his skills to use in a Presidency Army. He is a model soldier, with an impeccable uniform and a well-fed steed. While he knows little of the Indian country, he learns more every day. He has even taken up the Indian game of polo as a recreational activity.

Rank: 12 Human Commander (Generalist)
Physical Competence: +8
Mental Competence: +7
Initiative: 7
Health: 8 Dice (16 pips)
Signature Skills: Charm +3, Horse Riding +2, Intimidate +3, Tactics +2
Traits: Career Soldier +2, Devotion to Company +3
Combat Abilities: Firearms (8 Dice), Swordplay (8 Dice)
Damage: Pistol (10 Dice), Heavy Sword (12 Dice)

As a cavalryman in the British Army, Colin Miller lacked the breeding to be a high-ranking officer.

That changed when he went to India as part of a Royal Regiment to support the Madras Army. While sharing a drink with a former comrade, Colin learned of better opportunities (and better pay) in the army of the British East India Company. When his tour was over, he signed onto the Madras Army as a full colonel. Now he gets the respect he feels that he deserves and is devoted to the Company.

Adventure Hook: While Colin's social class did play a role in keeping him from the upper ranks, his superior officers also discovered that Colin, while a fearless soldier, lacked initiative when confronted with command decisions. Recently, a minor Native state is revolting against the British East India Company after the latter attempted to annex it. Col. Miller's cavalry unit was sent in to smash through a village's defences, but the Indians laid a trap and the Colonel rode right into it. Due to his panicking, the unit has managed to get itself besieged within the city. The player characters must find a way to extract them.

Colonial Soldier
He decided to join the army for a better life and chose the British East India Company for the better pay. He is nothing special, just a man willing to point his rifle in the direction of his army's enemies and fire on command. He's hoping to save enough so that he can live a comfortable life when he retires, but for now he spends most of his time drilling outside the barracks until hostile actions force him elsewhere.

Rank: 4 Dwarf Infantryman (Focused)
Physical Competence: +6
Mental Competence: +2
Initiative: 6
Health: 5 Dice (10 pips)
Signature Skills: Firearms +3, Fisticuffs +2, Perception +2, Survival +2
Traits: Alcoholic +3, Strength +1
Combat Abilities: Firearms (9 Dice), Blunt Weapons (6 Dice)
Damage: Rifle (12 Dice), Rifle Butt (8 Dice)

Aiden O'Reilly is nominally British; the plucky Dwarf has always considered himself an Irishman first. Thus, when he decided to make a living as a soldier, a private army sounded much better than the Royal Armed Forces. Aiden is a simple man with a dead aim and a taste for alcohol. Thus far, he has not found anything in India that cleanses his palate like a good Irish whiskey, but he has developed a taste for saké, a Japanese drink that has been arriving on the docks of Calcutta.

Adventure Hook: Aiden's love of saké has inadvertently placed him in the thick of the Indian Mutiny. The Oni of Calcutta are surreptitiously using Aiden to smuggle pig and beef fat to his regiment. An agent within Aiden's barracks switches bottles after Aiden arrives, leaving him with a case of saké and the agent with the means to spark the mutiny. While this has been happening for weeks, Aiden accidentally dropped his case while returning to his barracks on his last trip and was surprised to see animal fat draining with the saké. He returns to Calcutta to demand an explanation as the player characters are on the docks. Will they get involved, or will the Oni silence the brash Dwarf before he ruins their plans?

Devadasi
Left in the care of a temple at an early age, she ritually married a deity worshipped there. She was taught the art of dance and, in some cases, how to please a man. She serves the Brahmins and other upper caste visitors to the temple. Even if she does practice 'the world's oldest profession', she has a certain degree of respectability as a holy servant.

Rank: 10 Human Dancer (Generalist)
Physical Competence: +7
Mental Competence: +6
Initiative: 6
Health: 7 Dice (14 (pips)
Mana: 3 Dice (6 pips)
Signature Skills: Charm +4, Culture (Hindu) +3, Dance +4, Enchanting +3
Traits: Beautiful +4, Gossip +4
Special Abilities: Bindi (Petty Magic), Rasa Dance (Petty Magic)
Combat Abilities: Swordplay (7 Dice)
Damage: Knife (6 Dice)

Mara was left at the temple as a very young girl and had no memories of her parents. The temple priests adopted her and raised her. As she flowered into a beautiful woman, Mara was married to Krishna and taught the art of dance. Mara is not a prostitute, but instead performs ritual dances for ceremonies at the temple. Still, she has learned a great deal about the upper caste around her temple and she is willing to share in good company.

Adventure Hook: While Mara may not practice prostitution, many devadasi do and travellers to the temple expect her to follow suit. One such traveller, a noble, attempted to force himself on Mara despite her protests. Fortunately, for her, a fellow devadasi was secretly a Yellamma cultist and killed the noble.

The cultist swore Mara to secrecy, but now Mara faces trial for her 'crime'. The local Resident believes Mara innocent and hires the characters to clear her name. To what lengths will the Thuggee go to protect one of their own and what is the Resident's interest in Mara?

District Officer
The district officer is a recent graduate of Fort William College and now serves at a remote station far from the capital. He is often the lone Colonial touring his district, accompanied by his entourage of Indian servants. He is at times magistrate, land assessor, tax collector, and defender. He discharges his duties dilligntly, for he hopes to be a Resident someday or, failing that, be assigned to duty in a more prominent district.

Rank: 8 Halfling Administrator (Generalist)
Physical Competence: +4
Mental Competence: +6
Initiative: 5
Health: 5 Dice (10 Pips)
Signature Skills: Firearms +4, Legal Matters +2, Survival +3, Tracking +2
Traits: Hunter +4, Mediator +2
Combat Abilities: Firearms (8 Dice)
Damage: Lancaster Pistol (11 Dice)

Nathaniel Wells is a Halfling district officer with a lust for the outdoors. He genuinely enjoys touring his district and speaks the local languages like a native. A trusty shot with his pistol (rifles are a bit unwieldy for him), Nathaniel performs his duties with the utmost dedication.

Adventure Hook: Recently, Nathaniel was informed that a large tiger was harassing a village in the remotest part of his district. With great gusto, Nathaniel left the station in the charge of his two subordinates and headed for the village. He has not been heard from in days and the player characters are called to investigate. One of his subordinates mentions that Nathaniel had recently settled a dispute arising out of an arranged marriage in that village and the information on the tiger came from the side that lost the dispute. Did Nathaniel finally meet a beast that could best him, or is something more nefarious afoot?

Gurkha
He is a Nepalese warrior hired as a mercenary for a British East India Company Army. Organised into a regiment separate from Sepoys, the Gurkha is noted for his bravery and fearsomeness in battle. He, like all Gurkhas, has earned the respect of their Colonial counterparts.

Rank: 10 Beastman Soldier (Focused)
Physical Competence: +9
Mental Competence: +4
Initiative: 8
Health: 8 Dice (16 Pips)
Signature Skills: Firearms +4, Fisticuffs +2, Perception +2, Swordplay +4
Traits: Dexterity +2, Fearless +3, Reputation +4
Combat Abilities: Firearms (15 Dice), Swordplay (15 Dice)
Damage: Rifle (12 Dice), Kukri (8 Dice), Peck (grapple only) (4 Dice)

Mukta Shankar is a fearsome soldier. As a Garudi, Mukta commands respect even without his rifle. Mukta enjoys the life of a soldier and the advanced weapons and tactics that the British East India Company has given him. A devout Hindu, Mukta is concerned about the rumours of beef fat being used to grease cartridges and rigorously inspects every box of ammunition he receives.

Adventure Hook: As elite combat troops, Gurkhas see a lot of combat and are very likely to be maimed in battle. Company physicians have employed magical prosthetic limbs to those capable of fighting. When such Gurkhas die in battle, their bodies are often stolen for their mechanical parts. Mukta believes that such bodies are not properly burned, leaving their spirits to haunt the world. Mukta's unit is currently having strange problems. Have the spirits of dead Gurkhas really returned to haunt their comrades? If so, then the player characters are going to have to find those bodies so that the spirits can rest.

Hattii Warrior
Hattii warriors are Elephantman soldiers from the Maratha states. Elephantman soldiers, however, can be found all over India, so this entry can be used for any Elephantman soldier, whether employed by the British East India Company, a Native prince, or other nation. Hattii warriors prefer axes and maces to swords.

Rank: 12 Beastman Soldier (Focused)
Physical Competence: +10
Mental Competence: +5
Initiative: 11
Health: 9 Dice (18 Pips)
Signature Skills: Blunt Weapons +4, Fisticuffs +2, Intimidate +2, Perception +4
Traits: Devout Hindu +3, Immovable +4, Strength +2

Combat Abilities: Blunt Weapons (14 Dice), Firearms (10 Dice), Fisticuffs (12 Dice)
Damage: Spiked Mace (11 Dice), Rifle (12 Dice), Gore (6 Dice)

Mangesh Desai is an elephantman bodyguard for a Marathi raja. His grandfather regaled him with stories of Marathi's old glories before the British East India Company took control. A proud Hindu, Mangesh is troubled by his prince's tolerance for other faiths, believing that no good will come of it. Still, with his sharp eyes and powerful build, Mangesh is one of the raja's most prized bodyguards.

Adventure Hook: Mangesh does more than lament his raja's religious tolerance; he actively works against it. Specifically, he uses his connections to stomp out Aluminat missions, arrange fatal accidents for Ismal ministers, and lets assassins into the bedrooms of visiting religious leaders. That said, Mangesh is very loyal to his raja to the point where the raja trusts him implicitly. The player characters may get involved if they have a relationship with a non-Hindu religious person (or if one of them happens to be one) and must expose Mangesh's plots without rousing the ire of the raja.

Kurru Medium
She is a South Indian woman who was born with the gift. While her family and cousins wander from market to market, hawking baskets, game meats, and produce, she is making a living telling fortunes. Her powers are true and she can make quite a good living… as long as her predictions do not come back to haunt her.

Rank: 5 Human Psychic (Focused)
Physical Competence: +3
Mental Competence: +5
Initiative: 6
Health: 4 Dice (8 pips)
Mana: 2 Dice (4 pips)
Signature Skills: Charm +4, Empathy +3, Perception +2, Sensate Medium +4
Traits: Attractive +1, Reassuring +3
Special Abilities: Aura Reading (Sensate Medium), Glimpse (Sensate Medium), Know Living History (Sensate Medium)
Combat Abilities: Swordplay (3 Dice)
Damage: Small Knife (5 Dice)

Aleyamma Bhaskar was marked as different from the day she was born. There was ancient North Indian Eldren blood in her family line, and, while Human, Aleyamma was born with very light skin. As she was born into a tribe that understood the frequency of Sensate Mediumship amongst their women, Aleyamma was identified with the gift at an early age. She was given to an older 'wise woman' of the tribe and learned her craft. Now, she travels with her family to market, watching over them as she makes a living telling fortunes.

Adventure Hook: Civilian Timothy Gordon thought it would be a lark to have his fortune read, especially from an attractive Native. She told him in somewhat vague terms what his future held, but she accidentally read something in his past that the civilian would rather have left buried. He has secretly hired mercenaries to kill her. They failed, but her tribe is taking revenge on the civilian station nearby. Can the characters uncover the reason behind their attacks? What exactly is Mr. Gordon afraid of coming to light?

Mahout
He has trained with an elephant from the time he was a boy. Now, he offers his animal friend as a mount for anyone who can pay. He walks alongside the animal, using enchantments to keep his large business partner calm and guidable.

Rank: 7 Beastman Driver (Generalist)
Physical Competence: +6
Mental Competence: +4
Initiative: 5
Health: 6 Dice (12 pips)
Mana: 2 Dice (4 pips)
Signature Skills: Elephant Riding +2, Enchanting +4, Haggling +1, Navigation +2
Traits: Local Gossip +4, Sharp Memory +2
Special Abilities: Animal Companion (Petty Magic)
Combat Abilities: Swordplay (6 Dice)
Damage: Bhuj (7 Dice)

Apu Kaleem is a Nithami mahout, who works in North India. He is a rare Mahout, an Elephantman who guides an elephant. It does not bother Apu; he and the elephant have been together since both were small. It only feels right that they should help each other earn a living. As a Nithami, Apu is very knowledgeable about the customs and manners of local nabobs.

Adventure Hook: Apu's route between a Hindu and Ismal village takes him past a pond where a local Hindu woman recently drowned. She has become an Aleya and, when Apu took his latest fare past the pond, he was attacked. Apu's passengers were dragged into the pond as he attempted to find help. Amidst a festering feud between Hindu

and Nithami, Apu has been accused of murdering his clients for their possessions (which no one has found, as they were dragged into the pond). Can the player characters sort this out before the two villages erupt into war?

Memsahib
She is the mistress of her husband's house. Typically from the British Isles, a memsahib runs the household and often knows more about what's going on in it than her husband. Memsahibs are also responsible for the numerous social diversions and maintaining as much genteel English society as possible on the harsh subcontinent. While interacting with Indians daily, a memsahib rarely bothers to learn more than 'kitchen Hindustani' and relies on an interpreter to get complex points across.

Rank: 8 Eldren Socialite (Specialist)
Physical Competence: +1
Mental Competence: +10
Initiative: 5
Health: 3 Dice (6 pips)
Mana: 4 Dice (8 pips)
Signature Skills: Channelling Medium +2, Etiquette +4, High Society +4, Politics +3
Traits: Curious Nature +3, Perfectionist +4
Special Abilities: Aura Reading (Channelling Medium)
Combat Abilities: Are you kidding?
Damage: A very wicked red mark across the cheek

Jennifer Fulton is a burra memsahib, that is, the most senior Colonial wife in the station. Despite this important position, she is not very old, just a few years shy of her 40th birthday. She is also an Eldren, which tends to make her appear younger than the other memsahibs in her social circle. Mrs. Fulton is a perfectionist (her Artistic Eccentricity) and follows the Warrant of Precedence perhaps more closely than the Aluminat Bible. While normally pleasant, Mrs. Fulton can be scathing if someone breaches etiquette.

Adventure Hook: While not a communist, Mrs. Fulton finds the idea of an egalitarian society fascinating and strives to learn as much about the movement as she can. The British East India Company, of course, does not see things the same way, and most communist literature is banned for sale. Undeterred, Mrs. Fulton has turned to less reputable means to acquire the literature, doing her best to ensure discretion. Unfortunately, there is a communist movement afoot in Mrs. Fulton's station and, should there be difficulties, she may find herself an innocent in the crossfire.

Native Aristocrat
She is the descendant or relative of a native prince. In northern and central parts of India, she is likely a Nithami, while in the south she is more likely Hindu. Colonials treat her with respect, as they better understand her position in society. She retains all of the rights and privileges that she had before the Colonials came, although her shah or nawab may curtail those privileges at a Resident's request.

Rank: 9 Human Noble (Focused)
Physical Competence: +4
Mental Competence: +8
Initiative: 6
Health: 5 Dice (10 pips)
Signature Skills: Charm +4, Etiquette +2, High Society +3, Politics +2
Traits: Anglophile +3, Witty +4
Combat Abilities: Swordplay (4 Dice)
Damage: Knife (5 Dice)

Yasmeen Karimi is a favourite cousin of the nawab. As such, she has more freedom than her peers. Still unmarried, the nawab hopes to secure a husband for her in order to unite two princely states (the childless nawab hopes to adopt her future husband as his heir). Unfortunately, the Doctrine of Lapse threatens this plan and the nawab and Resident have been up many nights arguing over Yasmeen's fate. Yasmeen seems unfazed by this, preferring to enjoy her status as long as possible before partaking in a political marriage.

Adventure Hook: While Yasmeen enjoys the life of a pampered aristocrat, she is really enamoured of Colonial society. She has secretly been seeing the local Resident, which threatens to complicate matters, as she does not mind if the princely state is absorbed. Unfortunately, the nawab's loyalty means that, if he cannot secure a larger state, he has a way to keep his own. He plans to take Yasmeen as a second wife and produce his own heir. The nawab's first wife, unfortunately, does not like Yasmeen and will do everything in her power to stop the marriage. Obviously, this sets up a web of intrigue for the player characters to get involved.

Pirate
He sails the southern seas like his kin of old, except that his vessel is more likely powered by steam these days. He might work for the British East India Company, the Dutch East India Company, any of the local kingdoms, or just be out for himself. He knows the shipping lanes by heart, knows when the best opportunities present themselves, and is all too keenly

aware of the dangers that lurk out in the perilous oceans, both from prowling frigates and from the fickle nature of the sea itself.

Rank: 8 Human Sea Dog (Generalist)
Physical Competence: +6
Mental Competence: +5
Initiative: 5
Health: 6 Dice (12 pips)
Signature Skills: Boating +2, Firearms +3, Intimidate +3, Swimming +1, Swordplay +2
Traits: Dashing +3, Dexterity +2
Combat Abilities: Firearms (11 Dice), Swordplay (9 Dice)
Damage: Pistol (9 Dice), Cutlass (8 Dice)

Montague LeMonde is a dashing French pirate, stealing from the British and Dutch to sell to French colonies in Indochina, India, and Africa. While too young to remember the days when the French Empire was vast, Montague dreams of the day when the Tricolour flag will once again be dominant… or so he claims. In truth, Montague is a pirate at heart and pretending to be a patriot is a useful rationalisation.

Adventure Hook: Montague's ship, La Sirene Bleue, has relieved a ship running from China to Madras of its cargo. Oddly, many barrels of tallow (beef fat) were discovered in the hold. Montague was confused as he couldn't imagine why Madras, firmly in Hindu territory, would need to import so much tallow. He has shared his discovery and concern with contacts in Pondicherry, and the rumour worked its way to a Civilian in Madras. Now that Civilian has turned up dead along with others down the rumour chain, and the player characters are discovering that someone wants to silence this rumour with prejudice. And why does Montague suddenly have a high price on his head?

Rajput Sowar
The British East India Company's European Cavalry are not the only horsemen feared on the subcontinent. Rajput sowars have been feared for centuries in North India. While found amongst the princely states in the Rajputana Agency, Rajput regiments are found in the British East India Company armies as well.

Rank: 10 Beastman Horseman (Generalist)
Physical Competence: +8
Mental Competence: +5
Initiative: 8
Health: 8 Dice (16 pips)
Signature Skills: Firearms +2, Horse riding +4, Perception +2, Swordplay +4
Traits: Dexterity +2, Honourable +3
Combat Abilities: Firearms (12 Dice), Swordplay (14 Dice)
Damage: Pistol (10 Dice), Shamshir (10 Dice)

Rana Sanga is a fierce warrior, an Asiatic Lionman who rides atop a horse. He is a model warrior and despite his race is considered an Upper Class Kshatriya amongst the Rajput tribes. Rana has remained within the employ of a Rajput prince because of the potential for conflict; the Presidency armies have not seen combat in almost a decade.

Adventure Hook: Rana has served his raja faithfully. The raja is old, however, and he has no heir. When he dies, the princely state will be absorbed into the Bombay Presidency. As it turns out, the raja is warring with a neighbour. The neighbouring rajah offered Rana land and prestige if he helps them take the palace and absorb Rana's princely state into their own. The player characters are currently visiting the Resident and get wind of the plot. Has Rana turned traitor or his he still defending his raja, leading the neighbouring forces into a trap?

Resident
He has attained one of the greatest posts; he is the British East India Company's representative in a princely state. As such, he is treated like royalty himself. The local prince has provided him with a palace, servants, and other comforts and amusements. All he has to do is ensure that the Native prince keeps the peace within his country and to advise him when needed.

Rank: 11 Gnome Ambassador (Focused)
Physical Competence: +3
Mental Competence: +11
Initiative: 6
Health: 5 Dice (10 pips)
Signature Skills: Charm +3, Etiquette +3, High Society +2, Legal Matters +4
Traits: Gone Native +3, Negotiator +2
Combat Abilities: Firearms (3 Dice)
Damage: Bulldog Pistol (10 Dice)

Vernon Findley was a hard-working civilian in the legal department when he finally landed a Resident's post. Vernon soon discovered that he enjoyed the respect that he was given for being a Gnome as well as the 'romantic' life in a princely court. He has adopted the dress of his hosts and he admires their ways.

Adventure Hook: Vernon has recently gotten in the way of the Doctrine of Lapse. While the record-keepers in the Government House insist that the raja has no heirs, Vernon insists that he has. The Madras Governor suspects that Vernon may be working for his own self-interest. Can the player characters get to the bottom of the 'Case of the Sudden Heir'?

Sasaluvana

The Haremen warriors of Gujarat combine their incredible dexterity and stealth to maximum effect on the battlefield. The Sasaluvana hide in low brush and then literally spring into action. Their hopping across a battlefield makes them difficult targets and vicious fighters when wielding a cumberjung.

Rank: 12 Beastman Warrior (Generalist)
Physical Competence: +8
Mental Competence: +7
Initiative: 11
Health: 8 Dice (16 pips)
Signature Skills: Athletics +2, Dodge +4, Hide & Sneak +3, Perception +4, Specialist Weapon (cumberjung) +3
Traits: Dexterity +2, Stealthy +3
Special Abilities: Martial Disarm (Martial Arts), Martial Dodge (Martial Arts), Martial Escape (Martial Arts), Martial Strike (Martial Arts)
Combat Abilities: Fisticuffs (10 Dice), Specialist weapon (cumberjung) (13 Dice)
Damage: Kick (5 Dice), Cumberjung (8 Dice)

Mukesh Patak is a member of a Bombay Native Sasaluvana unit. He is quick, even for a hareman, and he enjoys playing games with his opponents. He is considered a rising star in his unit and may perhaps take an officer's position someday.

Adventure Hook: Mukesh is more than just a Sasaluvana; he is also a member of the Thuggee. He slips away from his unit at night to perform assassinations in Kali's name. Unfortunately, even if the characters are hot on his tail, Mukesh is well liked by the rest of his unit and they close ranks around him.

Sepoy

The Sepoy is the rank-and-file Native soldier in India. The bulk of Native units are Sepoys and this entry can also be used for the local forces of princely states.

Rank: 4 Human Soldier (Generalist)
Physical Competence: +4
Mental Competence: +3
Initiative: 6
Health: 4 Dice (8 pips)
Signature Skills: Firearms +2, Intimidate +1, Perception +2, Swordplay +2
Traits: Disciplined +2, Hardy +2
Combat Abilities: Firearms (6 Dice), Swordplay (6 Dice)
Damage: Rifle (12 Dice), Bayonet (7 Dice)

Rabi Gosh is a typical Sepoy. He is a young Human Brahmin who chose a life in the Bengal Army to gain prestige. He keeps his rifle well-oiled (being sure not to use beef fat) and is proficient in speaking English. Rabi is not happy dining with Sikhs, Nithamiyyeen, and lower caste Hindus so he normally eats in private.

Adventure Hook: Rabi has developed a strange habit lately. Every night he chains himself to something, giving a trusted Native servant of a European officer the key to unlock him every morning. When asked about it, Rabi gives no answer. In addition, there have been reports of Natives disappearing in nearby villages late at night and five Sepoys have deserted, including two who deserted by putting a bullet through their skulls.

As it turns out, a Preta has invaded the Native units and is persuading Sepoys (different ones each night) to eat human flesh. These Sepoys often raid a village or prey on a solitary traveller in the dead of night. Rabi understood what was happening and took steps against it. He knows that the other Sepoys are not to blame and does not want to get them in trouble, so he is reluctant to report it to the Colonial officers. He hopes that, in time, the Preta will move on. Can the player characters figure out the mystery and stop the Preta before more people die?

Sikh Marksman

'Marksman' is a bit of a misnomer, as the average Sikh marksman is a woman. Though well-trained in many aspects of martial combat, Sikh women tend toward ranged combat, especially when muskets and rifles replaced bows and chakram. Today, it is widely known that the best sharpshooters and snipers are female Sikh warriors.

Note that while this entry presumes a woman, there are obviously also male Sikh marksmen. This entry can be used for either, as the difference is flavour, not mechanics.

Rank: 6 Human Warrior (Generalist)
Physical Competence: +5
Mental Competence: +4
Initiative: 5
Health: 5 Dice (10 Pips)
Signature Skills: Firearms +4, Perception +4, Specialist Weapon (chakram) +2, Swordplay +1

Traits: Dedicated +2, Sharpshooter +3
Combat Abilities: Firearms (12 Dice), Swordplay (6 Dice)
Damage: Rifle (12 Dice), Shamshir (9 Dice)

Esha Kaur is a Sikh sharpshooter. She lost both of her parents in the Sikh Wars and was raised by an uncle. She actually prefers to shoot carbines from horseback rather than use a rifle, but she is proficient with both. Esha generally likes to ride into battle while picking off the most dangerous targets, then dismount and engage in hand-to-hand combat (Esha is ambidextrous).

