



Hope & Glory

MASTER'S GUIDE



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**WELCOME TO
THE HOPE &
GLORY MASTER's
HANDBOOK.**

HERE YOU WILL
LEARN SECRETS,
DISCOVER MYSTERIES
AND FIND ALL YOU
NEED TO LEAD
YOUR TEAM IN THE
EXPLORATION OF A
STRANGE FUTURE
THAT NEVER WAS.



**WELCOME TO A
NEW WORLD**



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HEAR YOU NOT THE RUSHING SOUND OF THE COMING TEMPEST?
DO YOU NOT BEHOLD THE CLOUDS OPEN, AND DESTRUCTION LURID AND DIRE
POUR DOWN ON THE BLASTED EARTH? SEE YOU NOT THE THUNDERBOLT
FALL, AND ARE DEAFENED BY THE SHOUT OF HEAVEN THAT FOLLOWS ITS
DESCENT? FEEL YOU NOT THE EARTH QUAKE AND OPEN WITH AGONIZING
GROANS, WHILE THE AIR IS PREGNANT WITH SHRIEKS AND WAILINGS,— ALL
ANNOUNCING THE LAST DAYS OF MAN?

[MARY SHELLEY, THE LAST MAN, 1826]



WELCOME
TO A NEW
WORLD

THE CATASTROPHE

ON THE 21ST OF OCTOBER 1852, the citizens of London and Paris were awed at the sight of the western sky turning suddenly a strange shade of purple and red.

The first seismic shocks were felt all over the world in the following hours, and by dawn on the 23rd of October, the giant waves hit the coasts of Europe. In the evening of the same day, while the tremors continued, catastrophic waves also hit the coasts of Asia. Whole cities, blasted by the earthquakes, were submerged by the sea. Millions of lives were lost.

Then the Black Rain began, washing the ruins and leaving behind a thick layer of ashes. Dark, impenetrable clouds hid the sun, and the Thirty Years Winter began.

In the Northern Hemisphere crops failed, snow-bound cities went up in flames as the populations rioted and the governments tried to find a solution, the means to survive.

When the black clouds blotted out the sun and the ice descended on Europe, thousands succumbed to cold and starvation. Many more died in the food riots, in the misguided attempts of this or that leader at seizing their neighbors' resources, at setting themselves up as masters of the new world.

One hundred years have passed now since the Catastrophe, and humanity has survived.

In the former colonial domains of Africa and South America. In the blasted plains of China. Among the remains of the Japanese archipelago. In Russian palaces sealed against the howling winds of the steppe. In the land that once was India. With hard work and ingenuity, with courage and hope, new nations have crawled from the brink to claim the new world.

Science is a beacon to the future.

This is a century of Hope & Glory

The terms “Old World”, “Old Europe”, “Old England” etc., refer to places and political entities that existed before the Catastrophe. “The World Before” is also a common expression.

Post-Catastrophe Europe is known as “Lost Europe”, and the “Lost” adjective is also applied to other geographical names, therefore Old London is now Lost London, buried deep beneath the ice in Lost England, off the frozen coast of Lost Europe.

A special case is represented by the American continent: following the disappearance of all exploration missions towards the Americas, the treaties of Samarkand forbid any attempt at crossing the Atlantic or the Pacific, and the expression “Forbidden America” is commonly used.

TIMELINE

1819 May 24	1819, May 24 birth of Victoria.
1837 June 20	1837, June 20 Victoria is Queen.
1850	1850 Taiping rebellion begins in China against the Manchu rulers.
1852 October 21	1852, October 21 first anomalies detected: the sky changes color, and a distant sound of thunder is heard in all the major cities of the northern hemisphere.
1852 October 23	1852, October 23 first tsunamis hit the Atlantic coast of Europe and Northern Africa.
1852 October 24	1852, October 24 tsunamis hit the Pacific coast of Asia.
1852 1885	1853-1885 The Thirty Years of Winter (exact dates vary depending on geographical location). All communications with the American continent interrupted.
1853	1853 Food Riots in the British Isles.
1853 April 16th	1853, April 16th, 3:35 pm first steam train in India initiates passenger service.
1854	1854 Enamoto Takeaki is the first President of the Iezo republic.
1855 May 29	1855, May 29 Great Fire of London.

1855,

June 10 Queen Victoria leaves England; HMS Birkenhead leaves Bombay directed to the Red Sea.

◆ 1855
June 10

1855, Evacuation Fleet leaves England: part of it

June-July (the Atlantic Fleet) sets out to circumnavigate Africa, part (The Mediterranean Fleet) passes Gibraltar directed to Egypt, the passengers to reach the Red Sea by land, and through the Red Sea, India.

◆ 1855

1855, August 4 HRH Albert, the Prince Consort, dies during the crossing of the eastern Egyptian desert.

◆ 1855
August 4

1855 - September-October in Algiers, the Duc de Rovigo declares independence from the French Crown. The Algerian war begins.

◆ 1855

1855, November 5 on board the HMS Birkenhead, Queen Victoria reaches Bombay.

◆ 1855
November 5

1856, January-March the surviving ships of the Atlantic Evacuation Fleet reach Bombay, Ceylon and Goa.

◆ 1855

1856, April the Aristocratic Fleet leaves Spain for South America, and disappears forever.

◆ 1856
April

1856, May 20 Bombay: Parliamentary Reconstitution Act.

◆ 1856
May 20

◆ 1856 May 29
1856, May 29 The Indian Mutiny: the East India Company tries to seize the power and capture queen Victoria, leading to the Battle of Bombay.

◆ 1856 September 11
1856, September 11 The First Princely Coalition fields its forces with the refugees.

◆ 1857 March 2
1857, March 2 Barrackpore Uprising: Indian Company soldiers rebel and join the British and Mughal forces against the Company.

◆ 1857 March 21-23
1857, March 21-23 Battle of Gwalior.

◆ 1857 April
1857, April-May Battle and Siege of Cawnpore.

◆ 1857 September
1857, September 10-11 Battle of Varanasi, end of the First Company War.

◆ 1857 October 15
1857, October 15 Treaty of Calicut signed; Honourable East India Company loses all territories but Bengal, Assam, Bangladesh, Burma and Mandalay.

◆ 1857 September
1857, September Delhi Polytechnic founded.

◆ 1857 November 5
1857, November 5 Queen Victoria gives “Industry & Prosperity” speech. First definition of the Anglo-Indian Raj. First sitting of the Princely Council, that will become the governing organ of the Raj.

1858 Algerian war fizzes out as the French loyalists and the Algiers governorship have fought each other to exhaustion.

1858

1859 Former London Mechanics Institute changes its name to Birkbeck Literary and Scientific Institution of Delhi.

1859

1861 Italian refugees leave Brindisi, Taranto and Naples and move south and east. Italian Government in Exile (aka Italian Exile Nation) founded in Sharm, Egypt, October 1861.

1861

1862 Taiping forces attack Shanghai and Hong Kong

1862

1863 Czar Alexander II moves the capital of the Russian Empire to Tsaritsin.

1863

1