Adventure Hook: Esha has become a fanatical Punjabi nationalist and is currently involved in a plot to assassinate the Governor-General and other key British East India Company officers when they move to Simla for the summer months. Can the player characters stop this plot before well-aimed bullets start flying?

Sikh Warrior
Sikh warriors are feared on the battlefield for their ferocity and martial prowess. They are amongst the best melee warriors on the subcontinent, a boast that only recently tarnished by the outcome of the Sikh Wars and the introduction of accurate multi-shot firearms.

As with the Sikh Marksman, the Sikh Warrior statistics may be used for female Sikh warriors.

Rank: 6 Ogre Warrior (Focused)
Physical Competence: +9
Mental Competence: +0
Initiative: 5
Health: 10 Dice (20 Pips)
Signature Skills: Intimidate +3, Might +2, Specialist weapon (axe) +4, Specialist weapon (Chakram) +3
Traits: Fearless +3, Gullible +2, Strength +1
Combat Abilities: Specialist weapon (axe) (13 Dice), Specialist weapon (chakram) (12 Dice)
Damage: Battle Axe (9 Dice), Chakram (8 Dice)

Kamal Singh is one of the most intimidating warriors on the subcontinent, an Ogre Sikh. He is very devout and can often be found in the local Gurudwara when not on duty. He is currently a soldier in Bengal Army stationed at Peshawar.

Adventure Hook: Kamal has recently acquired a female friend who treats him well. Unfortunately, she happens to be an Afghan spy working for the Russians. She has been laying the groundwork for an Afghan invasion of Peshawar and has been using Kamal to send messages and gather intelligence, taking full advantage of his gullibility. Can the player characters discover this plot?

Snake Charmer
He is a street entertainer, playing his pungi while a snake gyrates to the music. In truth, the snake charmer does not need the music, but it adds to the ambiance. He has a magical connection to his snake, which will obey his commands.

Rank: 7 Halfling Entertainer (Focused)
Physical Competence: +2
Mental Competence: +7
Initiative: 5
Health: 4 Dice (8 pips)
Mana: 2 Dice (4 pips)
Signature Skills: Animal Handling +2, Art (snake charming) +4, Charm +3, Streetwise +2
Traits: Dexterity +2, Draw Crowd +3
Special Abilities: Animal Companion (Petty Magic), Anti-venom Poultice (Petty Magic), Cloak of Shadows (Petty Magic)
Combat Abilities: Swordplay (2 Dice)
Damage: Knife (5 Dice)

Biddu Kodappa is a rather unassuming Halfling Jahanu. He looks undernourished and rather wrinkled for his race. He wears only a lungi and a small purse and carries his pungi and snake basket, everywhere he goes. As terrible as he looks, however, Biddu is happy with his lot in life, entertaining children and curious passersby with his pet cobra.

Adventure Hook: Biddu has recently run afoul of a local gang. They want him to 'rent' his space and when he refused, they beat him up and threatened to kill his snake. Now, many of those gang members are turning up dead, the victims of poisonous snakebites. Biddu swears that he has nothing to do with it. Has the Jahanu broken his vow, or is his snake independently protecting his owner?

Sowar
He is a Native horseman who has joined a cavalry unit, whether in one the British East India Company's Native units or the army of a princely state.

Rank: 4 Halfling Cavalryman (Generalist)
Physical Competence: +2
Mental Competence: +4
Initiative: 6
Health: 3 Dice (6 pips)
Signature Skills: Firearms +2, Horse riding +2, Perception +2, Swordplay +2
Traits: Curious +4, Reckless +3

Combat Abilities: Firearms (4 Dice), Swordplay (4 Dice)
Damage: Pistol (9 Dice), Light Sword (7 Dice)

Utpal Roy is a Halfling sowar of the Brahmin caste. A veteran of the Second Burmese War, Captain Roy is feeling his age and probably should have retired years ago. Still, he enjoys the thrill of cavalry life and his men joke that he will only retire when Agni comes for him (at the funeral pyre). Roy has a clockwork left arm, given to him after his real arm was sliced off in a jungle battle.

Adventure Hook: Roy's wife has been imploring him to lose his limb as it threatens their Brahmin status. Roy refuses to, however, as he has grown quite fond of the clockwork replacement. Roy's brother-in-law has come to visit Roy in the hopes of changing his mind. Unfortunately, the brother-in-law's body was discovered not far from the cantonment with his throat crushed. Roy denies involvement, but there seems to be no other suspects or motives. Or are there?

Student Revolutionary
He is a Native who has been given a Western education and believes that India should be modernised, but with Natives running the country. He has studied the great European political philosophers and has adopted one or more of their positions as his own.

Rank: 5 Human Student (Focused)
Physical Competence: +3
Mental Competence: +5
Initiative: 4
Health: 3 Dice (6 pips)
Signature Skills: Charm +4, Conversation +2, History +3, Politics +3
Traits: Persuasive Speaker +4, Staunch Communist +4
Combat Abilities: Firearms (3 Dice)
Damage: Pistol (10 dice)

Jalil Puvari is a Nithami student at Hindu College, where he was introduced to communist philosophy, although he prefers Maxim Bolshev to Karl Marx. While in school, he dresses in western styles, although he prefers traditional clothes when visiting his family in Assam. Having seen servants of the British East India Company coerce his family and friends to sell their lands and re-employ their servants (and former landowning family members who did not make enough on the deals to survive), Jalil believes that something should be done. That said he is unsure of how to rally the people to revolution and succeed without being crushed by the Company. For now, he is content to spread his philosophy to as many Indian workers as he can, slowly building a regional force capable of overcoming Company forces.

Adventure Hook: Jalil's efforts have inspired Native workers at a British East India Company factory into revolt, butchering the Colonials working there. While Jalil had no part in it, he has been pegged as the ringleader. Can the player characters help Jalil prove his innocence before the Colonials take revenge on him and his family?

Temple Priest
He is a Hindu well versed in the tenets of his faith and may lead the faithful in ceremonies. He understands the importance of caste distinctions and can field questions about one's proper place in society. He also knows a few enchantments that can help the truly devout.

Rank: 10 Beastman Cleric (Focused)
Physical Competence: +6
Mental Competence: +7
Initiative: 6
Health: 7 Dice (14 pips)
Mana: 3 Dice (6 pips)
Signature Skills: Enchanting +3, Etiquette +1, Faith Medium +2, Theology (Hindu) +4
Traits: Lazy +4, Snobbish +3, Vegetarian +2
Special Abilities: Blessing (Faith Medium), Create Heartstone (Petty Magic), Heal (Faith Medium), Preservation (Petty Magic)
Combat Abilities: Blunt Weapons (6 Dice)
Damage: Mace (7 Dice)

Adi Raya is a Bovineman with Medium Ability, practically assuring him moksha when he dies. As such, he is not very dedicated to Hinduism; he feels that as long as he does what is expected of him then he will be okay. He tends to look down on other Brahmins and expects to be treated like an aristocrat. Unfortunately, this attitude has garnered him few friends in the temple.

Adventure Hook: Suraiya, a popular devadasi, was found strangled to death in Adi's chambers. Adi has proclaimed his innocence, but the other temple Brahmins are not so sure and are quick to indict him. Is Adi truly guilty, or is there something else afoot at the temple?

Thuggee
He is an assassin dedicated to Kali and the overthrow of the Colonial regime. In Europe, he might be called

a Bolshevik; the ends truly justify the means. Of course, many Thuggee simply enjoy killing and do not really want to see an end to the bloodshed.

Rank: 8 Human Assassin (Generalist)
Physical Competence: +6
Mental Competence: +5
Initiative: 5
Health: 6 Dice (12 pips)
Signature Skills: Disguise +3, Hide & Sneak +2, Specialist Weapon (garrotte) +4, Swordplay +2
Traits: Dexterity +2, Unassuming +3
Combat Abilities: Specialist Weapon (garrotte) (10 Dice), Swordplay (8 Dice)
Damage: Thuggee Scarf (special), Spring Blade (5 Dice)

Biswambar Sahu is a 'Rail Thuggee'. He rides the railroads and assassinates those whom the Black Mistress designates as potential problems. These victims are usually civilians who have shown promise in school and may one day become capable leaders. Biswambar usually dresses as a wandering ascetic or yogi. He will attempt to assassinate his victim aboard the train. Failing that, he follows his victim off the train and strikes at the earliest opportunity.

Adventure Hook: Biswambar's latest targets are not Colonials, but Hindus. Specifically, they are Western-educated Hindus who have joined the Hindu National Congress. Why is the Black Mistress concerned about Natives plotting to take their country back from the British East India Company?

Trivandrum Sorcerer
He is a sorcerer, unaligned with the Guild and looked on with suspicion by his fellow Hindus. The Brahmins might declare him Untouchable if they did not fear his wrath. Despite the prejudice, most students of the Oriental School of Magic simply want to learn the mysteries of the universe, which includes Thaumaturgy.

Rank: 8 Eldren Magical Scholar (Focused)
Physical Competence: +3
Mental Competence: +8
Initiative: 5
Health: 4 Dice (8 pips)
Signature Skills: Culture (Indian) +2, History +2, Research +3, Thaumaturgy +2
Traits: Curious about Antiquities +3, Studious +3
Special Abilities: Cure (Thaumaturgy), Etheric Bolt (Thaumaturgy), Heal (Thaumaturgy), Scholar's Guard (Thaumaturgy), Tongues (Thaumaturgy)
Combat Abilities: Thaumaturgy (10 Dice)
Damage: Etheric Bolt (6 Dice)

Sankara Chettay is a recent graduate of the Oriental School of Magic. He has applied for a teaching position, but in the meantime works in the field, uncovering lost literature and artefacts in South India. He is a handsome young man with a pleasant demeanour and is curious about Nizranism, although he still professes Hinduism.

Adventure Hook: Sankara has recently found scrolls that indicated that Saint Thomas considered himself and his brother to be Avesti. This is naturally blasphemy to both Aluminat and Nizrani (and, to a certain extent, Nithamiyyeen). Nevertheless, Sankara took it to the Oriental School of Magic for verification and, in a rare move, allowed the Asiatic Society to study it for authenticity as well. It was determined to be a fake. Not long thereafter, Sankara realised that if the scroll containing the crucial evidence was a fake, what happened to the real scroll, and what does the thief intend to do with it?

Whirling Dervish
Like the Hindu yogis, Nithami mystics meditate on the nature of the universe. Some have unlocked the secrets of their own bodies to become deadly combatants. Such Mediums become active defenders of Nithami communities, protecting them from foreign threats while teaching them the lessons of Ish'Mael.

Rank: 14 Eldren Martial Monk (Generalist)
Physical Competence: +8
Mental Competence: +9
Initiative: 7
Health: 8 Dice (16 pips)
Mana: 5 Dice (10 pips)
Signature Skills: Culture (Persian) +2, Corporeal Medium +3, Dance +3, Fisticuffs +3, Theology (Ismal) +4
Traits: Highly Self-Disciplined +4, Strength +2
Special Abilities: Compound Actions (Corporeal Medium), Martial Strike (Martial Arts), Read Aura (Sensate Medium), Regenerate (Corporeal Medium), Strength of the Bear (Corporeal Medium), Vulnerable Strike (Martial Arts)
Combat Abilities: Fisticuffs (13 Dice)
Damage: Martial Strike (5 Dice)

Kazem Nazeri travels Northern India to serve the Nithami communities. He is also searching for a family heirloom, a scimitar (or shamshir) with

a gilded hilt that was taken from him during the Afghan War, before he would become a Sufi. Kazem is a rather grim cleric; a scar that runs down the left side of his face mars his natural Eldren beauty. He is a man of few words, although he is willing to teach any Nithami who wishes to learn both the mental and physical disciplines of the Nithami mystic.

Adventure Hook: Kazem has come to a local station to ask about the shamshir. Although he was politely told that the weapon was not in the possession of any Afghan War veterans and family in the station, Kazem seemed not to believe it. Not long thereafter, someone broke into some station homes and robbed them, killing some of the Colonials in the process. A Hindu servant has fingered Kazem, who denies involvement, but is prepared to defend himself rather than submit to Feringhi 'justice'. He has the support of the sizable local Nithami community. Can the player characters get to the bottom of this mystery before things get out of control?

Wyvern Rider
He was born to an aristocratic family but, as he is not firstborn, he decided to make a reputation as a Wyvern Rider. Drawn to the mystique of exotic India, he chose to join the British East India Company army. He is an elite fighter and at the top of his social hierarchy, as most of the Colonials around him are middle class.

Rank: 12 Human Airborne Cavalry (Generalist)
Physical Competence: +8
Mental Competence: +7
Initiative: 10
Health: 8 Dice (16 pips)
Signature Skills: Airborne Rider +3, Firearms +2, Perception +3, Tactics +2
Traits: Aristocrat +3, Eyes Like a Hawk +4
Combat Abilities: Firearms (10 Dice), Swordplay (8 Dice)
Damage: Carbine (12 Dice), Heavy Sword (10 Dice)

Sir Geoffrey Northfield comes from a respectable upper class family, but with two older brothers stood little chance of inheriting the family title. Instead, he decided to seek his fortune as a wyvern rider. Stationed in Madras, Sir Geoffrey was one of the lucky ones not to be sent to the Crimea. He spends most of his time patrolling the Bay of Bengal, ensuring pirates or rivals do not molest the British East India Company vessels.

Adventure Hook: Sir Geoffrey has a gambling problem and someone has learned how to exploit it. He is giving information on wyvern patrols in return for money. British East India Company vessels are being attacked more frequently and often when the wyvern patrols are just out of range. Unfortunately, one of the other wyvern riders is getting suspicious, but Sir Geoffrey's family, who wield great influence over the British Government, will not tolerate any accusations against Sir Geoffrey, and such seemingly scurrilous gossip results in rapid retribution. Can the player characters discover the evidence they need to implicate Sir Geoffrey?

Yogi
He has renounced his former life and has chosen to become a Sadhu. He wanders from place to place as an ascetic, receiving what he needs to survive as he unravels the mysteries of the universe to attain moksha in this life.

Rank: 15 Halfling Ascetic (Focused)
Physical Competence: +5
Mental Competence: +12
Initiative: 8
Health: 9 Dice (18 pips)
Mana: 6 Dice (12 pips)
Signature Skills: Channelling Medium +1, Concentration +2, Theology (Jahanu) +4, Yoga +3
Traits: Confident +4, Eidetic Memory +4
Special Abilities: Aura Reading (Channelling Medium), Heal (Channelling Medium), Perfect Clarity (Yoga), Perfect Sight (Yoga), Perfect Sustenance (Yoga), See the Supernatural (Channelling Medium)
Combat Abilities: Blunt Weapons (5 Dice)
Damage: Walking Stick (6 Dice)

Shankar Dutt has led something of a charmed life. Born as an Untouchable, Shankar's Channelling ability manifested when his brother was run over by a cart and Shankar was able to heal him. Shankar was immediately taken to the nearest temple and granted Brahmin status. He stunned his guru with how quickly he was able to memorise the Vedas and learn his lessons. Shankar became a temple priest at a very young age and he was married to his childhood sweetheart. Now nearing the end of his life, Shankar believes that he is destined to attain moksha and has become a Sadhu.

Adventure Hook: Sometimes your old life comes back to haunt you. Shankar's nephew is implicated in a crime, but his only ironclad alibi rests with Shankar, who cannot legally testify in court as he is 'dead'. He comes to the player characters for help. Can they find the evidence they need to save his nephew?

Zamindar
He is the highest class of Native aristocrat in areas under Direct Rule. He owns the lands and charges rent to his tenants. The British East India Company, in turn, collects from him. The life of a zamindar is tough, as heavy taxes and disgruntled tenants ensure a high turnover rate.

Rank: 9 Gnome Landowner (Focused)
Physical Competence: +2
Mental Competence: +10
Initiative: 6
Health: 4 Dice (8 pips)
Signature Skills: Accounting +2, Etiquette +2, Haggling +2, High Society +2
Traits: Insists on prompt payment +4, Miserly +4
Combat Abilities: Firearms (2 Dice)
Damage: Bulldog Revolver (10 Dice)

Saeed Basheer is a rarity in India, a Native Gnome. His roots are Persian and his grandfather was an advisor to a nawab in North India. After the British East India Company took over the land, the Basheers became zamindars of a sizable tract. Through careful investment and frugality, the Basheers have maintained their position. Saeed is a devout Nithami and treats his tenants as best he can, believing that his uncompromising demeanour helps them ensure that they have their rents on time.

Adventure Hook: Unfortunately, education is sometimes a dangerous thing. One of Saeed's tenants has sent his son to a Western school. The son, Ari, returned after a year full of ideas about communism. The tenants have been unhappy with Saeed and Ari has them believing that, if they overthrew Saeed and set up a commune, the British East India Company would be happy to receive the rent directly. They are mistaken, and Saeed went to his District Officer once he caught wind of the plot. Can the player characters intervene before one side or the other is massacred?

Creatures and Monsters

India is an ancient land and many strange, mysterious, and fantastical creatures call it home. The following is a list of some monsters that might be encountered in a Jewel of the Empire campaign and the Gamemaster is encouraged to create others.

Apsara
An apsara is a beautiful nymph who loves life's pleasures and uses her wiles to entice mortals to do the same. Apsaras are believed to be the last remnants of a race born of an earlier age. An apsara generally appears as a scantily-dressed Eldren woman and enjoys dancing, gambling, and more physical pleasures. Indians have many legends about apsaras and each is unique. At her best, an apsara is a distracting nuisance, keeping one from religious purity or causing financial losses at the gambling table. At worst, the apsara can drive a person mad and perhaps cause his death.

It is possible for an apsara to fall in love, but her interest is generally superficial and fleeting. There are legends of apsaras making love to men, getting pregnant, and leaving the newborn child on a riverbank. Other apsaras may abandon a bridegroom

after the wedding night or lose interest once their lover has lost his last coin at the gambling table.

Rank: 10 (Generalist)
Physical Competence: +6
Mental Competence: +7
Initiative: 6
Health: 7 Dice (14 Dice)
Signature Skills: Charm +4, Seduction +5, other 'Earthly Pleasure Skills' +5
Traits: Gorgeous +5
Qualities: Indulgence (12 Dice)
Complication: Vice
Armour: None
Combat Abilities: Fisticuffs (6 Dice), Swordplay (6 Dice)
Damage: Fist (1 Die) or by weapon + 1 Die

Indulgence: Apsaras are drawn to one type of vice (see Vice) and attempt to convince others to do the same. The Apsara uses her Mental Competence + Seduction roll against her victim's Resolve + Perception roll. If the victim fails, then he spends a day (or evening) indulging in the vice. An Apsara tends to stay with the same victim; every two successive days of indulging adds a Black Die to the victim's roll. The Apsara may also draw Black Dice on her Indulgence roll if she is trying to convince the victim to do something against his nature (e.g. getting a vegetarian to eat meat or getting an ascetic to gather wealth). The number of Black Dice is up to the Gamemaster.

Vice: An Apsara is focused on a particular vice among all others. While she enjoys one particular vice, she indulges others as long as they do not interfere with her chosen vice (an Apsara has learned that sharing her – ahem – charms with a victim is a sure way to keep him around to indulge in her real vice). If the victim rebuffs the Apsara twice in a row then she seeks another victim.

Creatures of Heaven (Devas)
Collectively known as devas, these creatures are, like the Host of Heaven, servants of the Earth Goddess. In most cases, they are avatars, physical manifestations of a Hindu god. In other cases, they are heralds, such as the byangoma, that are created solely to deliver messages.

Avatars
Avatars are a god's physical manifestation on earth. There is currently a debate amongst Aluminat scholars as to whether avatars, and by extension Hindu gods in general, are angels, demons, or something else entirely. There have certainly been attempts to repackage some Hindu gods as Aluminat saints, but thus far, the results have not eliminated the avatars.

Some avatars are born into a normal life, albeit destined for greatness. King Krishna (an avatar of Vishnu) is a perfect example. Such avatars often have a distinguishing characteristic; King Krishna is portrayed as having blue skin.

Rank: 18 (Generalist)
Physical Competence: +11
Mental Competence: +10
Initiative: 9
Health: 10 Dice (20 pips)
Signature Skills: Theology (Hinduism) +8; a selection of appropriate god-specific skills at +4
Traits: As appropriate to the god +4
Qualities: At-Will Spells, Regeneration, Unstoppable
Armour: 12 (Divine Skin)
Combat Abilities: Swordplay (15 Dice)
Damage: Talwar (10 Dice)

At-Will Spells: Avatars often have spells or Medium abilities appropriate to their gods. Mana, ritual components, and time costs are waived. All avatars have the Shiva's Blessing and Soma spells.

Byangoma
A byangoma is a fortune-telling bird. It is often used as 'voice of the gods' in place of an avatar manifesting. The bird is drawn from the local environment and possessed for the duration that the god needs it.

Rank: 1
Physical Competence: +2
Mental Competence: +2
Initiative: 3
Health: 3 Dice (6 pips)
Armour: None
Combat Abilities: Fisticuffs (2 Dice)
Damage: Peck (1 Die)

Daitya
The Daitya are related to the European Giants. They live in the mountains and foothills and were already in India when King Krishna led the refugees to the Indus Valley. While King Krishna tried to make peace with the Daitya, the giants were very territorial and determined to drive the newcomers back into the sea. After a brutal war, the Daitya were scattered. Later, they joined Vritra's army and were decimated as a result.

Since then, the Daitya have been a reclusive race, most often encountered alone or with immediate

family. Occasionally, a Daitya champions a cause, primarily out of self-interest, and finds himself king of a small state. Such circumstances rarely last long, although there are tales of at least one benevolent and long-reigning Daitya king.

Rank: 10 (Focused)
Physical Competence: +18 (+10 Giant)
Mental Competence: +1 (-4 Giant)
Initiative: 6
Health: 17 (34 pips)
Signature Skills: Fisticuffs +4, Survival +2, Swordplay +4
Qualities: Huge x3, Iron Will, Juggernaut
Complications: Confused, Stupid
Armour: None
Combat Abilities: Fisticuffs (22 Dice), Swordplay (22 Dice)
Damage: Fists (12 Dice), Gigantic Spear (24 Dice)

Juggernaut: This creature is not just strong but has a powerful size or presence that can be devastating. When attempting to break into something or simply destroy it the creature may add 2 dice to its dice pool for every level of Juggernaut ability. Essentially this is a bonus to the creatures might skill when using its size (or possibly its spiritual energy) to smash something in its path. The Gamemaster is also within her rights to declare anything the creature destroys is not just broken but shattered into splinters.

Demons
Indian Natives tend to lump any supernatural being that is not aligned with the Hindu gods (and, by extension, the Earth Goddess) as demons, but not all of them are Demons of the Pale (although Demons of the Pale certainly can be found on the subcontinent). Rakshasas are often considered Demons, although they are more properly lycanthropes.

The following are three common 'demons' encountered in India.

Acheri
The acheri is a demon that plagues Indian villages. It often appears as a young attractive Halfling woman (although it can be of any race or gender pleasing to its audience) goading the villagers to celebrate with it. The acheri is the embodiment of irresponsibility, enticing its audience to neglect their duties while celebrating. Often this involves violating moral, ethical, and religious taboos; the villagers are often too caught up in the celebrations to resist breaking them.

Unfortunately, the price for partying with an acheri is paid by the children of the village. If the acheri's shadow passes over a child, the child become very sick and the illness is often life threatening. Only villagers that tie red ribbons around their children's necks and resist the acheri's call to celebration can protect their children from the acheri's power.

Rank: 15 (Generalist)
Physical Competence: +9
Mental Competence: +9
Initiative: 8
Health: 9 Dice (18 Dice)
Signature Skills: Bull +4, Charm +4, Dance +4, Seduction +4
Traits: Beautiful +4, Innocent-looking +3
Qualities: Mass Indulgence, Shadow Illness
Complications: No power over those that perform the proper ritual
Armour: None
Combat Abilities: Fisticuffs (9 Dice)
Damage: Fists (2 Dice)

Mass Indulgence: The Acheri can cast Indulgence on people like an Apsara, but she can get many people at once. Treat the villagers as a mob with one roll to resist (as the majority of the mob convinces others to do the same). You should feel free to call for individual rolls for exceptional characters (such as a village elder or player character).

Shadow Illness: The Acheri can spread cholera to children if they are touched by her shadow. This is easy to do at night, when bonfires stretch shadows. The child must make a Fortitude check or suffer the consequences. Even if a child makes his roll, he is not protected if the Acheri's shadow falls on him again.

Bakhtak (Second Circle Demon)
The Bakhtak is a nightmare demon often associated with vengeance. While not a particularly imposing demon, the impish-looking bakhtak preys on sleeping victims. It causes nightmares and, when the victim awakens, he is unable to move for a few rounds. This allows the bakhtak or a confederate to harm the victim before he can react.

Bakhtaks are commonly summoned for revenge. A Bakhtak is considered a Demon of the Second Circle for Summoning purposes. A wronged party might summon one to put an enemy at a disadvantage for a precious few seconds. In these cases, the nightmares caused by the bakhtak are distorted versions of the wrong done to the summoner. The victim then

awakens to see the summoner before him and powerless to resist whatever vengeance they wish to exact.

Rank: 8 (Generalist)
Physical Competence: +5
Mental Competence: +6
Initiative: 5
Health: 5 Dice (10 pips)
Signature Skills: Dodge +2, Fisticuffs +4
Traits: Strength +2
Qualities: Nightmare Paralysis +4
Armour: None
Combat Abilities: Fisticuffs (9 Dice)
Damage: Claws (4 Dice)

Nightmare Paralysis: The Bakhtak cannot attack its victim until he awakens. The Bakhtak can, however, invade his dreams, forcing him to wake up with the equivalent of an Incapacitating attack. The Bakhtak rolls 10 Dice against the victim's Resolve. The number of successes is the number of rounds that the victim is awake but unable to move. The Bakhtak (and its summoner, if present) is free to attack the victim for those rounds without any resistance.

Eloim (Asura)
The Eloim are referred to as asuras in Hindu texts. While not originally seen as evil, over time the asuras have become associated with it, perhaps because of their resistance to the servants of Order or the fact that many asuras have become quite mad over time. Most however, are simply rebels against Heaven and exhort mortals to exhibit the same characteristics.

An Eloim's statistics are as presented in the Core Rulebook.

Mahisha
The Mahisha is a fierce creature created by the gestalt of fallen warriors. It is formed from the soul energy of multiple combatants who died together in the same battle. The Mahisha generally takes the form of the largest and fiercest of the fallen warriors, although it carries the souls of all those who fell. The Mahisha acts as a rogue military unit, wantonly killing animals and people and burning villages until it is stopped.

The Mahisha is equipped with the same arms and armour that its inspiration had in life and there is at least one account of a 'Colonial Mahisha' being created after the Battle of Plassey. No matter what its inspiration, though, the Mahisha fights as infantry; it cannot ride. At will, the Mahisha can release the spirit of one or more of the warriors within, allowing them to manifest as any large Beastman or Ogre. These spirits are also armed as they were in life. These spirits fight as one, for they share the same mind. They are independent in body, however, so the slaying of one will not kill them all.

According to Brahminic teachings, a Mahisha only forms from the bodies of fallen warriors at the dawn after the battle. Thus, the responsibility of a Mahisha's reign of terror rests on those who kill and then do not pay proper respect to the fallen with a ritual cremation, regardless of the side on which they fought.

Rank: 10 (Focused)
Physical Competence: +8
Mental Competence: +5
Initiative: 6
Health: 7 Dice (14 Dice)*
Signature Skills: Any Combat skill +4
Traits: Strength +2
Qualities: Ageless, Immunity (mind-affecting magic), Multiplicity, Regeneration, Unstoppable
Complications: Vulnerability (cannot regenerate fire damage)
Armour: Plated Mail (AR: 6), Dhal
Combat Abilities: Swordplay (11 Dice)
Damage: Talwar (12 Dice)

*A Mahisha gains 1 additional Health Die for every independent spirit residing within it. These dice are lost when the spirit manifests in a body.

Ghosts
Ghosts in India are often called bhuta. They tend to be malicious spirits, drawing victims toward a violent end. Bhuta often take the form of their previous mortal form or that of an animal. This ethereal form is usually marked by an imperfection, such as the feet or hands being backwards. Unfortunately, the identification of this warning often comes too late for the victim.

Aleya
Aleya are the spirits of the drowned. An Aleya haunts the area of its death, tricking living beings into experiencing the same fate. The Aleya can manipulate its natural surroundings to aid its trickery, such as wrapping vines around a traveller's legs and pulling him beneath the surface of a swamp. Aleya are common in Bengal, where many people lose their lives during seasonal flooding and monsoons.

Brahmins and Aluminat priests have long debated why an Aleya does what it does. The most common theory is that the Aleya is jealous of those who made it out alive and wishes to make them share in its misery. A related theory is that the Aleya is upset that the living did not rescue it in time and wants to exact vengeance.

The most likely answer, however, can be found in Hinduism. The Aleya's body has not received a proper burial and it is drawing attention to its corpse the only way it can. Unfortunately, the restless spirit is not aware that it is using lethal methods of coercion in trying to make its victims understand its plight.

Rank: 6 (Specialist)
Physical Competence: —
Mental Competence: +7
Initiative: 5
Health: —
Qualities: Ageless, Rise Again, Tendrils
Combat Abilities: Only as Tendrils
Damage: As Tendrils

Tendrils: The Aleya can animate and transform local foliage into thick vines, wrapping around victims and pulling them into the water. This acts like the Demonic Ether Ribbons spell. The vines grapple and choke victims as they drown them.

Nishi
The Nishi takes revenge on those who caused its death, especially those who have escaped just punishment for a crime. The death must have been particularly violent or a criminal offense; death in the course of duty does not cause a Nishi. It takes on the form of the person who killed it and leads a loved one to the site of the murder. Once there, the Nishi kills the loved one.

There are a few ways to satiate a Nishi, usually by offering to bring its killer to justice or by substituting the killer for the victim. In one tale, a Nishi was convinced to stop its deception by pointing out that slaughtering an innocent would harm its status in the next life (all Nishi are Hindu spirits).

The Nishi statistic block presumes it has a physical form. If the physical form is destroyed, then the Nishi creates a new one in 24 hours.

Rank: 10 (Generalist)
Physical Competence: +6
Mental Competence: +7
Initiative: 6
Health: 7 Dice (14 pips)

Signature Skills: Bull +4
Traits: Strength +2
Qualities: Ageless, Imitate Form, Rise Again
Combat Abilities: Fisticuffs (6 Dice)
Damage: Large Talons (6 Dice)

Imitate Form: The Nishi can perfectly imitate the person who killed it. It does not gain the killer's memories, although it can draw upon its own living memories. Any character who engages it in Conversation has a chance of discovering that the Nishi is not what it claims to be.

Preta
For some people an obsession so consumes them who when they die the obsession remains. This obsession develops into a Preta, an invisible creature who feeds on people by sharing its obsession with them. Once it has 'attached' to a subject, it influences him to indulge in the obsession. The Preta is never satiated and continues to compel its victim to partake in the obsession until it is forcibly removed, the victim dies, or a more enticing victim comes along.

A Preta generally chooses a victim who shares its obsession (or is on the verge of sharing that obsession). Sometimes, a Preta chooses a victim who

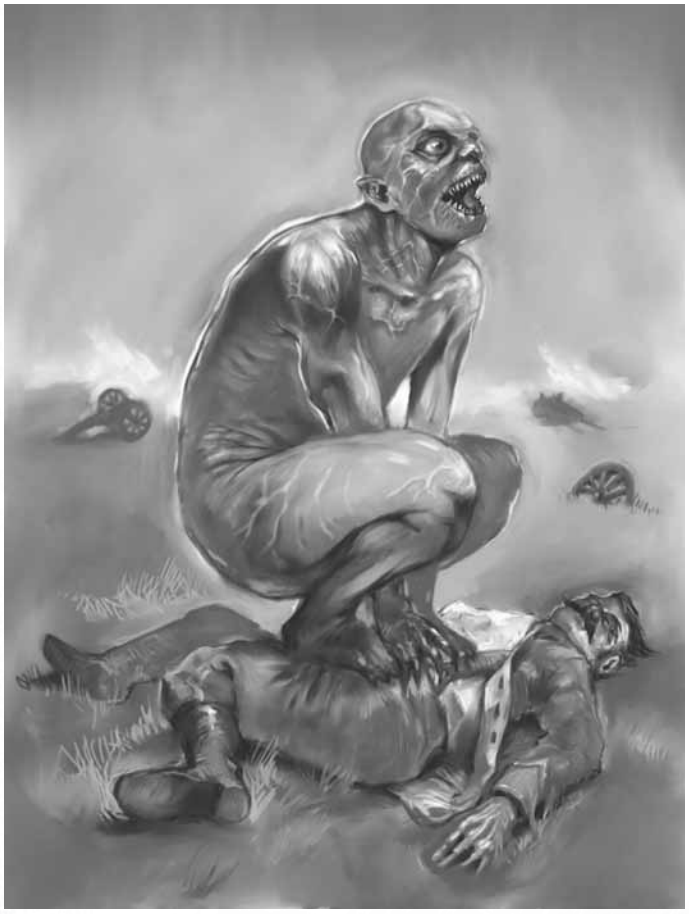
is opposed to the obsession, as that victim's fall into the obsession tastes that much sweeter. The Preta forces the victim to indulge in the obsession at least once a week.

A Preta may be destroyed by magical means. It will also wither and flee if the victim manages to abstain from the obsession for a full week. This normally involves secluded meditation, but forcibly impeding the victim from indulging in the obsession works just as well.

Obsessions may include anything from the mundane (alcohol, food, money, sex) to the extreme (cannibalism, murder) to the outrageous (flaunting social convention).

Rank: 15 (Specialist)
Physical Competence: —
Mental Competence: +14
Initiative: +8
Health: —
Qualities: Indulgence
Combat Abilities: None
Damage: None

Indulgence: The Preta uses its power on a daily basis to tempt its chosen victim, using the Preta's Mental Competence roll against the victim's Resolve + Concentration roll. If the victim can hold off the indulgence for seven days, then the Preta leaves him alone and finds another victim.



Vetala
A Vetala is a spirit trapped on this world because its family did not perform the proper funeral rites. It moves from corpse to corpse, feeding on the life energy of others. A Vetala may use any corpse as a vehicle; it need not be his own. The corpse does not decay while inhabited by a Vetala (but it does not heal damage).

Vetalas are trapped within their corpse during the day and may only move at night. Should a corpse be destroyed and no others available within a five-mile radius, then the Vetala is stuck within that radius until another corpse becomes available. Thus, Vetalas tend to hover around Nithami or Aluminat cemeteries.

A Vetala may be destroyed by convincing its relatives to perform the proper funeral rites. Of course, a Vetala rarely tells its victims its name, so discovering the identity of the Vetala will likely require some magic and investigation.

Rank: 7 (Generalist)
Physical Competence: +5
Mental Competence: +5
Initiative: 5
Health: 5 Dice (10 pips)
Qualities: Life Drain (bite), Strength +2
Complications: Can only move at night, Restricted to 5 mile radius if no humanoid corpse is available
Armour: None
Combat Abilities: Bite (5 Dice)
Damage: Bite (5 Dice)

Ghouls
India has its own type of ghoul, the Pisaca. Pisaca are creatures that were once members of sentient races, but they have led such a life of violence that their bodies and souls are transformed into cannibalistic fiends. Pisaca roam battlefields and cemeteries searching for sentient flesh, which they must consume to survive.

The transformation into a Pisaca is complete. The creature's original physical form is gone, replaced by a hideous mockery of a humanoid (superficially recognisable as its previous race) with translucent skin, bulging veins, large eyes and sharp teeth. A Pisaca loses the intelligence it once had, although its predatory cunning remains. While able to wield weapons, a Pisaca prefers to rend its victim's flesh

with its own claws and consume as much as it can while the victim is still alive (although it feasts on a corpse just as ravenously; live flesh simply has a better taste).

Because of their origin, Pisaca tend to be tougher than other ghouls.

Rank: 9 (Focused)
Physical Competence: +10 (+2 Ghoul)
Mental Competence: +4
Initiative: 9
Health: 8 Dice (16 pips)
Signature Skills: Fisticuffs +4, Hide & Sneak +3, Perception +3, Track +4
Traits: Act on Instinct Alone +4, Fear (Howl, -4 penalty effect), Mere Flesh Wounds! (x3), Strength +2
Armour: None
Combat Abilities: Fisticuffs (14 Dice)
Damage: Claws and Bite (5 Dice)

Lycanthrope (Rakshasa)
Lycanthropy exists in India, although they tend to be were-jackals, were-rats, or were-tigers. In addition, there is a special type of lycanthrope, the Rakshasa. Rakshasas are sentient species (i.e. Human, Eldren, Halfling, etc.) who have voluntarily become lycanthropes. As a boon, a rakshasa has more control over its animal form and therefore does not take a -4 penalty to its Mental Competence when transformed.

A Rakshasa can theoretically become any beast it kills. Gamemasters should keep this in mind when a Rakshasa transforms into a more exotic animal and adjust the creature's statistics accordingly. A Rakshasa in rhinoceros form, for example, would certainly do horn damage.

Mermen
As the land-dwelling races tend to be found all over the world, so do the aquatic races. The first European explorers were surprised to discover that darker-skinned Mermen swam in the Indian Ocean, indicating that their aquatic cousins had the same breadth of pigmentation as their own races did. Some believe that Mermen are refugees from the Third Age that were magically adapted to the sea and that their kingdoms are the submerged ruins of great Third Age cities.
Unfortunately, any Mermen encountered thus far are 'surface-feeders', Mermen that live apart from the great kingdoms of the deep and thus know little about them.

While most Mermen have the upper bodies of Humans, all races are represented among them. Mermen are a reclusive race but they will trade and socialise with non-threatening surface dwellers. Mermen are amphibious, but their bodies are far better designed for swimming than walking (or, more accurately, hopping).

Rank: 4 (Generalist)
Physical Competence: +4
Mental Competence: +3
Initiative: 6
Health: 4 Dice (8 Pips)
Signature Skills: Dodge +2, Perception +2, Swordplay +2, Swimming +4
Qualities: Water-breathing
Complications: Walks at a quarter-speed of its land counterpart.
Armour: None
Combat Abilities: Swordplay (6 Dice)
Damage: Tribal Spear (7 Dice)

Vampires

Churel
The churel is the Hindu term for Vampire. Often depicted as an undead bride or widow, the churel is in fact no different from any other Vampire, although a Colonial who hears 'churel' for the first time may believe the Churel to be something different. Churels often come from the lower castes, usually because it's easier to cover their feedings but upper caste Native churels are discovering that it's easy to blame the killings on unknown 'Feringhi vampires'.

While Churel can shapeshift into the usual Vampire forms, they can also transform into hybrid forms. A flying Churel, for example, might look like fanged, bat-winged humanoid with vicious talons, while a running Churel might look like a feral, hairy Beastman with even more pronounced wolf-like features. These forms are primarily for effect and do not affect a Churel's statistics.

Jenglot
The Jenglot is a rather strange vampire. While it has all the particulars of a regular Vampire, such as being undead, aversion to sunlight, drinking blood to survive, it has one key difference; the Jenglot is only about six inches tall. It resembles a dried, shrunken corpse or perhaps a Voodoo doll; Jenglots also tend to have long hair, as their hair grows slightly with every feeding.

When a Jenglot kills someone through feeding, the victim's corpse shrivels to doll-size and rises again as a Jenglot. Fortunately, this telltale sign ensures

that most victims' bodies are decapitated and burned before rising again, though Jenglots tend to attack victims in the wilderness.

Jenglots seem to hail from Java and are generally found on the southern end of the Indian subcontinent. Unfortunately, the explosion in global travel through the shipping lanes has granted Jenglots access to most of the world and their small size enables them to escape detection aboard ship with ease.

A Jenglot uses the same template as a Vampire except that its Physical Competence is treated as a 1 for purposes of Strength (a Jenglot's bite, however, remains at 3 Dice damage). All Jenglots have the Shapeshifter Talent, which they use to transform into bats (otherwise they have a hard time getting around).

Zombies
In addition to normal zombies, South Asia is home to a particularly strange variant called a Toyol. A Toyol is a zombie created from a human foetus. As it is doll-sized, such zombies are useful for picking pockets, crawling through small spaces, and hiding in pockets. Unlike regular zombies, Toyols are very dexterous. Owners of Toyols tend to use them to steal, as Toyols are terrible combatants even when compared to their zombie brethren.

Rank: 7 (Generalist)
Physical Competence: +5
Mental Competence: +5
Initiative: 7
Health: 5 Dice (10 pips)
Signature Skills: Hide & Sneak +4, Perception +2, Pick Pockets +4
Qualities: Ageless, Immunity: Poison, Immunity: Mind-Affecting Magic, Strength -2
Combat Abilities: Fisticuffs (5 Dice)
Damage: Bite (2 Dice)

Akvan
The akvan is a horrific creature that looks like a large elephant with an exceptionally long mouth beneath its trunk. While it lacks tusks, its mouth is lined with large jagged teeth. The akvan is very aggressive and seems to have a malicious intent coupled with a small degree of intelligence. It resides in inhospitable places, such as the desert, although one might sometimes terrorise a caravan or village. Thankfully, akvan are solitary creatures.

Scholars believe that the akvan was created for some ancient war and then forgotten. Certainly, they seem to fill no ecological niche and kill more than they consume. Some scholars go so far as to classify the akvan as a demon, but most scholars believe it to be, at most, demon-created. The spotting of an akvan is an occasion for hunting, and an akvan's head is considered a worthy prize for a big game hunter.

Black Tiger
The black tiger is found only in Assam. It is larger than a Bengal tiger and can accommodate a rider (although magic is necessary to tame it). Contrary to its name, a black tiger's fur is not completely black. Its thick black stripes are so close together that the tawny fur between them can only be easily seen when the black tiger is stretched out.

Chinthe
A chinthe is an animal that best resembles a hybrid of a dog and lion. While far more vicious than a hunting dog, it is able to be domesticated and makes a great guardian. While indigenous to Southeast Asia, wild chinthe have been discovered as far west as Bengal. Many Colonials import chinthe to protect their estates. Buddhist temples in India have pet chinthe and the practice has spread to a few mosques

The Bestiary

Beast	Init	Physical	Mental	Health (pips)	Armour	Damage
Akvan	8	16	4	14 (28)	4	Bite (14d)
Bat Swarm	5	6	5	6 (12)	0	Flurry of Bites (3d)
Black Tiger	8	12	8	11 (22)	3	Bite (8d), Claw (7d)
Chinthe	7	7	8	6 (12)	1	Bite (4d), Rake (3d)
Coconut Crab	5	8	2	4 (8)	4	Pinch (3d)
Crocodile	6	10	4	8 (16)	3	Bite (8d)
Elephant	6	12	2	10 (20)	2	Impale (6d)
Gandaberunda	10	14	10	12 (24)	4	Peck x2 (7d), Rake (8d)
Gaur	8	10	2	6 (12)	2	Charge (5d)
Gibbon	5	6	4	4 (8)	2	Brawl (3d)
Huma Bird	6	4	10	4 (8)	0	Peck (2d)
Hyena	6	6	8	5 (10)	0	Bite (4d)
Karkadann	6	11	3	10 (20)	3	Charge (7d)
Manticore	8	10	8	9 (18)	4	Bite (7d), Claw (6d)
Mongoose	5	4	6	4 (8)	1	Bite (2d)
Penchapechi	7	6	10	6 (12)	0	Rake (5d)
Porcupine	4	4	4	4 (8)	1	Impale (3d)
Red Panda	6	4	8	4 (8)	1	Bite (2d)
Rhinoceros	6	10	3	9 (18)	3	Charge (6d)
Roc	10	14	10	12 (24)	4	Peck (8d), Claws (10d)
Snake	6	6	6	4 (8)	0	Bite (2d) + Poison
Tiger	6	9	5	8 (16)	2	Bite (6d), Claw (5d)
Yeti	7	11	4	9 (18)	1	Bite (4d), Claws (6d)

and Hindu temples, especially in Bengal and East India.

Gandaberunda
The gandaberunda looks like a large, two-headed roc. Like a roc, it can grip and take away elephant-sized prey; it can also attack twice in a round with no penalty by using its vicious beak. Because of its two heads, attempts to sneak around or otherwise deceive it are made at one difficulty higher.

Huma Bird
The Huma Bird is a strange creature. It is believed to be a magical creation, as it continually flies and never seems to tire. The huma bird actually lacks legs; when it wants to stop it merely hovers. Amongst Natives, huma birds are believed to be manifestations of gods and the appearance of a huma bird is a good omen.

Karkadann
The karkadann is a fearsome creature that looks like a giant woolly rhinoceros (10 feet tall and 20 feet long) with a large horn on its head. They are commonly encountered near streams and rivers that

snake through grasslands. Karkadann are herbivores but highly territorial, using their immense size and wicked horn to chase intruders away.

Manticore
The manticore is a fearsome creature that looks like a tiger-wyvern hybrid with an unusually intelligent-looking face. While it has the general body-shape, paws, and vicious maw of a tiger, the manticore is covered in small scales and sports two wyvern-like wings. Natives claim that these monsters were created by Vritra to serve in his army and it is hard to argue with them. That said, manticores can reproduce and roughly act as tigers socially, albeit tigers that can fly and swoop down on prey.

Penchapechi
The penchapechi is an aerial predator that prefers intelligent prey. It looks like a human-sized owl, although far more vicious. It usually lays in wait high in the trees and swoops down on unsuspecting travellers. The Penchapechi hoot sounds exactly like an owl, and from a distance, the creature can be mistaken for one.

Roc
A feared predator of the Himalayas, a roc is a gigantic bird that has been known to carry off elephants as prey. While pedestrian travellers have little to fear from the roc, those on horseback may find themselves carried into the sky if rocs take their mounts.

Yeti
Yetis are shaggy humanoids that live in the Himalayas. They appear to be large apes, although they have a more bipedal stance. Reclusive and territorial, a yeti prefers to run unless assaulted in his home (usually a cave). Yetis are not very intelligent, but there are reports that some Tibetan monasteries have domesticated some as guardian pets.

There has been some speculation that the yetis are precursors to one or more of the races, but this theory is roundly rejected in academic and religious circles. More popular is the theory that the yetis are the race that was supposed to rule the Fourth Age, but King Krishna's exodus has instead pushed them on the verge of extinction. Others believe yetis to be the still-living ancestors of Ogres.

Chapter 5

The Indian Mutiny

"Everything can be sacrificed for truth, but truth cannot be sacrificed for anything."

- Swarmi Vivekananda

"Well, Gentlemen…and Lady…it appears that the Indian hubbub about the weapons will no longer be an issue, as the Governor-General has telegrammed me that, assuming our next few shipments arrive as we expect, all of our military forces will finally be using the new ammunition. Paper cartridges, and all the pagan nonsense that goes with them, are a thing of the past. While I certainly respect Lady Caswell's arguments last year to get the weapons sooner, our postponement has allowed us to invest in the Company's future while not plunging India into anarchy."

--- Lord Basil Pearson, Deputy Chairman
Board of Directors Meeting, 7th April, 1868

You have read the rest of *Jewel of the Empire*. You understand the political and religious landscape of the Indian subcontinent. You understand how the British East India Company maintains its grip on the Indian people as it remakes India in England's image. You understand what it is like to be a person in India, whether Colonial or Native. You have delved into the mysterious magic of this ancient land and the legendary beasts that walk across it.

Now you get to blow it all up.

Okay, not literally, of course, but India is on the verge of political change, a change that will only be brought about by the spilling of much blood. Just as it was in our world, the Indian Mutiny in *Victoriana* will change the political landscape of the subcontinent, even more so than the one that inspired it. You get to introduce your players to the subcontinent and then, once they have settled into it, hit them with the Mutiny.

Some of you may be reading this and getting rather perturbed. You have read *Jewel of the Empire* and have lots of ideas for adventures in mind and none of them have to do with going through a war. This is very understandable, but the world of *Victoriana* is not static. As time moves forward, so do events. Take heart, though! We have set the Indian Mutiny in the spring of 1868. Presuming that your campaign starts in 1867, you have a full year to explore the subcontinent before the bloody event washes over it.

In addition, while the Indian Mutiny will change the political landscape, it will have little impact on the geography and culture of India. Most of the information in this supplement will be perfectly useable whether you set your campaign in 1867, 1868, or 1869. We did not write a whole book with the intent of ditching most of it due to a war.

So, without further ado, this chapter describes the Mutiny of the coming year. It identifies the key players and battles, as well as the outcome. We have also included an adventure, "The Opening Volley," in

Indian Mutiny, Sepoy Mutiny, or Indian War of Independence?

There has been some scholarly debate over what to call the war that took place in India in 1857-1858. The Victorian label is 'the Sepoy Mutiny', as the war was sparked and largely carried out by Sepoys in the Bengal Army. Others saw the war as the first volley in the war for an independent India. This goes a bit too far, as the war was largely confined to North-Central India and, with the exception of Delhi, all of the princely states stayed out of it. Even 'Indian Mutiny' is problematic, as we can hardly call non-Sepoy participants 'mutineers'.

In *Victoriana*, the war is more widespread and involves more than just the Bengal Sepoys and their supporters. That said the Natives are hardly united. While most of them want to be free of the Company Raj, they do not necessarily want to replace it with a new government that spans the entire subcontinent. Still, we have chosen to retain the label 'Indian Mutiny' for three reasons. First, it reflects the fact that more than Sepoys are involved. Second, 'mutiny', while inaccurate, is a term traditionally associated with this war. Finally, by calling it the Indian Mutiny, we can keep the conflict from being confused with the 'Indian' Wars that took place in America in the 1870s.

which your player characters are thrust into one of the opening (and deadliest) events of the Indian Mutiny.

What Didn't Happen

In our world, the Indian Mutiny took place between 1857 and 1858. Colonials at the time called it the Sepoy Mutiny, as the revolt was believed to be sparked by a number of grievances amongst the Native soldiers in the Indian units. These included loss of pay for 'overseas' service (as postings formerly outside British India became part of the country when borders expanded), religious issues (a belief that the British East India Company supported forced Christian conversion of all Indians), loss of property as upper caste Sepoys lost land to direct annexation, and loss of officer opportunities.

These grievances and others grew into a powder keg that exploded with the paper cartridge controversy. The Sepoys believed that rifle cartridges, which they had to bite open before loading, had been treated with beef and pig fat so that the bullet would easily slide down the rifled barrel. Sepoy mutinies broke out all over North-Central India, but many princely states supported the British East India Company or remained neutral and the mutiny failed to spread. At the end of the mutiny, the last Mughal emperor was exiled and British East India Company rule came to an end, replaced by direct British rule.

In *Victoriana*, this never happened. 1857 came and went without incident, much as 1853 had without the Crimean War. Still, *Victoriana* has a rubber band relationship with our world and, just as the Crimean War was only delayed a decade, the Indian Mutiny is just about to explode in India.

Foundations of Mutiny

The Indian Mutiny has been coming for some time. The Earth Goddess and her children have been very protective of Hinduism. The only reason that they had not acted decisively against the Mughals was that the Mughals allowed Hinduism to continue and only had nominal control of North India. The Thuggee prevented the Mughals from getting too tight a grip on the subcontinent.

The British East India Company frightened the Earth Goddess. While Portugal and France had established trading posts for centuries, neither had attempted to conquer the subcontinent directly. The British East India Company, on the other hand, conquered the subcontinent at an alarming rate, establishing Direct Rule and eventually allowing Aluminat missionaries to roam free across India.

At the same time, the Russian Czarina grew concerned about the British East India Company's expansion as it threatened Russian interests. The Czarina wished to secure a warm water port, which meant an agreement or conquest of Afghanistan and Persia (and sparked the Great Game).

The Problem with Chaos

Prior to the Company Raj, there was little concept of a united 'India'. Not since Ashoka the Great had the entire subcontinent been unified politically and

Holding off the Mutiny

We hope that we have packed *Jewel of the Empire* with many interesting ideas that you can use for your campaigns. For some of you, the status quo may offer so many adventure possibilities that you simply aren't ready to shake things up with the Indian Mutiny just yet, if at all.

In that case, hold it off. The Indian Mutiny has already been delayed by eleven years in *Victoriana*, another year or three will not make much difference. You can maintain the status quo as needed and set the Indian Mutiny into motion on your terms.

Now, while that might seem self-evident, I'm sure some of you will be worried that making such a change to the official 'canon' will make future *Victoriana* supplements less useful for you. You need not trouble yourself. While the course of the Indian Mutiny in this book will be the established canon for *Victoriana's* future, we still have a lot to cover in 1867 yet. All upcoming supplements and adventures will be using 1867 as the base year for the foreseeable future. In addition, while the outcome of the Indian Mutiny will affect regional politics in 1868-1869, it should have little overall effect on other areas of the *Victoriana* world from a gaming standpoint.

culturally, and the average Native thought of India in the way that a Frenchman might think of Europe; it is more a geographic shorthand than a political entity.

The Earth Goddess did not mind the fractures. She did not wish to impose an absolute Order on the Natives, as that would lead to Dogma. Initially, the British East India Company acted as the Mughals did, taking control but letting the Natives be, so long as they acknowledged Colonial suzerainty.

Unfortunately, the Aluminat-controlled British East India Company began uniting the subcontinent in earnest after the Seven Years War. With the princely states so fractured, it was easy for the Colonials to use a divide-and-conquer strategy. Worse, unlike the Mughals, they managed to conquer both North and South India. Not long thereafter, the Aluminat Church began converting Natives at a rate that even Portuguese India, at its worst, did not match. Unless something was done, India would go the way of Europe and the Middle East, united under Order.

Forces allied with the Earth Goddess agreed that something must be done, but they did not want to replace one Dogma with another. Instead, they wanted simply to break the British East India Company's grip, and therefore Aluminat influence, in India. Many of the Natives were already primed for revolt, spurred on by the British East India Company's questionable practices and the lofty rhetoric of emerging Native leaders. Two factors, however, would dovetail into the Indian Mutiny: the Greased Cartridge and the Great Game.

The Greased Cartridge

An opportunity arose with the introduction of the Enfield rifle in 1857. The new rifle used a paper cartridge and standard procedure was to bite open the paper to pour in the gunpowder and the bullet. The cartridge needed greasing so that the bullet would not stick in the barrel and the first shipments from England used grease from cattle and pigs, which enraged both Hindus and Nithami sepoys.

Fortunately, for the British East India Company, the issue was caught and diffused. Only grease from beeswax, sheep, or other non-taboo sources would be used in the greasing of paper cartridges. This settled the matter for the moment but it planted a seed of doubt in the minds of many sepoys, one that might be exploited after they let their guard down.

The Black Mistress realised the potential of this tactic and, in the 1860s, instructed the Thuggee to manufacture taboo grease and prepare to plant them in garrisons and cantonments. In addition, she sent agents to contract with the Oni to make it appear that the British East India Company was importing the grease on Calcutta docks, breaking its promise to concerned Natives.

The Great Game

By the early 1860s, the Czarina was beginning to make political gains in Afghanistan and Persia, both of whom were concerned with British expansion into west and central Asia. Her plans were disrupted by the onset of the Crimean War in 1865, when her offers of substantial military assistance had to be rescinded. Neither Afghanistan nor Persia was willing to kick the British Lion without such aid.

Despite this, the Czarina kept her agents in both countries throughout the Crimean War and this was about to pay dividends thanks to changing circumstances in British India. Ironically enough for the Czarina, it would be the Crimean War that sparks the Indian Mutiny.

A Crimean Problem

At the start of the Crimean War, the combined armies of the British East India Company were roughly equal to the size of the regular British Army. During the winter of 1866-1867, however, the Allied forces in the Crimea lost thousands of troops and, by 1868, the British Army was running low on reinforcements.

The British Government demanded that the British East India Company send troops to the Crimea. India had been quiet for almost two decades now save for the occasional princely dispute so a few less regiments should not matter. Unfortunately, the Governor-General's aggressive Doctrine of Lapse policy and increased Aluminat missionary activity actually did necessitate a strong military presence. Nevertheless, the Board of Directors acquiesced and ordered the Governor-General to provide troops. As Bengal had the largest army, the Governor-General decided to pull troops from Bengal and reinforce Calcutta with regiments from Madras.

This act caused two problems. First, the Bengalis, especially the large Nithami population, did not want to be 'protected' by Tamil Hindu troops. This gave the Red Imam the opening he needed to foment rebellion. Secondly, it was considered taboo for members of the Brahmin caste to leave India. As the Bengal Army had a large Brahmin presence, orders to leave India upset those immediately affected as well as the Brahmin sepoys and sowars in the rest of the Bengal Army.

The Black Mistress Acts

The Crimean War presented another problem for the Thuggee. Until 1868, the British East India Company had been lax in upgrading rifle technology, using the money saved for other enterprises. In early 1868, however, the Board of Directors finally saw fit to resupply India after increased production of new rifles in the wake of the Crimean War brought down their price. Once these rifles were in Native hands, the issue of paper cartridge grease would be moot.

Seizing her final opportunity, the Black Mistress put her unfinished plans into action. The Thuggee smuggled the offending grease into what caches they could, largely in the North-Western Provinces. They then spread the rumour that the British East India Company had begun using offensive grease again as a cost-cutting measure until the new guns arrived. While Colonial Officers dismissed the rumours as nonsense, the planted evidence would prove damning.

The Last Straw

While the forces supporting a Mutiny against British East India Company rule have been moving pieces into place, an act by a Bengal Army Officer ultimately sparks the outbreak. On 12th April, Colonel Geoffrey Morgan Carrington of the 3rd Light Cavalry ordered a parade. While junior officers warned him that the sowars requested a postponement of drills until a new shipment of rifles with metal cartridges arrived, Colonel Carrington insisted on his orders being carried out.

As his men were an elite force within the regiment, Colonel Carrington was certain that the men would accept the cartridges and inspire the other Native units to do the same. He would be sadly mistaken. Of the one hundred men in his unit, only ten followed orders and accepted the suspect paper cartridges. The parade was cancelled and subsequent inquiry and review led to a court martial on 6th May, with the mutineers being found guilty on 8th May.

The sentence was carried out on 9th May (the day before the player characters are due in Meerut). In front of the rest of the regiment and villagers, 78 of the mutineers were sentenced to 10 years imprisonment and hard labour (12 were only sentenced to 5 years due to inexperience). They were stripped of their uniforms, shackled, and forced to march to the New Jail.

Both the prisoners and the other sowars and sepoys were uncharacteristically silent during this ceremony. Knowing glances between the Natives were exchanged, but the Colonial officers were none the wiser. As far as they were concerned, the matter was over and the new guns had already been supplied. Unfortunately, the matter has only just begun.

The Opening Volley

A Penny Dreadful to Spark the Mutiny

The Opening Volley places the player characters at the outbreak of the Indian Mutiny. The adventure itself is relatively straightforward. Alone and outgunned, the player characters must flee to safety while rescuing any Colonials they can along the way. Of course, there is ample opportunity for roleplay both before and during the uprising, and astute player

Meerut Again?

Gamemasters familiar with history may wonder why we have essentially paralleled the opening of the real Indian Mutiny of 1857 for *Victoriana's* Indian Mutiny of 1868. The reason for this is simple; we wanted to enable you to draw upon as much material as you could when incorporating the Mutiny into your campaigns. There are many good books and reference materials on the subject, and to create a completely different opening for our Indian Mutiny would render those moot.

Despite the parallels, there are differences in the two uprisings. *Victoriana's* India features a much stronger British East India Company that is better equipped. The opposition, however, has the support of the Black Mistress, Russia, and other forces and, unlike our own Indian Mutiny, will engulf the entire subcontinent. As the war marches forward, the differences become more and more distinct.

Also, we realise that there will be some Gamemasters that want to run the Indian Mutiny in its proper historical context. By keeping this adventure as close to what happened in 1857 as possible, we are enabling such Gamemasters to use this adventure without modification.

Setting the Tone and Chipping Away at It

If you are running this adventure in the spirit that it was intended, your players will have no idea that the Indian Mutiny is about to be sprung on them. They should believe that the bulk of the adventure would take place in the Himalayan Range, seeking out and exploring the Lost Tomb of Alexander. The first scene in Delhi is designed to reinforce the 'exotic flavour' of Princely State decadence, as the player characters are honoured Colonial guests of the sultan, and wined and dined before they embark on their big adventure.

The cracks start to show in Meerut, when the player characters witness disturbances in the city. These disturbances are small and isolated, however, and the players will likely write it off as a little pre-expedition diversion. All falls apart in Scene Three, when Lord Eaglesbury is killed and the Natives begin slaughtering Colonials.

From this point forward, the tone should be one of desperation. The player characters should not only wish to save themselves but also the Colonial families they had met earlier in the day. The entire rest of the adventure takes place at night, further enhancing the isolation as the player characters attempt to find safety.

It is important that you emphasise the superior position of the Natives. Players tend to think like American movie heroes; despite the odds, true grit will win the day (as well as the belief that battles are balanced in their favour). In The Opening Volley, however, such heroics are likely to get them killed. Nevertheless, be sure to allow the players small victories throughout the course of the adventure. Maybe they cannot stop the Indian Mutiny or save everyone in Meerut, but they can make a difference for a handful of frightened Colonials.

characters may realise that something is afoot before it happens. In any case, Colonial India will never be the same again.

This adventure presumes that the player characters are available for hire for an archaeological expedition. Lord Eaglesbury, head of the expedition, could use a party with varied talents, both Colonial and Native. He could use cultural, historical, and scientific experts as well as survivalists and guides. He could also use some muscle for protection (and hauling heavy equipment and artefacts) and someone skilled at negotiation. In short, there should be *something* on each player character's sheet that should qualify them for this expedition (not that they will ever get there).

An alternative way to introduce this adventure is to have the player characters work for the Special Office as Irregulars. Eaglesbury is an occasional expert for the Special Office and he has asked for assistance. Given the nature of the Baron's expedition, the Special Office would be only too happy to comply. The Chief Superintendent assigns the player characters to the expedition and arranges for their passage to Delhi.

If the player characters are not the hiring sort nor work for the Special Office, Lord Eaglesbury likely seeks them out if they have appropriate skills. He needs people that he can trust and a good recommendation goes a long way. Eaglesbury is well-connected and has the influence to arrange for such player characters to be temporarily relieved of their duties in order to join him for the expedition.

While this adventure is written with beginning characters in mind it can be easily scaled for more experienced player characters by using the **NPCs Competency Table** in the *Core Rulebook*. Freely alter the number or strength of the threats; once you understand the basic outline of the adventure, it is a simple matter to adjust the challenge level for your players.

"The Opening Volley" starts on Saturday 9th May, 1868. This adventure could be the continuation of a campaign that started in 1867 (the default starting year for *Victoriana*) or the start of a new campaign centred on the Indian Mutiny. If you are using this adventure to start a campaign, please keep in mind that your campaign is a year ahead of other books in the *Victoriana* line. We follow this adventure with details on how the mutiny continues so you might develop the story into a full campaign.

Background

Noted British archaeologist, the Lord Eaglesbury has made an exciting find north of Meerut. He has

discovered the ruins of an ancient Greek shrine in the foothills of the Himalayas. The tablets and scrolls within the shrine speak of a more ornate temple further inside the mountain range, protected by a tribe of warrior women. Lord Eaglesbury hopes to discover Alexandrian artefacts and perhaps write the definitive account of the Battle of the Ganges in which Alexander lost his life (see Eaglesbury's description for more details).

Of course, Eaglesbury needs to put together an expedition. Through various contacts and inquiries, the Baron feels that the player characters would make excellent additions to his expedition. He invites them all to a dinner at the palace of the Sultan of Delhi, where he is an honoured guest. The next day they travel to Meerut, where he plans to meet a surveyor who knows the way into the Himalayas.

Unfortunately, Lord Eaglesbury's expedition does not go as planned. The player characters arrive in Meerut to find general unrest, inspired by the harsh punishment of sowars at the Meerut garrison. Later that evening, the Natives of Meerut are in open revolt and hunt down every Colonial they can find, including the player characters.

The player characters will likely look to the British East India Company cantonment for aid, but when they arrive they discover that the cantonment is under attack as well. With Delhi being seized and the railroads stopped, the only chance that the player characters and any refugees they have with them lies with the nawab of Ranpur, a nearby princely state that hopefully has not turned against the British East India Company.

Scene One: A Sultan's Banquet

The adventure starts with the player characters receiving orders or an invitation to join the Lord Eaglesbury in Delhi for an expedition. If the player characters are Irregulars, then they receive short telegrams informing them that they are to meet Lord Eaglesbury in Delhi along with travel arrangements to get there. This is by rail, boat, and/or air, depending on the most efficient means of getting each character from their home to Delhi.

If the player characters are not Irregulars, then they receive an invitation from the Right Honourable Lord Eaglesbury requesting their presence in Delhi for possible employment in an exciting expedition that is to leave Delhi presently. Lord Eaglesbury has heard of them through their previous exploits or mutual acquaintances, whichever is appropriate.

In all cases, the player characters are expected to arrive in Delhi on Saturday, 9th May, 1868 (do not draw attention to the precise date unless you normally do so in your campaign), and present themselves at the Metcalfe House on the outskirts of Delhi. Most travel arrangements ensure that the player characters arrive at mid-afternoon, giving them a respectable time to present themselves and appropriately freshen up before dinner.

Welcome to Delhi

Unfortunately, most of the player characters arrive during the hottest part of the day, and today its 101°F with no clouds or wind. If arriving by train, the player characters have likely suffered the stifling conditions aboard the passenger cars. A ride by airship is more comfortable, but makes the heat even more brutal when the character disembarks.

As Delhi is a princely state with no Colonial cantonment, there is little activity in the afternoon. Most of the Delhi Natives stay out of the sun at this hour. Those few who remain outside move at a leisurely pace guiding elephants, hawking wares, or

bringing water back from the river. Native women can be seen washing clothes in the tributaries of the Yamuna River.

On Lord Eaglesbury's request, Sir Henry Thomas Shaw has a carriage waiting for the player characters at the train station or airship field. The rider takes the player characters as they arrive to Metcalfe House (unless the player characters all arrive at the same time, each is treated to a private ride). Metcalfe House is the dominant feature of the Colonial presence outside the walled city, a large, two-storied palace that overlooks the river. The grounds around the house are quite beautiful, filled with flowerbeds, cypress trees, and orange groves.

Native servants greet the player characters as they arrive. These servants take their belongings while a Colonial steward, the Dogman Timothy MacRae, ushers the player characters to a large open room being cooled by two punkahs, each being pulled by a Native punkahwallah. They are served small sandwiches and cold orange juice while they wait for Sir Henry to arrive. Within an hour, all of the player characters should arrive, after which Lord Eaglesbury and Sir Henry enter the room. A Rhinocerosman in a turban and Native dress accompanies Lord Eaglesbury and a young woman dressed like a proper English lady.

The Offer

After introductions, Sir Henry announces that there has been a change of plans. It seems that the Sultan, Barad Shah, has learned of Eaglesbury's planned expedition and wishes to hear more about it over dinner. Everyone is invited, of course, but Sir Henry explains that 'dinner' means a lavish feast fit for a 'decadent Oriental king'. Sir Henry has arranged for transportation to the Red Fort at 6 o'clock.

Player characters can make an Easy Presence + Empathy roll to realise that Sir Henry and Lord Eaglesbury think that something is out of the ordinary. If pressed (this probably won't require a skill roll, as neither man thinks their thoughts are worth hiding), they state that it's unusual for Barad Shah to offer to throw a feast, as he generally lives a reclusive life unless he is receiving a dignitary. While Lord Eaglesbury is of the upper class, he is not here in an official capacity. Nevertheless, Sir Henry does not feel that this invitation is completely out of character, just an unexpected but pleasant surprise.

Lord Eaglesbury introduces his two companions as Dev Singh, his personal valet, and Miranda Fielding, his archaeological assistant. He pulls out his pipe and offers everyone a brandy before settling into a chair and making his offer. He addresses them as is proper and then launches into his pitch.

"I thank you all for coming on such short notice. As some of you may already know, we stand on the footsteps of Alexander the Great. I've uncovered a few minor artefacts here and there that confirm it. This is almost the exact spot where he crossed the Yamuna River just outside to engage the Nandas at the Ganges River." He points his pipe in the general direction for effect.

"I've discovered the ruins of a small shrine very recently in the Himalayan foothills. This shrine is built with Persian influences and has Greek writings on its walls. While the meanings of these crumbling words are far from clear, I have been able to determine that the shrine was built after the Battle of the Ganges." He pauses to light his pipe.

"Now, I suppose I don't need to tell the historians amongst you that Alexander fell at the Battle of the Ganges. Conventional wisdom holds that he was on the verge of victory when a sorcerous ally, Chandusara Maurya, struck him down. Chandusara would later take advantage of the heavy losses on both sides to carve out the Maurya Empire. It was presumed that Alexander's magical Sword of Ares was taken by Chandusara to ensure future victories and further presumed that Chandusara's descendant, Ashoka the Great, hid the sword when he converted to Buddhism."

He takes a puff of his pipe. "The fragments in the shrine tell a different story. They say that, after conquering Persia, Alexander converted to Avestism. Because of this, his army was no longer convinced that they had Ares' protection and Alexander decided to prove them wrong by pushing eastward. When the battle against the Nandas was going poorly, some of Alexander's officers betrayed him so they could sue for peace. As part of the truce, Alexander's most loyal followers were allowed to take his body and belongings to inter them according to their tradition. While Chandusara kept the sword, Ashoka allowed the Yamani to take it to Alexander's tomb.

"The shrine offers clues as to the location of Alexander's tomb. The clues are fragmented and coded, but with Miss Fielding's immensely helpful assistance, I believe that we have enough information to locate it. According to her calculations, it rests not far within the Himalayas. I have hired a guide, Sir Godwin Meade, whose services I've secured from the Surveyor's Office. He will meet us in Meerut tomorrow and from there we shall embark northward."

He takes another puff of his pipe. "That is, of course, if you are interested in making the find of the century? Despite my title, I am not a rich man, but I'm prepared to offer each of you ten shillings a day, plus expenses. What say you?"

If the player characters wish to negotiate, Eaglesbury can be persuaded to go as high as fifteen shillings a day, although such an offer elicits worried

reactions from Dev and Miranda (as they know how cash-strapped Eaglesbury is at the moment). Once business is concluded, the Baron offers a toast to their success before finishing his pipe and retreating to his room in preparation for the feast. Sir Henry has his Native servants show the player characters to their rooms to prepare for the feast. Should they require more appropriate attire, Sir Henry can certainly provide it, he even has a Native tailor on hand. He also sends Mr. MacRae to their rooms at 5:30pm to ensure that the player characters will be ready for the coach by 6:00pm.

Lord Vernon Eaglesbury
The Lord Eaglesbury is a wizened Gnome who never had time for a family. His life is his research and his research is his life. He is a font of historical knowledge and he compares every situation to something in history at every chance. He does have a wife at Home, but the marriage was one of convenience and Eaglesbury doubts that the children are his. Nevertheless, he accepts them as his heirs so long as his wife keeps the barony in shape while he is away. At this point, he has been away for fifteen years.

Currently, Lord Eaglesbury is fascinated with Alexander the Great. He hopes to find his tomb and write the definitive history when he gets back to his country home in Norfolk.

Lord Eaglesbury has impeccable manners, but he prefers his khakis to formal dress. He is a bit absent-minded at times and likely shows up to a dinner or banquet with a pencil tucked behind one ear or forgetting his coat. When the Baron's attention is drawn to the faux pas, he gets very flustered and apologetic as he makes himself presentable.

Rank 9 Gnome Archaeologist (Generalist)
Physical Competence: +4
Mental Competence: +8
Initiative: 6
Health: 5 dice (10 pips)
Signature Skills: Culture (Indian) +1, History +3, Research +2, Science (archaeology) +2
Traits: Absent-minded +2, Alexander the Great +4
Combat Abilities: Firearms 4 dice, Swordplay 4 dice
Damage: Bulldog Revolver 10 dice, Kukri 7 dice

Miranda Fielding
Miranda Fielding is Baron Eaglesbury's assistant. Miranda originally came to India to find a husband, but had no real contacts. After a year of fruitless searching, Miranda bought a ticket home with the little money she had left. She'd made it to Bombay when she caught Lord Eaglesbury's attention. Always having a knack for mathematics, Miranda was scribbling complex equations on paper to pass the time at the dock. Baron Eaglesbury happened by and asked what she was doing. Miranda tried to hide it at first, but opened up as the Baron told her it was okay and offered to buy her dinner.

Miranda is a knowledge sponge. She soaks up mathematics and scientific knowledge at amazing speed, traits Baron Eaglesbury has found useful in his field work. He eagerly snapped her up as an assistant in spite of her gender with the promise that, when they got Home, he'd find her a proper husband. Unbeknownst to the Baron, though, Miranda quite enjoys the work and has fallen for him. While she'd never reveal it to him (she knows he's married), she'd rather remain in India with him for as long as possible.

Miranda is a middle class human woman of plain appearance. She dresses like a proper English lady when they are expecting company, but prefers khakis in the field. Eaglesbury indulges her in this so long as they are only interacting with Natives. While an expert in many scientific disciplines, Miranda has a shy personality and allows others to lead conversations.

Rank 6 Human Assistant (Specialist)
Physical Competence: +2
Mental Competence: +7
Initiative: 7
Health: 4 dice (8 pips)
Signature Skills: Cryptography +4, General Knowledge +4, Perception +2, Research +2
Traits: Lightning Calculator +4, Painfully Shy +4
Combat Abilities: Firearms (2 Dice)
Damage: Derringer (4 Dice)

Dev Singh
Dev Singh is the Lord Eaglesbury's Native guide and, when necessary, protector. While he knows a variety of North Indian languages, Dev is generally a man of few words. He never removes his turban, even when sleeping (as a Sikh, Dev is not supposed to cut

his hair; he is naturally hairless, though, and he is ashamed to remove it to display his bald head).

Dev is very protective of the Baron and Miranda. While he could never allow himself to love a Colonial, he treats Miranda like a beloved little sister. Dev is fascinated by the artefacts and ruins that Lord Eaglesbury always seems to find and genuinely enjoys working with him.

Dev Sigh is a Sikh Rhinocerosman with rough, brown-grey skin. He dresses in the Punjabi style, although, in addition to his shamshir, he keeps a rifle slung across his back.

Rank 7 Beastman Valet (Generalist)
Physical Competence: +6
Mental Competence: +4
Initiative: 5
Health: 6 dice (12 pips)
Signature Skills: Culture (Indian) +2, Etiquette (Native) +1, Streetwise (Native) +1, Swordplay +2
Traits: Loyal +4, Protective of Miranda +4
Combat Abilities: Firearms (6 Dice), Swordplay (8 Dice)
Damage: Whitworth Rifle (13 Dice), Shamshir (9 Dice)

Sir Henry Thomas Shaw
Sir Henry Thomas Shaw is the Joint Magistrate of Delhi. He has lived in the Metcalfe House after the former Joint Magistrate moved out of it in 1860. Sir Henry's position is intended as something of an insult; the Governor-General sent him to Delhi to make a point of how little he felt of the Sultan's power. Fortunately, for Sir Henry, the Sultan seems not to be affected by the insult, treating Sir Henry as he has his predecessors.

Sir Henry realises that he is something of a laughing-stock amongst his Colonial peers, but he carries on his duties as best he can. Like the Sultan he oversees, Sir Henry realises that he needs to play his expected role in the Sultan's court as well as run the directly-ruled district outside Delhi. He tends to whine when he wants attention, a trait that has not endeared him to Captain Waterfield. When pushed too far, however, Sir Henry snaps, and has reminded the Captain from time to time that he is just as much a ceremonial piece as the Sultan.

Sir Henry is a Half-Beastman. While he looks primarily human, Sir Henry has certain 'Basset Hound' traits. His cheeks sag, giving him a droopy-eyed appearance, and his ears are larger than a human's, slightly flopping over at the tops. Sir Henry also has a tail, but he keeps it tucked inside his trousers. (See *Building Better Beastmen* for more information on Half-Beastmen.)

Rank 8 Human-ish Resident (Focused)
Physical Competence: +4
Mental Competence: +7
Initiative: 6
Health: 5 dice (10 pips)
Signature Skills: Etiquette +2, Legal Matters +1, Perception +1, Politics +2
Traits: Backbone when angry +4, Competent Administrator +2, Whines +2
Combat Abilities: Firearms (4 Dice), Swordplay (4 Dice)
Damage: Revolver (10 Dice), Light Military Sword (8 Dice)

Welcome to Delhi

The carriage is out front by 5:45pm to take the player characters to the Red Fort in style. There are actually two carriages, as Sir Henry, his wife, and the Baron's party take the first carriage. Sir Henry, his wife Winifred, Lord Eaglesbury, Dev, and Miranda are all in evening dress, with the Agent and the Baron sporting white ties.

The ride to the walled city of Delhi is not long, but the villages surrounding it are much more vibrant than before. Native children play in the streets as the adults finish their routines for the day in the cooler evening sun. The carriage windows are open and the spicy smell of cooked meals waft through the carriage and tantalise the player characters' taste buds.

The player characters enter the city through Kashmiri Gate (so named because, as the northern gate, it faces the Kashmir region). This impressive arch leads into what was once the rich Mughal section of the city, but now dominated (at least in the eyes of Colonials) by the Aluminat St. James' Church. This impressive domed building with its Greco-Roman columns and architecture helps cement the possibility of Alexander passing through this region (the church, of course, was only built during this century).

Equally impressive is the Delhi Guild House. Sitting across the street from St. James' Church, the Delhi Guild House is of predominantly Persian

design. It might be of interest to the player characters to note that many of the better-dressed men and women entering and leaving the Guild House appear to be Natives rather than Colonials. Uniformed Colonial soldiers guard both the treasury and magazine, not far from the Guild House and church.

The city itself is full of life. The carriage has to slow down and stop for the occasional elephant or ox-cart, although Sir Henry's Native servants do a reasonable job of walking ahead of the carriages and clearing the way. Some curious vendors and residents watching from windows stare at the carriages, for it is rare that Sir Henry bring two carriages into the city, especially at this late hour.

If you wish to throw a little friendly chaos into the mix, you can have a pet monkey leap into the player character's carriage, entertaining them with its antics while a second monkey sneaks in while the player characters are distracted. Both monkeys are trained to take loose or shiny things and then jump out the window, running off with their stolen goods. How involved you want this to be is up to you (whether the attempt was accidental or if there are sentient thieves at work with the monkeys). It is likely that the player characters will not worry too much about a lost cufflink or pocket watch (if you do have the type of players that insist on halting the adventure until they've gotten back their items, then give them an amusing but quick chase through a bazaar that ends with them reclaiming their property).

The impressive Red Fort is essentially a walled city within the walled city, boasting thousands of inhabitants. Technically, this is the capital of British India, but the British East India Company dispensed with the pretence three decades ago. Player characters working for the British East India Company would also likely know (an Easy Wits + Business roll) that once Barad Shah dies, the Doctrine of Lapse will bring Delhi into the Bengal Presidency.

The interior of the Red Fort is also very impressive, with many lawns and pavilions that are almost palaces unto themselves. The carriages stop in front of the main palace, where four large Hatti soldiers guard the entrance. Royal servants rush up to open the doors and aid the player characters in disembarking.

A Royal Feast

The player characters are first lead into an ornate room filled with Hindu- and Ismal-influenced art. The servants have a lavish spread of fruits, meats, and other delicacies, along with copious amounts of wine. Sir Henry explains that, while the Sultan does not imbibe alcohol, he provides it for the convenience of his guests. Astute player characters also note that there is no beef or pork amongst the meats.

Guild Master Nathaniel Gilbert is already sampling the spread in the reception room. He is hovering around a chess table that is set against one wall with a glass of orange juice in his hand. He is admiring the beautifully carved chess pieces that represent the two sides in the ancient Indus Valley War (the black king is designed to look like a three-headed dragon). His wife Nadia is at his side, imploring him to take a seat before he collapses from exhaustion. Captain Waterfield is also here sampling the wine. Bishop Archibald Farnsworth arrives not long after the player characters. The player characters should have some time to mingle with the other guests before the Sultan's steward announces that the banquet is ready.

The steward leads them into a lavish banquet hall filled with low tables, cushions, curtains, and gilded art. The decoration is ostentatious by even upper class standards. There is enough food to feed an entire army, with numerous curry, meat and rice dishes represented. Dancing girls, musicians, entertainers, and servants move about the room. Hookahs are also within easy reach if the guests wish for a smoke. In the midst of this splendour sits Sultan Barad Shah,

Captain's Pride

At some point during the evening after Captain Waterfield learns that Meerut is the player characters' next destination. During casual conversation, Captain Waterfield relates the events in Meerut from his perspective. He has the new weapons and proudly displays his Kerr revolver, and points out that the rifles that the guards are holding are new Enfields. He notes that the shipping of these weapons should quiet concerns like that business in Meerut.

Should the player characters inquire further, the Captain shrugs and says that the 'pagans' refused to parade a couple of weeks ago over the paper cartridges. *"It's the grease, you see, the Hindus are afraid that it's made of beef while the Nithamiyyeen worry that it's pork. We, of course, use mutton fat here."* **He might also mention that the court martial had just wrapped up and he assumes the sepoys will get a slap on the wrist, as has been custom.**

As should be obvious, Captain Waterfield is unaware of the results of the court-martial and the sentence carried out earlier today. It simply was not important enough for him to follow up on, as he is certain that he will be fully informed within a day or two. For tonight, it is just an interesting conversation piece. Two mornings from now, it will cost him his life.

surrounded by his wives and concubines. As this is a court event, he is dressed in splendid robes and a bejewelled turban.

He enthusiastically welcomes everyone, offering them seats, requesting that Lord Eaglesbury regale him with tales about Alexander the Great. He wonders aloud about the Sword of Ares and how Alexander could have been defeated if he were wielding it. Lord Eaglesbury believes that the Sword's power only works for those of the Old Faith (of which he considers Hinduism to be a part).

The rest of the evening is an opportunity for socialising and partaking in vice. This is a good time to enforce appropriate character Complications, especially as dancing prostitutes are available. If you want to make things really problematic for a lecherous player, have a concubine show interest in him. She is very beautiful, of course, but the Sultan is concerned if that player character returns her attentions. The player characters should have a most enjoyable time before retiring to Metcalfe House for the evening. Eaglesbury reminds them that he would like to get started the next morning by six o'clock.

Winifred Shaw

Winifred Moss had the odds stacked against her when she set foot in Calcutta several years ago. Her family was barely upper class, and her father's gambling problem was destroying what was left of the family fortune. Winifred also lacked the Planar Empathy typical of Eldren as well as being on the plain side of Eldren beauty. She had stayed in Calcutta for a year and, with no prospects, prepared to go home empty-handed. That is when Sir Henry Shaw walked into her life.

Winifred was attending what she thought would be her last ball at the Government House. Sir Henry had been recently appointed Resident of Delhi and needed a wife. It was a marriage of convenience, but over the years, Winifred has learned to appreciate her husband, even if she cannot bring herself to say that she loves him.

While Winifred thought that living in Delhi would give her a place to hide from her social peers, she had not counted on the lavish lifestyle that the Sultan granted her. Winifred now lives far better than she ever did at Home and often overcompensates by wearing lots of gold jewellery. Because of her past, Winifred has a keen sense of what they can afford.

Rank 5 Eldren Burra Memsahib (Specialist)
Physical Competence: +1
Mental Competence: +7
Initiative: 4
Health: 3 dice (6 pips)
Signature Skills: Accounting +2, Charm +1, Etiquette +2, High Society +1
Traits: Expensive Tastes +3, Inferiority Complex +2
Combat Abilities: None, really
Damage: If she's lucky she'll do 1 Die of nail scratching damage.

Bishop Archibald Farnsworth

Archibald Farnsworth is the Aluminat Bishop of Delhi, serving the city and the surrounding region

(including Meerut). The Bishop actually plans to join Lord Eaglesbury and his expedition at the garrison church in Meerut for a blessing after the evening service. Archibald often gets into heated religious debates with Nathaniel, but beneath it lays a grudging respect that almost borders on friendship.

Archibald Farnsworth is a balding upper class Dwarf. His brother is a Viscount, but with no title to call his own, Archibald entered the clergy. Now in his forties, Archibald actually likes the Delhi climate as long as he can slip off to the hills every now and then. He dresses impeccably, wearing his priest collar in place of an ascot or tie.

Rank 10 Dwarf Priest (Focused)
Physical Competence: +4
Mental Competence: +8
Initiative: 6
Health: 6 dice (12 pips)
Signature Skills: Charm +2, Fashion +1, Politics +1, Theology (Aluminat) +2
Traits: Devoted +3, Enjoys Debates +4
Combat Abilities: Blunt Weapons (4 Dice), Fisticuffs (4 Dice)
Damage: Staff (7 Dice), Punch (1 Die)

Guild Master Nathaniel Gilbert
At 90 years old, Nathaniel Gilbert is quite old by most standards, but as an Eldren it barely shows. He is very friendly and energetic although he is annoyed by his wife's constant reminders for him to take it easy (she is unwilling to see that Eldrens age more gracefully than Humans). He has been the head of the Delhi Guild since its inception fifty years ago. Nathaniel has a weakness for chess and immediately challenges anyone who shows an interest.

In Human terms, Nathaniel looks to be in his mid-forties, with salt-and-pepper hair and goatee. He dresses in Persian fashion and is actually a Follower of Ismal (he converted before marriage). Thus, he refrains from drinking alcohol and eating pork.

Rank 15 Eldren Thamaturgist (Focused)
Physical Competence: +6
Mental Competence: +12
Initiative: 8
Health: 8 dice (16 pips)
Mana: 6 dice (12 pips)
Signature Skills: Lore +2, Sensate Medium +2, Thaumaturgy +2
Traits: Loves Chess +4
Special Abilities: Aura Reading (Sensate Medium), Sixth Sense (Sensate Medium), Most Thamaturgy spells
Combat Abilities: Thaumaturgy (14 Dice)
Damage: Etheric Bolt (6 Dice)

Nadira Gilbert
At 72, Nadira Gilbert is aging before her husband's eyes. He pretends not to notice (and he loves her deeply), but Nadira is very bothered by it, manifesting

The Sultan's Secrets

At this point, some players might be very suspicious of Sultan Barad, as this reinforces Lord Eaglesbury and Sir Henry's reactions earlier that afternoon. In truth, Sultan Barad does have an interest in the Sword of Ares, as its ownership may aid him in the Mutiny. That said it also serves as a red herring, as the players may likely believe that the Sultan plans to overtake them at some point during the expedition.

The Sultan is also a Churel (Vampire), as are his wives and concubines. While there are mirrors in many of the palace rooms, the Sultan is careful not to have any in the banquet hall or any of the rooms he frequents. A player character might notice that he does not reflect an image in the polished goblets or plates, but this is a Difficult Wits + Perception test and the Sultan or a concubine may notice this. (Don't worry if the player characters figure out the Sultan's true identity; unless the players are willing to ditch the current adventure, there will be little that they can do about it before the Mutiny begins. After that, any Colonial insinuation that the Sultan is a Churel will be deflected as propaganda.)

He wants the Baron's expedition to succeed and is concerned if one of his concubines threatens it by choosing one of the player characters for dinner. Should the player sneak off with the concubine, he sends one of his more loyal wives to make sure that nothing too scandalous occurs.

her depression by insisting that Nathanial act his (Human) age. In addition to heavy make-up, she has taken to wearing an enchanted bindi and using Instant Beauty on herself to appear more youthful and attractive.

In truth, Nadira looks like a healthy, wizened Human with silver hair. When 'properly' made up, however, she looks closer to fifty. Nathanial is correct; she is a beautiful woman even without her enhancements, but Nadira is simply too blind to notice.

Rank: 10 Human Thaumaturgist (Focused)
Physical Competence: +5
Mental Competence: +8
Initiative: 6
Health: 6 dice (12 pips)
Mana: 4 dice (8 pips)
Signature Skills: Etiquette +1, Enchanting +2, Fashion +3, Thaumaturgy +2
Traits: Motherly +3, Vain About Appearance +4
Special Abilities: Bindi (Petty Magic), Etheric Bludgeon (Thaumaturgy), Groom (Thaumaturgy), Instant Beauty (Thaumaturgy), other spells
Combat Abilities: Thaumaturgy (10 dice)
Damage: Etheric Bludgeon (8 dice)

Captain Douglas Waterfield
Captain Douglas Waterfield is an officer in the British East India Company and the captain of the Sultan's Guard. A very quiet post, Captain Waterfield's role is largely ceremonial. He drills the guards and technically escorts the Sultan, but the Sultan has not left his palace for years. While born to the lower class, Captain Waterfield enjoys Colonial company and is excited to meet any Colonial who steps into the palace. Captain Waterfield has little respect for Sir Henry and it shows. He often talks over the Agent or dismisses his opinions out of hand.

Captain Douglas Waterfield is a Human sporting muttonchops and thinning hair. He is always dressed in an immaculate uniform that displays his medals gained during the Sikh Wars. A bit old for a Colonial, Captain Waterfield compensates by telling anecdotes that involve how good a shape he is in ("So there I was, racing down the road, the new recruits barely able to keep up… I swear the griffins seem more out of shape every year!").

Rank 12 Human Officer (Focused)
Physical Competence: +9
Mental Competence: +6
Initiative: 7
Health: 8 dice (16 pips)
Signature Skills: Firearms +1, Horse Riding +2, Intimidate +2, Swordplay +1, Tactics +2
Traits: Little use for Civilians +3, Loves telling war stories +4
Combat Abilities: Firearms (10 Dice), Swordplay (10 Dice)
Damage: Kerr Revolver (10 Dice), Heavy Military Sword (12 Dice)

Churel Wife/Concubine
These are the typical statistics for one the Sultan's concubines. Some names include Afreen, Aishwarya, Candika, Gita, Medini, Sarani, and Zenda.

Rank: 6 (Focused)
Physical Competence: +12
Mental Competence: +5
Initiative: 5
Health: 9 Dice (18 pips)
Signature Skills: Dance +2, Fisticuffs +2, Seduction +2
Traits: As per Vampire, Incapacitating Attack, Infectious, Sensuous +4, Shapeshifter (bat)
Armour: Skin (4 dice)
Combat Abilities: Fisticuffs (14 Dice)
Damage: Bite (3 Dice), Punch/Claw (7 Dice)

Scene Two: The Fuse is Lit

Lord Eaglesbury wants to start first thing in the morning. Being somewhat absent-minded when it comes to non-essential details, he did not schedule breakfast before leaving. Thankfully, Miranda took the initiative to have a basic breakfast available that the characters can take with them. Being so early, of course, means that characters with the Addiction complication (such as alcohol) will likely be nursing hangovers, while characters with the Lecherous Complication, if successful in their efforts (and why wouldn't they be? Prostitutes were available) might not have gotten any sleep at all. In any case, what greets them at the front porch is something quintessentially Indian.

To provide a touch of the exotic, Eaglesbury has arranged for three elephants to carry the group to Meerut as there is no railroad service to the city. He explains that he had already sent most of the expedition gear ahead to Meerut. Each Howdah can comfortably fit three to six people depending on their size. A mahout walks along with each elephant, keeping it calm while directing it forward. With the latter part of the journey taking place during the hot part of the day (which once again breaks 100°F), the open air, shaded howdahs on slowly moving elephants is the best way to travel if one must. As they are starting at six, Lord Eaglesbury hopes to be in Meerut just after noon.

During the trip, the player characters might get a sense that something is amiss. The Natives in the villages they pass deflect their eyes as if they are afraid to see them. Mothers grab their children; this in and of itself is not unusual, as they might be trampled, but the mothers do not acknowledge the player characters. Lord Eaglesbury attempts to greet passer-bys in Hindi, but few respond.

The player characters soon enter the city of Meerut. Meerut is an ancient city, the easternmost outpost of the Harappan Empire. It was later a centre of Buddhism and contained one of Ashoka the Great's pillars. Later, most of the Buddhist temples were converted into mosques (all of which is lovingly related by Lord Eaglesbury). Meerut also has a reputation for being one of the most pleasant stations in Northern India. The Sikh Wars are almost a distant memory and the northern borders have been relatively secure, doubly so since the recent Crimean War has eased the threat of Russian encroachment.

As the group approaches Meerut, they notice the Bengal Native lines just northwest of the city. A Native servant sitting under the shade of a tree gets excited when he sees the elephants and runs to one of the bungalows that line the cantonment. He soon returns with a Halfling in khakis following behind. The Halfling raises his topi and Lord Eaglesbury identifies him as Sir Godwin Meade.

Once Sir Godwin is in respectable range, the Baron and he exchange greetings. Sir Godwin tells everyone to come back to his bungalow to get out of the savage heat. During the walk, the player characters are introduced to Lieutenants Gordon, Mackay and Crippen. The three are discussing the recent punishment and how all should be rectified once General Nigel Tovey receives the request for reinstatement in Lucknow tomorrow. In the words of Mackay, "Yesterday's display was more than a wee bit overdone. There are many good men in that group and they were only respecting their beliefs. Hell,

Meerut Layout

Meerut is roughly divided into four sections. The southernmost portion is the city, where the Natives live. The Colonial Garrison is also in the city. Just north and east of the city is the civil station where the bulk of the Colonials live. The civil station is also the location of the New Jail, where the sowars are interred. West of the city are the Native lines, while to the north is the main cantonment with the Colonial lines and bungalows.

The Colonial cantonment and most of the civil station is separated from the rest of Meerut by a deep ravine, the Abu Nullah, which cuts across the bottom of the cantonment and turns sharply southeast. During the rainy season, the Abu Nullah carries water, but during the events of this adventure it is essentially a long dry ditch. The only access between the cantonment and the south is five bridges, with several more bridges connecting the two parts of the civil stations further south.

Three bazaars, or marketplaces, are set up in front of the cantonments. Two of these, the Dragoon Bazaar and European Infantry Bazaar, are north of the Abu Nullah, while the Sudder Bazaar is south of the Abu Nullah and serves the Native lines and part of the civil station. A separate Artillery Bazaar sits behind the European Infantry Bazaar.

Most of the officers live in bungalows in between the lines and the city. The European officers of Native units live in bungalows just south and west of the bazaars, while the officers of European regiments live in bungalows between the European lines and the bazaars. While this seems to leave the officers exposed to attack, remember that the lines are designed to protect against outside threats.

The Sudder Bazaar, where the mutiny begins, is about a mile south of the cantonment. Homes in the civil station are at least two miles away from the safety of the Colonial lines.

we got the new rifles a few days after the inquiry!" Lieutenant Crippen adds, "Not to mention the fact that the stores actually did 'ave beef and pork grease. I don't know 'ow it got there, but the sowars were right!" The three wish the Baron and his party "good luck and success" on their imminent expedition.

As it turns out, the Thuggee were able to plant the offensive barrels after the inquiry and ensured that they were discovered this morning. This, of course, adds fuel to the sepoy fires. Player characters who make an Easy Wits + Perception roll notice that there are not many soldiers milling about. The officers say that this is normal for the hot part of the day, as there are no drills on Sunday.

Welcome to Meerut

Sir Godwin's bungalow is in the civil station on the Meerut side of the Abu Nullah just across the Grand Trunk Road that cuts through the city. The player characters pass the Sudder Bazaar, a packed maze of stalls. Sir Godwin mentions that he prefers the Sudder Bazaar to the others because the quality of the merchandise is better and more fairly priced. A black plume of smoke rises from the bazaar (a minor protest), but Sir Godwin attributes it to a sloppy vendor.

Sir Godwin owns a modest but well designed one-story bungalow that matches several others on his street. Once inside, Sir Godwin leads everyone to the deep basement of his house. He claims that his Halfling ancestors used to live in hills; whether or not that is true, Sir Godwin learned the value of underground caverns in his travels. He has built the basement to be a refuge on hot days such as this and it really does feel cooler inside.

Prior to entering the basement, Sir Godwin introduces everyone to Eleanor and their three children. Eleanor immediately gets to work on tiffin (luncheon) and the oldest of three children, 12-year-old Evie, takes the food to the basement (Miles and Regina are 9 and 6, respectively). Today, tiffin consists of a beef and lentil stew with roti bread to scoop it up in (he makes apologies to Hindu player characters and asks Eleanor to whip up something special). Cold lemonade is served to wash it down.

Sir Godwin is eager to talk about the upcoming expedition. Several maps are already displayed on the basement table and it is with regret that he rolls them up for tiffin. If the player characters press him about the court martial, Sir Godwin rolls his eyes and calls it "a bit theatrical, if you ask me." Sir Godwin explains that most of the sowars received ten years imprisonment with hard labour and were stripped of their uniforms in front of the other sepoys and sowars, and marched in shackles through the city into the New Jail. Sir Godwin expected more of a ruckus, but the situation yesterday and today has been relatively quiet save for the 'occasional outburst'.

Sir Godwin then attempts to put the focus back on the expedition. Lord Eaglesbury is also eager to discuss it, so the longer the player characters attempt to interrogate Sir Godwin on the goings-on in Meerut, the more likely Sir Godwin or the Baron will cut them short. The Baron informs them that they are welcome to stay for the initial planning, but if they would like they can spend the afternoon in the city, perhaps at one of the bazaars. In either case, he expects them to join him in front of Sir Godwin's house at half past five o'clock, dressed in their Sunday best. They will make the walk to church, which Sir Godwin informs him has been pushed back from 6:30 to 7:00 because of the heat.

Bazaar Antics

Player characters who head to one of the bazaars likely notice that things are not as quiet as they might be for a hot Sunday afternoon. Those who make an Average Presence + Empathy skill roll notice heightened agitation amongst the Natives around Europeans. The Colonials milling about the bazaars are keeping a stiff upper lip, but a Difficult Presence + Empathy skill roll reveals that they are worried, too. Meerut is normally a pleasant, friendly town and the Colonials and Natives have had good relations for years. Suddenly, Colonials are getting the cold shoulder.

Player characters making a Difficult Wits + Perception check may notice a large number of sepoys in the Sudder Bazaar during the hot hours. If the player characters noticed the lack of sepoys in the cantonment earlier, then a player character with the Deduction Talent may realise that most of the sepoys came here rather than remain in their quarters in the cantonment.

Below are three incidents scattered throughout the afternoon that are typical of the Sudder bazaar. You may repeat similar scenes to reflect growing anger in Meerut. For example, after you have run the first incident below, the player characters may witness another tent-burning later in the afternoon. As the afternoon wears on, the agitation becomes greater and greater. By late afternoon, these incidents start cropping up in the other bazaars as well.

The first incident involves a rug-seller who just completed a sale with a memsahib. As her servants

gather the rugs and follow their mistress, another Native approaches the merchant and starts arguing with him. They are out of earshot (if a player character really wants to hear the conversation then they may do so by making a Very Difficult Wits + Perception roll), but the Native is demanding to know why the merchant is accepting coin from a Colonial while their brothers rot in jail for keeping to their Hindu beliefs. Several others join the argument and soon the merchant's tent and rugs go up in flames while the merchant is dragged out into the street and beaten.

Whether the player characters decide to get involved is up to them. At this point in the mid-afternoon, cooler heads prevail amongst the Natives and they stop the fight and organise a fire brigade before the flames get out of control. The disruption is blamed on the overbearing heat as the Meerut police (Natives) take the merchant and the heckler to one of the police stations to sort things out.

The second incident involves the heckling of the servants of a Colonial couple who are having a Sunday stroll through the bazaar. Again, the servants are heckled for working for Colonials. Another street fight breaks out as the Colonial couple quickly make their way back to the civil station.

The third incident involves an ascetic walking through the bazaar. He suddenly steps up onto a box and begins chiding a small group of Native soldiers for standing idly by while their comrades sit in irons for adhering to their ancient beliefs. Something must be done!

The fourth incident occurs around 5 o'clock. It involves a young Native student, Naveed Kumar, who came to Meerut to see if justice would be done. The verdict and humiliation has proven to him that India needs a revolution. He is attracting a crowd while preaching the words of Marx and Bolshev. His anti-caste rhetoric is ignored while his calls to action are enthusiastically repeated. Player characters making an Average Wits + Perception roll notice some sepoys joining the crowd.

The Shoe Drops

Throughout the afternoon Colonials return to the civil station. As it draws closer to 5 o'clock and beyond, the returning Colonials spread the word that the Natives in the city bazaars are near revolt. This is confirmed at 5:45pm when a Colonial officer reports that Naveed and others have whipped the crowd up into frenzy. The sepoys in the bazaar are also getting restless. Player characters in a bazaar may notice this as well with an Average Presence + Empathy roll.

By 6:30pm, the Colonial officers realise that they need to regain control of their men. Lieutenant Gordon wonders why the higher-ranking officers, including Colonel Carrington, have not come to church. The Aluminat pastor, Father Benjamin Little, decides to cancel the evening mass. Unfortunately, events have now spiralled out of control, with a little help from outside sources…

Sir Godwin Meade
Sir Godwin is a rarity amongst Halflings. Not only did he rise to the Middle Class, but he has been knighted as well (putting him at the upper end of his social class). Sir Godwin is a living testament to the social mobility that the British East India Company can offer to hard-working servants. He has a cheerful

disposition and genuinely enjoys going to places he has never been.

Sir Godwin Meade has an odd appearance for a Halfling. He is very slender and has a deep bronze tan. He also wears shoes often, claiming that there are too many snakes about to go barefoot. While well into his thirties, Sir Godwin has a cherubic face topped with a mop of dark curly hair.

Rank 9 Halfling Scout (Generalist)
Physical Competence: +4
Mental Competence: +7
Initiative: 6
Health: 5 dice (10 pips)
Signature Skills: Charm +2, Culture (Indian) +2, Natural History +2, Navigation +2
Traits: Fear of Snakes +4, Helpful +2, Wanderlust +4
Combat Abilities: Firearms (4 Dice)
Damage: Kerr Revolver (10 Dice)

Eleanor Meade
Eleanor Meade is Sir Godwin's dutiful wife. She is an excellent cook and her kitchen manufactures the very definition of Anglo-Indian cuisine. She wears English dresses to please her husband and Colonials in general, but with her small frame, she's able to get away with not wearing the more stifling parts of proper English attire.

Eleanor Meade looks like a beautiful, slightly pudgy child by Human standards. In reality, she is close to thirty and, unfortunately, her hair shows streaks of premature grey.

Rank 5 Halfling Memsahib (Focused)
Physical Competence: +3
Mental Competence: +4
Initiative: 4
Health: 4 dice (8 pips)
Signature Skills: Charm +1, Craft (cook) +2, Culture (Anglo-Indian) +1, Etiquette +2
Traits: Beautiful +2, Eager to Please Husband +2, Excellent Chef +4
Combat Abilities: Improvised Weapon (3 Dice)
Damage: Frying Pan (3 dice)

Abdulrahman Hadi
Abdulrahman Hadi is Sir Godwin's loyal valet. He is a Nithami Kashmiri; Sir Godwin met him while doing a survey in the northern part of Kashmir in 1859. Initially hiring him as a guide, Sir Godwin enjoyed Abdulrahman's company and witty humour and he asked Abdulrahman to join him on a more permanent basis. Abdulrahman agreed and he has been his personal valet ever since.

Abdulrahman Hadi is a tall olive-skinned Human with shoulder-length jet-black hair and beard. He prefers loose Native dress to Colonial clothing, although he wears a jacket if the situation demands it.

Rank 6 Human Valet (Generalist)
Physical Competence: +5
Mental Competence: +4
Initiative: 5
Health: 5 dice (10 pips)
Signature Skills: Conversation +1, Etiquette +2, Survival +2, Swordplay +1
Traits: Dexterity +2, Outdoorsman +4
Combat Abilities: Swordplay (8 Dice)
Damage: Shamshir (9 Dice)
Damage: Frying Pan (3 dice)

Colonial Cavalry Officer
The player characters should have a chance to meet a few Colonial officers before the Mutiny begins. These are all European officers of the British East India Company, and they have gotten their rank through promotion rather than privilege. While all of the officers are distinct characters, we have provided one set of statistics for all of them, with individual notes where necessary in the descriptions.

Lieutenant Humphrey Gordon is a Rabbitman from Liverpool. While by no means upper class, Humphrey is very polite and gracious to those he meets. The only thing that marks him as not a gentleman are his feet, as he does not wear shoes. While this technically makes him out of uniform, his superiors understand that Humphrey is more manoeuvrable without them. Lieutenant Gordon has a weakness for Earl Grey tea.

Lieutenant Albert Mackay is a Scottish Dwarf with flame-red hair and a thick accent. He is very friendly and fond of good drink. He immediately considers any player character with a Scottish name to be a 'fellow Highlander' and a good friend. Albert is a very proficient fencer (add +2 to Swordplay).

Lieutenant Harold Crippen is a Human Londoner who speaks with a Cockney accent. He is reserved but speaks his mind when asked. Unfortunately, Lieutenant Crippen will be amongst the first casualties in the bazaar.

Rank 6 Human Officer (Generalist)
Physical Competence: +5
Mental Competence: +4
Initiative: 5
Health: 5 dice (10 pips)
Signature Skills: Firearms +1, Horse Riding +2, Intimidate +1, Swordplay +1
Traits: Dexterity +2, Leadership +2
Combat Abilities: Firearms (6 Dice), Swordplay (6 Dice)
Damage: Kerr Revolver (10 Dice), Heavy Cavalry Sword (9 Dice)

Scene Three: Under Siege

At 5:30pm, Lord Eaglesbury heads to St. John's Church for a leisurely walk to the evening service. Lord Eaglesbury expects the player characters to accompany him, unless they made other arrangements. Only Sir Godwin and Dev accompany the baron; the rest of the Meade family meet him at the church; they leave by carriage at 6:15pm. Miranda also remains behind to finish some work and plans to accompany the Meades.

Player characters making a Wits + Perception roll notice something odd around 6:30pm, halfway to the cantonment. While the sun is setting, a lot of light is coming from the Native lines. They appear to be hut fires. Unfortunately, the player characters are too far away to see what is happening.

Lord Eaglesbury is curious as to this turn of events, but continues to the church. Unfortunately, things start to go terribly wrong, as player characters making an Easy Wits + Perception roll hear shouting in Hindi and screams in English. Two nearby bungalows erupt in flames.

By this point, the characters should realise that the expedition has suddenly gone terribly wrong. If not, the next encounter should drive the point home.

The Expedition Abruptly Ends

Without warning, a volley of shots is fired, peppering Lord Eaglesbury and Sir Godwin. They drop dead on the spot. Shouts of "death to the oppressors!" are

How Badly Do I Torture My Players in This Scene?

This scene is not designed to introduce your players to the Indian Mutiny; it is designed to pummel them with it. The Mutiny started as an abrupt and savage revolt and the blood will keep flowing for over a year. The final straw has broken; the rebelling Natives have suffered their last humiliation. This scene highlights the brutality of the conflict perpetuated by both sides.

That said this scene could be over relatively quickly. Once the player characters have dealt with their initial attackers, all they need to do is get to a safe place to spend the next couple of hours. The light woods surrounding the cantonment provide the best protection. If the player characters leave the other Colonials to their fate, deal with only a few attacking Natives, and move quickly into the woods, then they can huddle in safety while listening to the screams of butchered Colonials.

It is more likely, however, that your players want to do *something*, even if it is only to save one family or a friend. That's fine. Just be sure to describe the horrors around them. Screaming unarmed Colonials hunted down and slaughtered just out of the player character's reach; bleeding Colonial soldiers emptying their pistols into advancing sepoys while they seek cover; nearby huts and bungalows erupting into flames.

How you describe this, of course, depends on your players. Some will be able to handle the gruesome details; for others, you will have to take the action off-camera or scale down the violence. It is the difference between a 1950s or 1960s war film and a modern one. Both can show the same battles, but one offers a more romanticised view while the other grinds your face in the realism. Use what works best for your group.

Finally, one or three punches to the gut should be sufficient. Once the players get a feel for the chaos around them you need not drag out the scene. Don't be afraid to jump ahead; if the player characters decide to hide on the roof then it's okay to say "you've been up there for an hour listening to the carnage around you. Now you smell smoke and hear crackling wood nearby…"

made in Hindi as a small group of sepoys run out from behind a nearby building. They have fired their rifles; they now charge the party with bayonets. With his dying breath, Sir Godwin glances back, uttering "By the Host… my family…", and dies.

There should be two sepoys for each player character; feel free to adjust this if your player characters tend to be non-combative or overly capable in a fight. The sepoys are frenzied and want to kill every Colonial in sight. The player characters cannot talk them down.

As soon as he is able, Dev rushes back to the Meade home. He failed to protect Sir Godwin; he will now make certain that nothing happens to Miranda.

Chaos in the Station

At this point, the station is rapidly disintegrating into bloody chaos. Events are happening all around the player characters and it will be difficult to anticipate the decisions that the players will make. Some may consider safety their first concern. Others may follow Dev and attempt to rescue Miranda and the rest of the Meade family. Still others may attempt to aid the officers or otherwise attempt to halt the mutiny.

The best way to run this Scene is to make it event-based. The characters need to survive for at least an hour. Around 7:30pm, the dragoons from the European lines arrive to provide assistance and thus set into motion the events of **Scene Four**. In the meantime, read through the following event encounters and use them piecemeal when the players' actions make them useful. Feel free to create events of your own based on the examples here. Whatever happens, you should ensure that the next hour is a desperate fight for survival.

The combined mass of Natives from the three bazaars makes heading north to the European lines almost impossible. In addition, the sepoys and sowars from the Native lines are heading east. The player characters' best bet is to hide or head east. Unfortunately, many Natives have already streamed east to free the jailed sowars, meaning that traversing the Abu Nullah could quickly become a death trap.

Note that the sun sets at 6:40pm, meaning that most of the player character's actions and those hunting them may draw Black Dice from the dark conditions.

Native Line in Revolt

Lieutenant Crippen and Mackay ride to the Native lines to rally their units and quiet the rebellion. Unfortunately, the sepoys are in no mood to take orders from Colonials. Lieutenant Mackay is well liked; his loud orders to stand down are met with silence, but no one shoots at him initially. Lieutenant Crippen is not so lucky. As he rides past a couple of sepoys who salute him on his way to the lines, one of the sepoys turns and shoots him in the back (player characters making a Difficult Wits + Perception roll may hear the gunshot and see the lieutenant fall off his horse).

Mob Rules

There are going to be times in this scene where you might want to treat the NPCs as a Mob rather than individually. In this case, use the Mob rules in the *Core Rulebook*. You might want to give sepoys and sowars an extra +2 to their Physical Competencies for combat.

Realising that the situation is out of control, Lieutenant Mackay turns his horse and gallops back toward the cantonment. Shots follow. Whether Lieutenant Mackay makes it back (and the condition in which he makes it back) is up to you. He heads for the officer's bungalows and helps how he can before heading to the European lines.

Commanding Officers Dead
Player characters remaining in the station may stumble across Captain Theodore Cross, the regiment's Thaumaturgist. Many officers, including Captain Cross, live in the bungalows in front of the Native Lines. Captain Cross just survived a Thuggee attack. Unfortunately, his family was not so lucky. The Captain knows that Colonel Carrington and a couple of the majors and their families have been brutally slaughtered as well. Captain Cross feels the stench of Necromancy around him and fears that the sepoys have more than guns and numbers on their side.

Captain Cross uses his Thaumaturgy to blast any sepoys he comes across. Unfortunately, he is also a high-profile target for the mutineers. He is also almost overcome with grief. Taken together, these facts make it unlikely that Captain Cross will survive for long.

If any player characters go to these bungalows then they find that the officers and their families have been strangled and stabbed to death. They also may encounter some Thuggee (one or two for each player character) looking for more victims. Like the other sepoys, the Thuggee fight to the death.

The Bazaars
Player characters stuck in the bazaars are in some of the most hostile areas. The Natives at the bazaars can be treated as a Mob, pulling, beating, and slashing at the player characters. While this may seem illogical, the player characters might have the misguided belief that it is the quickest way to the safety of the European lines.

The New Jail
A group of sepoys run to the New Jail to free their imprisoned comrades. The Native guards flee. While the sepoys only release the 90 sowars, a couple hundred other prisoners now escape with the jail opened.

Bishop in Distress
Bishop Archibald Farnsworth and his wife, Doris, are taking a carriage to the Meerut cantonment. Unfortunately, they arrive just as the mutiny explodes. Their carriage is fired upon as they enter the cantonment and their Native driver and servants flee to safety. Several sepoys charge the carriage. If the player characters do not intervene, the Bishop and his wife will surely be killed.

The Meade Residence
Once the first shots were fired, Abdulrahman left the Meade bungalow to see what was going on. Seeing the chaos, he quickly ushered Miranda and the Meades to the roof, while he, and the other servants, ransacked the bungalow as if they were part of the rebellion. This could unfortunately make them targets in the eyes of any player characters storming in. Any characters who see the two Natives ransacking the house must make a Difficult Presence + Empathy check to realise that they are play-acting. They, of course, explain themselves if given the opportunity, but in the heat of the moment a tragic accident is very possible. If the player characters are late, Dev will be aiding Abdulrahman.

Miranda and the Meades are relatively safe on the roof as are the player characters if they choose to join them. Rampaging Sepoys might set fire to the roof despite Abdulrahman and Dev's actions, but the two

Loyal Natives

Abdulrahman and Dev are not the only Natives that continue to aid their Colonial employers after the rebellion begins. Many Natives try to see their employers and families to safety before joining the rebels. This may enable the player characters to get help from an unexpected source.

Fair warning though, some Natives' loyalty only extends to their employers. Once the affected Colonials are seen to safety, the Natives turn on other Colonials.

loyal Natives put out the flames as soon as possible. Player characters on the roof, however, have a birds-eye view of the slaughter being committed around them.

Other Bungalows
Other Colonial families, especially those who have just lost their soldier husbands, do not know what to do. Most attempt to hide in their gardens, where they are easily discovered and hacked to pieces. Player characters who choose to intervene may be able to save a family or two, but only for the moment. Unless they attempt to lead the family out of the cantonment, it is likely that they are killed anyway.

Hiding & Sneaking
One of the best things that the player characters can do is keep out of sight. There are plenty of places to hide in the cantonment, even if many of the bungalows are burning. If the player characters decide to help other victims then they will have to sneak about to avoid being seen by the unruly mob of rebels.

Dressing up as a Native is dangerous, as the rebels expect it. Player characters in Native dress should expect to be inspected by any rebels they pass. Similarly, the 'Native PC leading the Colonial PCs as prisoners' ploy also does not work, as the rebels will simply slaughter the prisoners.

Fleeing the City
Sowars riding up to cut down or shoot from a distance assault any player characters who choose to head for the wilderness at this point. Unless the player characters make Very Difficult Dexterity + Hide & Sneak rolls then they are assaulted by at least one 'patrol' of sowars (one for each player character) as well as a few sepoys (one for every two characters).

Once outside, an Average Wits + Perception roll reveals that the countryside is crawling with mutineers (if you're feeling especially vicious, your player characters may witness other fleeing Colonials being cut down as they run). Their best bet is to find a secluded spot, stay down, and keep quiet lest they be discovered.

Once the player characters decide to flee into the woods, they may likely decide to keep going. Unless you do not mind the player characters skipping **Scene Four** then you can have a fellow Colonial NPC stumble across them and mention that support is coming from the Meerut Garrison. This may entice the player characters to stick around a while longer.

Captain Theodore Cross
Captain Theodore Cross is a Guild Thaumaturgist that was assigned to Meerut to prepare recruits for the Centaur program. Unfortunately, the majority of his unit was suddenly shipped to the Crimea and Captain Cross has been waiting since then for new volunteers. Captain Cross is a model officer, but events have overtaken him, and he is feeling somewhat lost at the moment.

Rank 8 Human Thaumaturgist (Generalist)
Physical Competence: +5
Mental Competence: +6
Initiative: 5
Health: 5 dice (10 pips)
Mana: 3 dice (6 pips)
Signature Skills: Dodge +2, Firearms +1, Tactics +2, Thaumaturgy +2
Traits: Dexterity +2, Overconfident +4
Special Abilities: Centaur (Thaumaturgy), Endure Weather (Thaumaturgy), Etheric Bolt (Thaumaturgy), other spells
Combat Abilities: Firearms (6 Dice), Thaumaturgy (8 Dice)
Damage: Enfield Rifle (12 Dice), Etheric Bolt (6 Dice)

Native City Dweller
While most Natives are encountered in this scene as mobs, a player character may face a single Native, especially servants.

Rank 1 Human Non-Military (Generalist)
Physical Competence: +2
Mental Competence: +2
Initiative: 3
Health: 3 Dice (6 pips)
Signature Skills: None
Traits: Mob Mentality +3
Combat Abilities: Swordplay (2 Dice)
Damage: Large Knife (5 Dice)

Sepoy
These sepoys are slightly downgraded from the example in **Chapter Four.**

Rank 1 Human Soldier (Generalist)
Physical Competence: +2
Mental Competence: +2
Initiative: 5
Health: 3 Dice (6 pips)
Signature Skills: Firearms +2, Intimidate +1, Perception +2, Swordplay +2
Traits: Mob Mentality +3
Combat Abilities: Firearms (4 Dice), Swordplay (4 Dice)
Damage: Rifle (12 Dice), Bayonet (6 Dice)

Sowar
These sowars are slightly downgraded from the example in **Chapter Four.**

Rank 1 Human Cavalryman (Generalist)
Physical Competence: +2
Mental Competence: +2
Initiative: 5
Health: 3 Dice (6 pips)
Signature Skills: Firearms +2, Horse riding +2, Perception +2, Swordplay +2
Traits: Mob Mentality +3
Combat Abilities: Firearms (4 Dice), Swordplay (4 Dice)
Damage: Pistol (9 Dice), Light Sword (7 Dice)

Thuggee
This version of the Thuggee assassin is less powerful than the one in **Chapter Four**.

Rank 4 Human Assassin (Generalist)
Physical Competence: +4
Mental Competence: +3
Initiative: 4
Health: 4 Dice (8 pips)
Signature Skills: Disguise +3, Hide & Sneak +2, Specialist Weapon (garrotte) +4, Swordplay +2
Traits: Dexterity +2, Unassuming +3
Combat Abilities: Specialist Weapon (garrotte) (8 Dice), Swordplay (6 Dice)
Damage: Thuggee Scarf (special), Spring Blade (5 Dice)

Where are the Garrison forces?

One might expect that the Meerut Garrison would silence the crowds in the bazaar and immediately head to the cantonment and help contain the rebellion. Unfortunately, the garrison commander is wracked with indecision. He is not used to seeing the normally friendly Natives in revolt and he fears that if he weakens his defences then the mobs may overrun the garrison. On top of that, he truly believes that the Colonial officers in the Cantonment are able to quash the mutiny.

Unfortunately, he could not be more wrong. Not only does the cantonment need him, but securing the garrison will not save him. The Thuggee have infiltrated the garrison and are opening the gates while assassinating the leaders. After a desperate battle, the remaining dragoons ride out through throngs of enemies to flee the city.

Players come up with strange ideas sometimes. If it just so happens that one or more of them are in the garrison during the initial outbreak then you can make them a part of these events. Assuming they survive, they can rejoin the other players in Scene Four.

Scene Four: The Dead Rise

Three factors ignite this scene. First, the mutineers head south to Delhi. Second, the expected rescuing forces turn out instead to be a ragtag band of survivors from the garrison. Third, Thuggee Haemomancers are raising corpses from the dead. This zombie army attempts to mop up any Colonial survivors.

Zombies in the Streets

The newly raised zombies are given the simple mission of killing any Colonial they find. The zombies are still wearing their uniforms or Colonial dress and as the Thuggee did their jobs well, there is little blood on their clothes (and, given the violence exhibited in the mutiny thus far, blood-spattered clothes would not be considered unusual!). Because the zombies look like Colonials from a distance, living Colonials may gravitate towards them for protection from the mob before they realise their ghastly condition. By that time, however, it is usually too late.

Preventive Action

If the player characters are stumbling through the woods around the city for a while, then they may come across the Haemomancers riding into the camp to perform their dark magic. Five thuggee Haemomancers are riding into the cantonment with ten Thuggee guards. While the Thuggee are likely too strong for the player characters to take on at once, they could mount an effective guerrilla war to whittle down their numbers to something that they can manage.

If your players wish to do this, let them. They prevent the dead from rising and perhaps save a few dragoons and other Colonials. At the same time, they are still tipped off that this Mutiny is about much more than a few Sepoys upset about paper cartridges. In the end, they will be in no better position for Scene Five than they were before.

Spotting a Zombie for what it is from a distance requires a Difficult Wits + Perception check (an Empathy check may also be substituted; these 'Colonials' seem rather nonplussed about the chaos around them). The Necromancers lag behind the zombies, raising more and more of their undead army as the bodies drop.

If the player characters are still in the city then they may end up facing the zombies. They might even believe initially that the zombies are Colonial troops.

Rescuers in Need of Rescuing

If the player characters make it to the European Lines then they are in for a surprise. The Colonial soldiers are in disarray, many of them hacked apart by zombies as well as fighting sepoys. The Garrison dragoons fared little better. Their garrison was overrun and, by the time they hacked through the crowds, they are a shadow of their former force, only about six strong.

Assuming that you have not killed him, Lt. Mackay is here, desperately trying to organise a defence. Much to Father Benjamin's chagrin Lt. Mackay has chosen St. John's Church, as it is made of stone and the double doors can be barricaded. Lt. Humphries is not so lucky; he has already been turned into a zombie (spring that on your player characters when it will have greatest effect).

While St. John's offers some protection, it is not a perfect solution. For one thing, the Colonials have just barricaded themselves into a building that can be surrounded and assaulted from all sides. The windows are also an issue. There are eight of them, but they are rather large. They can be shuttered, but it will be difficult to keep them closed for long. Lt. Mackay simply hopes that the church holds long enough for the survivors to formulate an escape plan.

Of course, it is not long until the sepoys attack the church whether or not anyone is inside as it is a symbol of Aluminat. They try the doors and, failing to get in, go after the windows. If resistance is too strong, they may set the roof and steeple ablaze. Finally, they bring a cannon into the cantonment to blow the doors open. There is also the problem of zombies, which continually try to break into the church.

Someone suggests a retreat to Rampur. In this case, Lt. Mackay and the remaining dragoons heroically offer to 'hold the line' against their foes to give the characters and other Colonials time to flee. Astute player characters (and those who might not be brave enough to protect their fellow Colonials, but

instead want to make a fast gettaway) may wish to grab a few horses on the way out of the cantonment. If you want to place your players ina moral quandry, there should be insufficient mounts for all the Colonials making their escape.

Haemomancer
Thuggee Haemomancers are proficient in Haemomancy and Necromancy

Rank 7 Human Thuggee Sorcerer (Specialist)
Physical Competence: +2
Mental Competence: +8
Initiative: 5
Health: 4 dice (8 pips)
Mana: 3 dice (6 pips)
Signature Skills: Haemomancy +2, Intimidate +2, Necromancy +2, Theology (Kali) +2
Traits: Dexterity +2, Fanatic +4
Special Abilities: Blood Healing (Haemomancy), Death's Lingering Stench (Necromancy), Raise Lesser Undead (Necromancy), Vampire's Lust (Necromancy)
Combat Abilities: Swordplay (4 Dice)
Damage: Bhuj (6 Dice)

Zombie
The zombies in this scene are a bit lower powered than the typical zombie. The player characters are already overwhelmed and the odds are stacked against them; no need to make a desperate situation hopeless!

Rank 2
Physical Competence: +2
Mental Competence: +2
Initiative: 3
Health: 4 dice (8 pips)
Signature Skills: Fisticuffs +3
Traits: Hate the Living +4
Qualities: Ageless, Immunity: Poison, Immunity: Mind-Affecting Magic
Combat Abilities: Fisticuffs (5 Dice)
Damage: Bite (2 Dice)

Scene Five: Escape to Rampur

With the knowledge that Delhi is the next target, the player characters might be wondering where they could go to get to safety. Both Dev and Abdulrahman suggest Rampur, the closest princely state.

The Natives believe that Nawab Kalb Ali Khan has a good relationship with the British East India Company and he would not put that in jeopardy because of a spontaneous rebellion. Should neither Dev nor Abdulrahman be available (perhaps becuase the player characters mistook them for rebels and killed them) then another friendly Native might point this out (or a fellow Colonial escaping the carnage who has either already learned this, or is suitably knowledgeable in political affairs).

Alternatively, a Wits + Culture or High Society or Politics roll could garner this information. A Wits + Navigation roll is then required to head in the appropriate direction (the difficulty of the roll depends on information gathered; a map is useful, for instance, whereas a Native saying 'follow this road straight into Rampur' is very useful).

Getting to Rampur

The Princely State of Rampur is about 63 miles away. By foot, this would be roughly 21 hours' walk. Going by elephant cuts it to about 8.5 hours, while travel by horse would further cut the distance to 6.5 hours. Travel by ox cart would be slower than walking at 31.5 hours, but may be the only option if a player character is too injured to walk, or if the player characters have collected a group of survivors. A horse cart is faster than walking at almost 16 hours (although keeping the horse at a trot brings it down to 8 hours).

Obviously, the player characters are only going to have what they have acquired on the way. Trying to leave Meerut in a howdah, cart, or on horseback makes them easy targets for sepoy rifles or charging sowars. Once the player characters are out of Meerut, there is a chance that they may find stray horses in the wilderness. Failing that, they may be able to steal or bargain for some at a nearby village, although information about the rebellion is travelling fast in the region and haggling Colonials may find themselves under attack.

Going Back to Delhi?

While ill-advised, there are certainly a number of reasons why the player characters might want to go to Delhi. They may believe that they can turn the tide there, they might want to get on the train, or they might be captured (because of the negotiation with the Hatti warriors).

The situation in Delhi is as dire as in Meerut. Almost all of the Colonials have been slaughtered (including the ones that the player characters met) and Sultan Barad Shah has declared himself Emperor of India. The railroads have been blocked to keep reinforcements from coming. If captured, the player characters are received as his 'guests' and he reveals his true nature. Of course, he does not expect them to leave…

'Invitation' to Delhi

Barad Shah is upset at the timing of the Meerut rebellion, as he had hoped that Lord Eaglesbury would find the Tomb of Alexander for him. He had sent a Hatti warrior party to track the Baron's progress and planned to steal the sword for himself. When word came about Meerut, the Sultan was angered. He ordered two of his concubines (one could be the same concubine who caused a bit of trouble in Scene One, if appropriate) to help the Hatti warriors find the survivors and bring Miranda back to him, preferably as a Churel.

There is one mounted Hatti warrior for each player character. These warriors have been charmed by the Churels and believe that they must slay all of the player characters and their associates unless a concubine tells them to spare one (they already have orders for Miranda to be spared).

If Miranda is already dead, then the Sultan's group is looking for anyone who might have information regarding the expedition. Rather than attack, the concubines speak with the player characters to see if anyone has useful information. Unfortunately, this likely reveals the concubines to be Churels and instigates a combat anyway.

The concubines and the Hatti warriors look for the best opportunity to attack the player characters,

but they certainly attack before sunrise. You will have to determine where this fight takes place based on the actions of the player characters. If they hole up somewhere to rest before dawn, then that is where the concubines and warriors make their move. If the player characters press on until dawn, then the concubines and warriors overrun them on the road. One of the concubines is impulsive and usually attacks first.

Both the concubines and the warriors understand how badly the Sultan wants Miranda. If the direct approach is not going too well for them, then the Sultan's forces may negotiate. The Hatti Warriors are more likely to honour a deal than are the concubines. The best that the player characters can hope for is a handover of Miranda in return for their freedom. If that is not possible, then the Hatti warriors do not want to travel back to Delhi empty-handed. If the player characters are travelling with other characters, then the Hatti warriors might let the others go if the player characters agree to come back to Delhi with them.

Delhi Riders
Unlike the Hatti warriors in **Chapter Four**, these are relatively inexperienced.

Rank 2 Beastman Soldier (Focused)
Physical Competence: +3
Mental Competence: +2
Initiative: 7
Health: 3 Dice (9 Pips)
Signature Skills: Blunt Weapons +4, Fisticuffs +2, Intimidate +2, Perception +4
Traits: Devout Hindu +3, Immovable +4, Strength +2
Combat Abilities: Blunt Weapons (7 Dice), Firearms (3 Dice), Fisticuffs (5 Dice)
Damage: Spiked Mace (9 Dice), Rifle (12 Dice), Gore (6 Dice)

Arrival in Rampur

Thankfully, the rest of the journey should be without incident provided the characters are smart about how they travel. They most likely enter the City of Moradabad, famous for its brass works including the sculpting of casings for clockwork limbs. To the south lies Oudh, also still considered a friendly city state.

From here, the characters have two choices. They can go to Rampur City and ask Nawab Kalb Ali Khan for protection or they may travel by train to Oudh and request asylum from Nawab Wasim Ahmed Shah.

Nawab Kalb Ali Khan is a progressive ruler and a patron of arts, architecture and education. He treats the characters as honoured guests and offers them great hospitality. Rampur's Dwarven Resident, Sir Alfred Dunston, informs them of trouble in Calcutta and they should stay for a few days until they've had time to heal and things settle down.

Should the characters opt for Oudh, Wasim Ahmed and Resident Terrence Leeds treats them similarly.

Epilogue

The player characters have been through a lot and are likely injured and confused. Nevertheless, they are now thrust into the Indian Mutiny. The outline and plot hooks in this Chapter should provide several kernels for new adventures in India during this war. For now, let them rest and heal. They have certainly earned it! However, the events of the mutiny continue to sweep across India. Their rest will be short-lived.

The Indian Mutiny

This section outlines the 'canonical' version of events during the Indian Mutiny. It should be noted at the outset that this section is completely optional. You are in control of your own campaign and, even if you do decide to follow this outline, the actions of your player characters could alter the course of the Indian Mutiny. For practical purposes, future *Victoriana* supplements will stick with 1867 for now, so there is little chance that you will find your campaign being officially overwritten for quite some time.

We should also point out that, ultimately, *Victoriana's* version of the Indian Mutiny has a similar outcome. While there are a few notable changes, the bulk of the material given in *Jewel of the Empire* remains usable and familiar. In most cases, only the leadership changes. Of course, the political repercussions of this Indian Mutiny should inspire new adventures, as the British Government strives to regain what was lost and the British East India Company struggles to regain its prestige.

We have added a few plot hooks to the outline to aid you in designing adventures during the Indian Mutiny. Keep in mind that how the player characters act during such plot hooks could change the course of the war.

Spring, 1868

The early months of the Indian Mutiny are disastrous for the Colonials. Caught unprepared, the British East India Company effectively loses control of half of North India, including Calcutta, the capital of British India.

If you are running campaigns during this period then you will want to portray most Colonials as shell-shocked. They simply cannot believe what is going on and people are being butchered left and right. Many Natives are also quite stunned and find themselves with conflicting loyalties, especially those who have served a particular sahib for a long time.

Meerut and Delhi

The only hard dates are the ones given for the mutiny at Meerut and the taking of Delhi. These events are tied to the adventure above, **The Opening Volley**, in which your player characters are thrust into the start of the Indian Mutiny. Colonial forces at Meerut are utterly destroyed while the mutineers move south to liberate Delhi and proclaim Barad Shah to be the legitimate ruler of India.

Colonial reinforcements are sent south from Umballa, but they are intercepted and routed by zombies created from the slaughter at Meerut that are wearing military uniforms. It will be a year before Colonial troops enter the North-West Provinces again.

Plot Hook: *About a week after the events of* The Opening Volley*, reinforcements march south and are surprised by zombie forces. Player characters wishing to brave the perils of the growing rebel-controlled area could meet the marching Colonial forces in time and warn them. They might also organise an attack of their own against the Thuggee controlling the zombies, ending the cohesion amongst the undead.*

Unless the player characters only arrive in time to rescue remnants of the battered Colonial units, this plot hook could certainly change the course of the Indian Mutiny. As with the historical mutiny, Delhi will be besieged much earlier and the Punjab would likely remain under Direct Rule. A Colonial presence in the North-Western Provinces will also have a chilling effect on revolution in Rajputana and the Maratha states.

Calcutta Mutiny

Soon after hearing of the events in Meerut and Delhi, Governor-General Ecclesbury takes an airship

Mutiny Dates

As this section outlines the Indian Mutiny in broad strokes, we have decided not to fill in too many details nor provide hard dates. This allows you to adjust exact dates as needed for your campaign as well as allowing player characters and non-player characters particular to your *Victoriana* campaign to play key roles without needing to adjust much of what is written here (and if your player characters are not playing key roles, why use the Mutiny at all?).

to Simla. The Calcutta Sepoy units revolt as they prepare to depart for the Crimea, spurred on by the Oni, who have been secretly supplying them with catridges. They race through Calcutta shooting every Colonial they can find. Both the Writers Building and Government House are besieged. The remaining Colonials flee to the safety of Fort William as many are gunned down on the Maidan.

Lieutenant Governor Justin Fowler is completely overwhelmed and the Commander of Fort William, General David Hastings, effectively takes over what remains of the government in Calcutta.

Plot Hooks: *The Calcutta Mutiny is a more urban version of* The Opening Volley. *The player characters could get involved with rescuing trapped Colonials in the Writers Building or Government House. Military or Civilian player characters might have to deal with Lieutenant Governor Fowler's incompetence and create their own plans for holding Fort William and saving who they can.*

It is also possible that the player characters could be on board the airship with the Governor-General when mutineers attempt to sabotage the airship or assassinate the Governor-General.

Native player characters could attempt to organise Calcutta into a working government as the Calcutta Commune takes over.

Bengal Revolution

As Calcutta descends into chaos, the Red Imam rallies the Nithamis of Bengal to revolt. All European outposts are overrun and company operations and assets seized. The Red Imam declares all of Bengal to be 'Bengalistan', although in truth the army of the new Bengalistan is primarily made up of poorly armed villagers.

Plot Hooks: *The Bengal Revolution involves the takeover of corporate plantations and factories, as well as seizing goods being transported through Bengal. Important tradewallahs might have beloved relatives being escorted with the goods, enabling the rebels to hold them for ransom. Player characters might defend a Colonial factory, rescue the daughter of a tradewallah, or help the rebels secure their assets.*

Bombay and Madras React

Upon learning of events in Delhi and Calcutta, Governor Keane orders the disarmament of Native units in and around Bombay, followed by an order to arrest all members of the Hindu National Congress. There are several Native demonstrations in Bombay, but the Governor's quick action in containing these demonstrations keeps the city under Colonial control.

Similar measures are taken in Madras and the Punjab. At this point, the Mutiny seems like a small regional matter and of little import to Sikhs and Tamils, so the disarmaments are accomplished peacefully. Madras Governor Anselm Graves has unfortunately already sent the Calcutta reinforcements by train. These units are forced to prematurely disembark as rebellious Orissans have destroyed the railroad tracks. The Madras forces march to Calcutta while angry Orissans snipe at them.

Plot Hooks: *Native player characters might get involved in an underground railroad to rescue some of the members of the Hindu National Congress and get them to safety.*

In Orissa, the player characters may be called upon to foil an even more ambitious attempt by the mutinous Orissans to completely wipe out the Madras reinforcements.

The North-Western Provinces Explode

Raji Bao III raises an army and declares himself a rajah while swearing fealty to Barad Shah. The Cawnpore regiments move to defeat him only to find themselves under a magical assault the likes of which they have never seen, as Raji Bao has spent a long time preparing enchantments for his army. Their arrows strike true and effectively wipe out the Colonial forces.

Raji Bao invites Wasim Ahmed Shah of Oudh to join him, but on the advice of his advisor, Rahul Desai, the Shah declares his state neutral for the time being. Lieutenant-Governor Randall McGee actually finds himself running to the Shah of Oudh for protection after Agra mutinies as well.

Plot Hook: *Just as in* The Opening Volley*, player characters could be caught in Agra or Cawnpore when those mutinies erupt. The player characters may be called upon to rescue trapped Colonials, especially Lieutenant-Governor McGee, and get them to Oudh.*

Summer, 1868

Summer sees the British East India Company still in disarray but no longer blindsided. The Czarina makes her move, encouraging Afghanistan and Persia to march on India. Colonial forces begin to work on stopping the bleeding before moving on to retake lost territories.

The Czarina Takes Action

With the Bengal Presidency in such disarray, the Czarina's agents urge Afghanistan and Persia to take action. While Russia cannot commit forces as yet, the

Czarina can fly in key advisors and a wyvern wing or two. Eventually both countries agree and prepare their armies for invasion, although British agents are able to share that intelligence with Lieutenant-Governor Harold Morrison in Lahore and Governor Keane.

Keane sends troops north to Sind while Morrison meets with the Governor-General. Morrison is concerned that if his regiments are sent to pacify the mutiny then the Punjab would be left open to an Afghani invasion. Morrison is also worried that his Sikh troops might mutiny themselves if forced to leave their homeland in a time of crisis.

Plot Hook: *The Thuggee have decided to help the Czarina by plotting the assassination of Lt. Governor Morrison and the Governor-General. Agents of the Great Game (which could include the player characters) may discover the existence of this plot and they must foil the plot before anarchy reigns in the Punjab.*

The Calcutta Commune
As the mutinous Sepoys took full control of Calcutta, the Native residents realised that they needed leaders to organise the city. They looked to the students and alumni of Hindu College, particularly members of the officially defunct Young Bengali Movement. A government was soon organised under Western communist principles. While the Red Imam extended an invitation to Calcutta to join Bengalistan, the Commune declined as they considered themselves a secular government.

Plot Hook: *The Calcutta Commune has decided not to attack Fort William, deciding that the cost would be too high. A more radical faction, however, has decided to summon demons to attack Fort William. Can the player characters stop the demonic rampage as well as the Demonologists behind it?*

Burma Marches West
Fearing that the mutiny could spill into the Royal Colony, the Burmese Governor-General sends troops to Assam and Bengal. Assam is easily placated, as the Red Imam's Nithami communist revolution is only loosely organised and limited to scattered pockets. Sikkim declares neutrality, freeing the Burmese forces to march into Bengal. They find much stronger resistance waiting for them, hampered by the monsoon rains.

Plot Hook: *Regardless of which side in the conflict someone is on, it is difficult to watch a village be washed away. Can the player characters win the hearts and minds of a single village by helping them through a monsoon flood?*

Baluchistan Prepares for War
Sardar Akhtar calls on all men of Baluchistan, regardless of faith, to join him in repelling the Persian invasion. Many answer the call, creating a large, if untrained, military force to oppose the Persians. All of the princely states in Baluchistan pledge assistance while they wait for reinforcements from Bombay.

Plot Hook: *Russian agents will certainly be looking to disrupt negotiations with Sardar and the Baluchistan princely states. While the British East India Company will not be happy with a strong autonomous region, it certainly does not want Persian expansion. Can the player characters win a round in the Great Game?*

North India Fractures
As the summer presses on, princely states and even a few districts start pledging allegiance to Barad Shah, Raji Bao, or both.

Parts of the Maratha states and Rajputana break away from the Company Raj.

Plot Hooks: *There are numerous opportunities for adventure in these regions. Colonials need protection and transport, armies wage war, and courtly intrigue abounds. In addition, formerly royal families may seize lands taken from them in the Doctrine of Lapse. In short, there are a plethora of opportunities for the player characters.*

The Besieging of the Commune
By the end of summer, the Madras forces make it to the outskirts of Calcutta and set up camp. Both sides snipe at each other while waiting out the monsoon season. Royal Navy Ships from Ceylon enter the harbour to remove the women and children from Fort William after reaching an agreement with the Commune government.

Plot Hook: *A Native inventor has created a powerful submersible and plans to use it to sink the ships ferrying away the women and children as well as their escort ships. This inventor hopes to 'shock the conscience' of the Colonials enough that they leave the subcontinent. Can the player characters prevent his plan?*

Autumn, 1863

The autumn sees the British East India Company holding on to their remaining possessions but unable to recapture any of their lost territory. Both the Afghan and Persian armies are prevented from invading India.

Halting the Afghan Advance
With the Afghan Army marching through the Hindu Kush Mountains, the Governor-General has no choice but to let Morrison send his troops to halt the advance.

A minimal force is stationed along the eastern border of the Punjab to contain rebellious expansion and Kashmir pledges its loyalty to British India. Throughout the autumn, there are many battles between the Bengal Army and the Afghan Army with little results on either side.

Plot Hook: *While not officially granting support, the Czarina has sent a few sorcerers to help the Afghan Army. The Afghan Army is supposed to fall back and lead the Bengal forces into the mountain pass, where large Embodiments of Earth will be conjured to trap and destroy them, leaving the Punjab defenceless for the Afghan Army's second attack. Not wanting to take chances, the Czarina has also promised certain Colonial officers certain gifts if they ensure that the Bengal Army falls for the ruse. Can the player characters eliminate the threat in time?*

Rajput Advance
As the Bombay Army enters Sind, it receives intelligence that a growing Rajput rebel army is heading west. Not wanting to be cut off or leave Bombay exposed, the Bombay Army digs in its heels and faces the Rajputs. The initial battles slightly favour the Bombay Army, which brings a couple of Rajput states back under Colonial control.

Plot Hook: *A Bombay civilian, Thaddeus Rumpole, learns that his brother and family have been slaughtered in one of the rebel Rajput states. He has information that his niece, Candace, is still alive and she is in the Rajput king's harem. Thaddeus hires the player characters to sneak into the rebel state and rescue Candace.*

Bengalistan Holds
While not as disciplined as the Burmese Army, the Red Imam's forces use their knowledge of the terrain as well as the monsoon rains to keep the Burmese Army in check. Both sides skirmish for the remainder of the fall. The Burmese Army is winning, but each victory comes at a hard-fought cost.

Plot Hook: *A group of Rakshasas is in the area, hunting victims from both sides of the conflict. Their antics have disrupted attempts by local villages to peaceably surrender. The player characters are called in to root out and destroy the Rakshasa threat. Complicating matters is that this particular group of Rakshasas is actually made up of Colonials from a local station.*

Persia Rebuffed
Sardar Akhtar uses every trick he has to hold off the Persian advance. While the initial Persian incursion is rebuffed, Akhtar realises that his army does not have the strength to hold them back much longer.

Plot Hook: *The Persian Army is preparing a new attack. It believes that the Bombay Army will be attacking Sardar from the rear and hopes to make significant gains in Baluchistan. Any intelligence stating otherwise is met with scepticism. If the Persian Army attacks now, it could crush Sardar's forces and perhaps even press into Sind. Can the player characters (especially those involved in the Great Game) convince the Persian Army not to advance?*

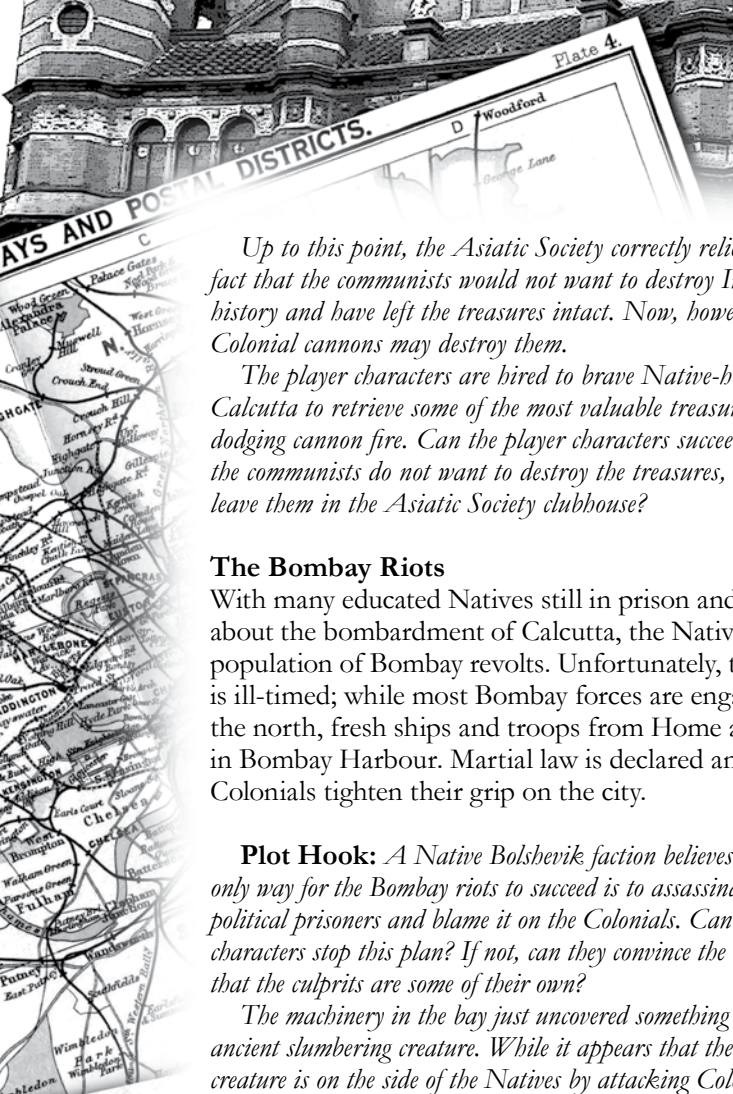
Trouble at Home
The British Government is very concerned about the situation in India and calls Sir Edmund Crofton to Parliament to explain. Sir Edmund does his best to reassure the ministers that the British East India Company will soon regain control, but Prime Minister Disraeli decides that more decisive military action is called for. The Liberal Party decries the waging of two wars and suggests that the British East India Company be stripped of its control of India.

Winter, 1868–1869

The end of monsoon season sees some hope for continued Colonial rule, as the Bengal rebellion is put down and a rebellion in Bombay is quickly pacified. Still, large parts of North India are still in rebel hands and the Afghan and Persian armies remain a threat. Firestorms erupt at Home, as both Parliament and the British East India Company Board of Directors field challenges to the status quo.

The Bombarding of Calcutta
With the rescue of the women and children came horrific stories of the Calcutta takeover. With the monsoon rains finally over, a combined Royal British and British East India Company fleet sail into the Bay of Bengal and fire their cannons into the city. The Madras forces keep the city isolated, setting up a perimeter and shooting anyone trying to enter or leave the city. While Calcutta begins to starve, British East India Company forces in Fort William are reinforced and resupplied.

Plot Hook: *The Asiatic Society is extremely concerned about the books and artefacts within its clubhouse that are now vulnerable to destruction.*



Up to this point, the Asiatic Society correctly relied on the fact that the communists would not want to destroy Indian history and have left the treasures intact. Now, however, Colonial cannons may destroy them.

The player characters are hired to brave Native-held Calcutta to retrieve some of the most valuable treasures while dodging cannon fire. Can the player characters succeed? While the communists do not want to destroy the treasures, did they leave them in the Asiatic Society clubhouse?

The Bombay Riots
With many educated Natives still in prison and news about the bombardment of Calcutta, the Native population of Bombay revolts. Unfortunately, the revolt is ill-timed; while most Bombay forces are engaged in the north, fresh ships and troops from Home arrive in Bombay Harbour. Martial law is declared and the Colonials tighten their grip on the city.

Plot Hook: *A Native Bolshevik faction believes that the only way for the Bombay riots to succeed is to assassinate the political prisoners and blame it on the Colonials. Can the player characters stop this plan? If not, can they convince the rioters that the culprits are some of their own?*

The machinery in the bay just uncovered something nasty, an ancient slumbering creature. While it appears that the ancient creature is on the side of the Natives by attacking Colonial ships, others note that the creature is making no distinction as to victims. Can the player characters stop this threat before it destroys Bombay?

The End of Bengalistan
With the flooding rains over and British dominance in the Bay of Bengal secured, the Burmese and Ceylon armies are able to reassert Colonial control of the region. In what some saw as Divine Providence, the Red Imam was torn in half by a cannonball as he rallied his forces for one last stand. With their leader dead, the rebel Bengali forces surrender in large numbers.

Plot Hook: *Soon after the Red Imam's death, a 'new' Red Imam appears and claims to be the real Red Imam just as the Colonials are about to retake control. Can the player characters expose the new Red Imam as a fraud before the region is plunged back into civil war?*

Battle in the Boardroom
Lady Rowena Caswell challenges Lord Basil Pearson for the deputy chairmanship. Lord Basil successfully counters her challenge with spurious evidence that Lady Rowena is an Orientalist and she has adopted the Hindu faith (which Lady Rowena correctly denies).

A Punjab Proposal
As the Mutiny wears on, the Indian Empire (as the rebels call the regions under the authority of Barad Shah) is reinforcing its territories. With British forces engaged around the edges, there has been no Colonial threat for months. Governor-General Ecclesbury wants Morrison to send his armies east, but he is worried about leaving the Punjab to Afghanistan.

Dalip Singh, a friend of Lady Rowena, offers a proposal. If he were reinstalled in a Punjab princely state, it might motivate the Punjabis to defend themselves more vigorously against the Afghanis and allow the Bengal Army in the Punjab to be redeployed to other areas. Smarting from her recent power struggle with Lord Basil, Lady Rowena endorses Dalip's plan and travels with him to India.

Plot Hook: *Lord Basil does not intend to allow this plan to succeed and secretly hires mercenaries to end the possibility of Dalip Singh retaking the throne. Can the player characters foil the dastardly plot and, if so, make the connection to Lord Basil?*

Spring, 1869

Spring sees more Colonial control overall, but the British East India Company loses direct control of Northwestern India. Calcutta returns to Colonial control.

The Dead Rise
The Cult of Nagaraja sees an opportunity for a power grab in the Indus Valley. Through necromantic rituals, the Naga raise an undead army that threatens Sind and the surrounding regions. The army prepares to march east. Understanding the nature of the threat, Sardar Akhtar orders his forces east to engage the undead. Both his forces and those of the Bombay Army are able to destroy the threat.

Thankful for his help, Governor Keane agrees to a truce with Sardar Akhtar, promising to negotiate with him once the Indian Mutiny is over.

Plot Hook: *Sardar sends emissaries to meet with the Bombay general. Unfortunately, an overzealous colonel wipes out the emissaries. One mortally wounded emissary is able to communicate the message to a Native soldier. The Bombay General is not sure that the message is real, but he sends the player characters to negotiate. Unfortunately, the overzealous colonel wants to keep his reputation intact and plans to eliminate the player characters as proof of Sardar's duplicitous intentions.*

The True Peacock Throne
Naser al-Dyn decides to take advantage of Sardar Akhtar's 'retreat' by ordering a new attack. His army, however, refuses to listen and marches back to Tehran. To Naser's horror, he learns that Amir Kermani, who also had the true Peacock Throne in his possession, led the army. Naser calls his military advisors together to organise a defence, but they assassinate him instead. Newly installed Shah Amir Kermani brokers a truce with Baluchistan and the British East India Company.

Plot Hook: *Amir Kermani has found the Peacock Throne, but needs to secure it as it is within Persian borders. Sardar cannot risk tipping his hand early, so the player characters are hired to retrieve the throne in enemy territory. Unfortunately, the Russians have also learned that Sardar is interested in something in this area of Afghanistan and has sent agents to investigate. Can the player characters ensure that the Peacock Throne gets into Sardar's control?*

The Punjab Princely State
Lady Rowena convinces the Governor-General to accept Dalip Singh's proposal. The Punjab is created a princely state and Lt. Governor Morrison is free to take most of the troops into the North-Western Provinces. Most existing Sikh units remain in the Bengal Army, realizing that the Punjab's continued existence depends on the crushing of the Indian Empire.

Plot Hook: *A number of Punjabis have decided that throwing their lot in with the Indian Empire is the best course and plan to sneak attack the Bengal Army forces moving out of the region. Can the player characters stop this plan before all of Northwest India breaks free from Colonial rule?*

The Liberation of Calcutta
With its population starving and no end in sight, the troops of the Calcutta Commune are demoralised. A sepoy coup overthrows the Commune leadership just as British forces invade the city in earnest. By June, Calcutta is firmly back in Colonial hands.

Plot Hook: *General Hastings realises that keeping the Commune Leaders alive should ease the occupation. He believes that the coup leaders might assassinate them when things get desperate. The General sends the player characters in to infiltrate the Government House and secure the Commune Leaders until the Bengal Army can take control of the city.*

March on Lahore and Oudh
Barad Shah decides that he needs to strike decisively to keep the British East India Company out of the Empire. He orders an army to march to Lahore and destroy what remains of the Bengal Army. Meanwhile, he sends Raji Bao to Oudh to convince Wasim Shah to join the Empire or be absorbed. Interestingly, Wasim ultimately declares his allegiance to British India and threatens war with the Indian Empire.

Plot Hook: *Colonial spies have discovered the source of Raji Bao's power, an extremely large lingam. The player characters are sent to destroy this power and significantly weaken Bao's army.*

Death of a Negotiator
In an attempt to sway British opinion, the Thuggee in London stab Sir Edmund Crofton to death on the steps of Parliament. Prime Minister Disraeli promises that the Indian Empire will be crushed for this atrocity and orders more troops to India. The former leaders of the Calcutta Commune are strapped to the barrels of cannons and executed.

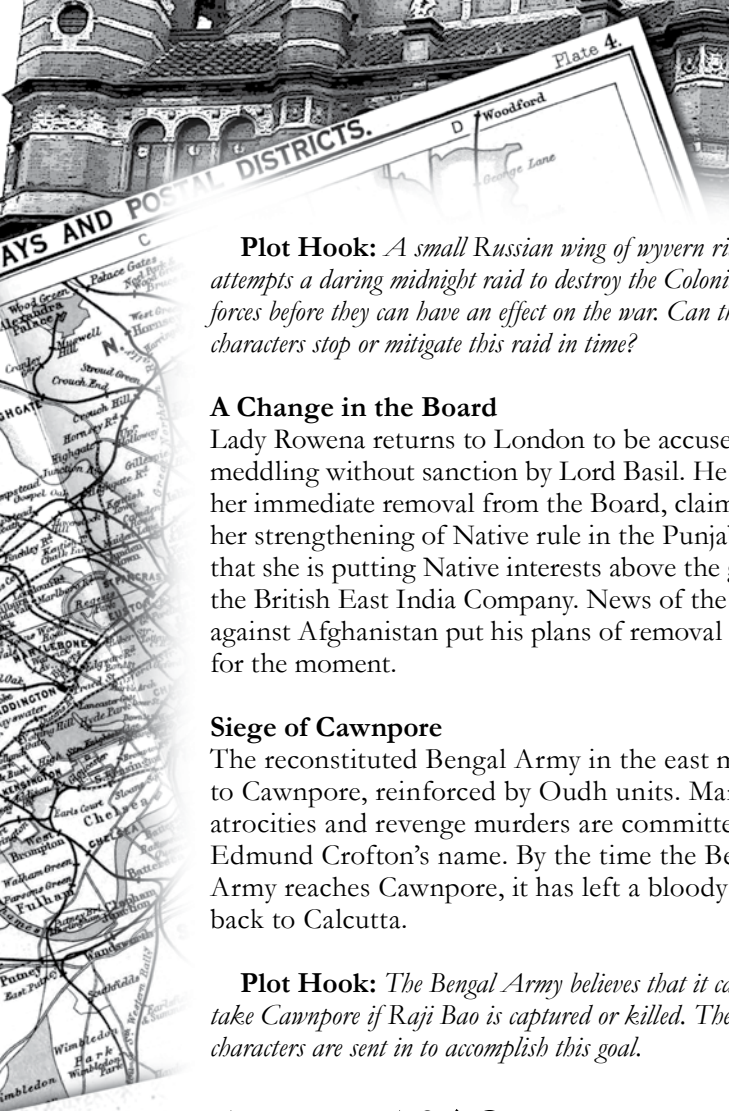
Summer, 1869

Summer sees the end of the Afghan invasion and the collapsing of the Indian Empire. The British East India Company Board of Directors continues its internal struggle.

Battle in the Punjab
The Emperor's Army meets the Bengal Army in the Punjab for a series of pitched battles. Morrison's experience saves the day and he is able to push the Emperor's Army back. Unfortunately, he is not able to push them back to Delhi.

Plot Hook: *One of the key factors in Morrison's victories is the transportation of new machine guns. The Emperor's forces have learned of the shipment and have sent units to secure them for the rebels. Can the player characters ensure that the Bengal Army receives the weapons before the Imperial Indian Army knocks on the Punjab's doors?*

Final Afghan Push
With Persia capitulating, Afghanistan makes a final push into the Punjab, this time with more overt Russian assistance. Fortunately, the Bombay and Madras Presidencies lend their aerial forces to the Punjab and both wyvern riders and ornithopters reigns fire down upon the Afghan Army as it travels through the mountain passes. Elite Sikh units meet the remainder. The Punjab holds and Afghan forces retreat for the last time.



Plot Hook: *A small Russian wing of wyvern riders attempts a daring midnight raid to destroy the Colonial aerial forces before they can have an effect on the war. Can the player characters stop or mitigate this raid in time?*

A Change in the Board
Lady Rowena returns to London to be accused of meddling without sanction by Lord Basil. He calls for her immediate removal from the Board, claiming that her strengthening of Native rule in the Punjab proves that she is putting Native interests above the good of the British East India Company. News of the victory against Afghanistan put his plans of removal on hold for the moment.

Siege of Cawnpore
The reconstituted Bengal Army in the east marches to Cawnpore, reinforced by Oudh units. Many atrocities and revenge murders are committed in Sir Edmund Crofton's name. By the time the Bengal Army reaches Cawnpore, it has left a bloody trail back to Calcutta.

Plot Hook: *The Bengal Army believes that it can easily take Cawnpore if Raji Bao is captured or killed. The player characters are sent in to accomplish this goal.*

Autumn, 1869

Autumn finally sees the end of the Indian Mutiny as the long-secluded Lord Caswell makes an appearance and negotiates peace. This peace comes at a price; British India has lost control of substantial swaths of territory.

The Return of the Chairman
After years of seclusion, Lord Caswell returns and asks to address Parliament. He makes an impassioned plea to end the conflict and personally offers to negotiate a truce. Disraeli rejects his offer, but finds that most of the ministers disagree with him.

Parliament is dissolved and a Liberal government is elected with William Gladstone as Prime Minister. Prime Minister Gladstone grants Lord Caswell the ability to negotiate on behalf of the British Government.

Cawnpore Falls
With the power of the lingam long exhausted, Raji Bao simply does not have enough forces to hold out against the Bengal Army. He also cannot expect aid from Delhi, which also feels the pressure of Bengal on its borders. Rejecting the Sultan's plan for a truce with the British East India Company, Raji Bao leads a final charge against the Bengal Army and is mowed down by machinegun fire.

The Peace of Lucknow
Lord Caswell invites the Sultan and other Indian leaders to Lucknow for a conference. The Sultan does not attend but sends an emissary with full powers to negotiate. The current contiguous rebel states are allowed to remain part of 'The Empire of India', a small landlocked region that covers Delhi and parts of the Maratha States and Rajputana (British papers, of course, downplay the name by calling it 'the Delhi Confederation').

Sikkim is granted independence in return for its support and its relinquishment of claims to Darjeeling. The Punjab remains a large princely state. In addition, the British Government and Persian Shah recognise the Sultanate of Baluchistan with Sardar Akhtar at its head.

Winter 1869–1870

Winter sees Parliamentary approval of the Lucknow Conference with a few reservations. Parliament insists upon direct oversight, with all key administrative positions directly answerable to the Crown rather than the British East India Company. In addition, the Presidency Armies are to be fully integrated into the British Army. Sir Richard Brightfield is tasked with leading the British East India Company through this transition.

Prime Minister Gladstone advises Queen Victoria to take the Indian crown as Empress. His reasons are threefold. First, while Britain holds the largest territory on the planet, certain European monarchs outrank Queen Victoria. Second, the rebellious Emperor of India outranks Queen Victoria and thus a symbol of British power was needed to counter it. Third, British subjects would never accept an 'Empress of Britain'.

Spring 1870

Queen Victoria agrees to Gladstone's proposals and is installed as Empress of India in the spring of 1870. While this technically conflicts with Barad Shah, official British communications continue to refer to him as the 'Sultan of Delhi'. So while a bit tarnished, in 1870 India truly becomes the 'Jewel of the Empire'.

India after the Mutiny

The British East India Company had a tight hold over the subcontinent prior to the Mutiny. Even after the Mutiny, most of India remains under Company Rule. Still, the Indian Mutiny was a test of the British East India Company's power and, while it was ultimately successful, the conflict exposed some chinks in its armour.

The most glaring of these chinks is the newly-independent 'Empire of India'. From the beginning of its entry into India, the British East India Company has used the Mughal Emperor's consent to establish its legitimacy. While the British East India Company had stopped respecting that authority in recent decades, their disregard has turned out to be a mistake. The Empire of India, while small, now stands as an example of successful resistance against Company Rule and a potential ally should other areas of India choose to proclaim independence.

Other European powers are looking for ways to exploit the new situation. France, the Netherlands, and Russia are quick to recognise the new Empire of India and establish both diplomatic and economic relations with the Sultan. The British East India Company fears that this will incite the Empire to expand its borders, most likely to the west to gain access to a port. The Great Game, formerly played primarily in Afghanistan, is now being played both in and around the Red Fort.

The British East India Company also faces conflict from the British Parliament. While the newly-installed Liberal government under William Gladstone was happy to negotiate a peace, it fears that the practices of the British East India Company might spark another conflict in the near future, especially with the disruption to the infrastructure that the Empire of India has caused. The British East India Company needs to establish alternative railroad and trade routes, which requires more funds. In addition, many cities in India need to be rebuilt.

Gladstone is happy to offer the British East India Company assistance in the rebuilding efforts, but he wants something in return. The British Parliament is to receive tighter controls over the governing of India by establishing a Board of Control and requiring its approval of new Governor-Generals. In addition, the British East India Company must give up its trade monopoly in India, allowing other British companies to conduct their business in India without paying the customary hefty fee to the British East India Company. Of course, these companies are not as well protected as British East India Company vessels, making them attractive targets for pirates.

In addition, the Crown Colonies of Burma and Ceylon have provided strong examples of the efficiency of Crown rule and many Liberals believe that the same system should ultimately replace Company Rule in India. Both Bengal and the area surrounding Bombay are being considered as 'trial colonial governments' within India. The Court of Directors sees this as a treat to the British East India Company's interests and it has been lobbying Ministers of Parliament to drop the proposals or reaffirm a commitment to keep the British East India Company in control of India.

For its part, the British East India Company is now re-evaluating its handling of the subcontinent. The three Presidencies are being reorganised into a more cohesive central government based in Madras (where the British East India Company has more overt control). The Company Army is also being centralised, with more of a reliance on European (or at least non-Native) troops to prevent another mutiny. The Special Office is fighting a shadow war with the secret societies that remain active and strong on the subcontinent.

In short, India may now be a tarnished Jewel of the British Empire, but that only makes it more interesting…

Appendix

"What do I think of Western civilisation? I think it would be a very good idea"

- Mahatma Gandhi

Appendix – Bibliography

The following works were not only useful in creating Jewel of the Empire but they may also prove useful for a Gamemaster running adventures in Victorian India.

Non-Fiction

The Business of Empire
H. V. Bowen
Covering the British East India Company from 1756 to 1833, this book details the inner workings of John Company. As this was the period when the British East India Company was at the height of its power, it is very useful for Gamemasters that want to flesh out the British East India Company of Victoriana.

Essential Histories: The Indian Mutiny 1857-58
Gregory Fremont-Barnes
This slim volume is up to Osprey Publishing's usual excellent standard in providing a quick, easy-to-read history of the real-world Indian Mutiny. Gamemasters may find the maps and information useful when fleshing out the Victoriana version of the same.

Hindu Manners, Customs and Ceremonies
Abbé J. A. Dubois
Originally written in 1806 and revised in 1905, this is the author's study of Hinduism as practiced in the early Nineteenth Century. While inaccurate in some areas, it is still a fascinating and detailed read.

The Hindus: An Alternative History
Wendy Doniger
This book offers a fresh look at the history of Hinduism, re-examining and challenging traditional scholarship. It traces the development of core principles of Hinduism, and how it has evolved over the centuries.

The Indian Mutiny
Julian Spilsbury
This is a very detailed account of the Indian Mutiny that reads like a novel and it is highly recommended if you are running the Indian Mutiny campaign.

The Mutiny Outbreak at Meerut in 1857
J.A.B. Palmer
This book is a highly detailed account of the events in Meerut that started the Indian Mutiny. It is a very valuable read for Gamemasters running The Opening Volley.

Raj: The Making and Unmaking of British India
Lawrence James
This book provides a great overview of British interests in India from 1840 to 1947.

The Ruling Caste
David Gilmour
Focusing on the Indian Civil Service in both pre- and post-Mutiny India, this book offers a detailed look at the everyday life of a Civilian.

Women of the Raj
Margaret MacMillan
Covering both Nineteenth and Twentieth Century pre-Independence India, this book offers a glimpse into the everyday lives of Colonial women in India.

Fiction

The Mahabharata
This literary epic details a mythological war in ancient India. It includes the Bhagavad Gita, a sacred poem that sums up Hindu theology.

The Ramayana
This other great Indian epic describes the life of Prince Rama, who is an avatar of Vishnu, including his battle with Ravana.

The Jungle Book
Rudyard Kipling
Written by a famous Anglo-Indian author, this short story collection is required reading for any Gamemaster running Jewel of the Empire campaign. Just think of the animals as Beastmen and Nagas.

Kim
Rudyard Kipling
While set a couple of decades after Victoriana, this novel involves the Great Game between Britain and Russia.

A Passage to India
E.M. Forster
While not quite the right period (it is set in the 1920s) this novel still offers a useful picture of India under British rule. The attitudes of the various characters, and the endemic racism of many of them, offers a useful view of the darker side of colonial relationships. The book has been made into a play (1960) a TV series (1965) and a film (1984).

The Deceivers
John Masters
While probably not entirely factual, nevertheless a good story about the Thuggee cult and one man's attempt to infiltrate them. A film of the book was made in 1988.

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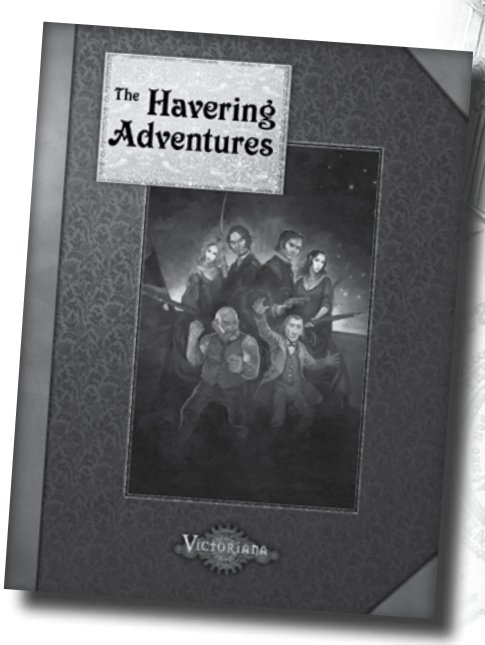

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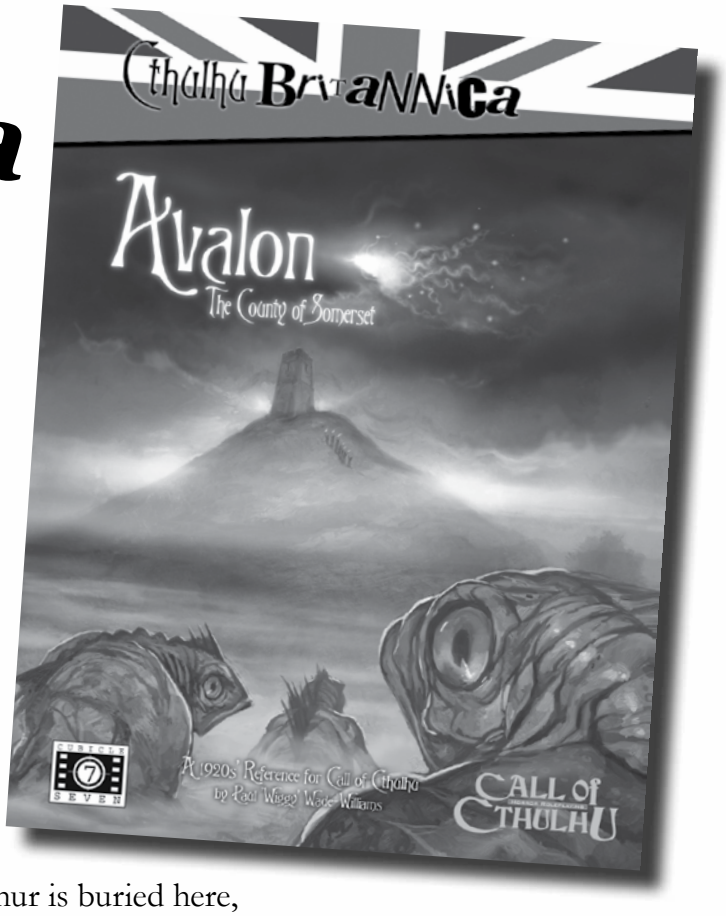

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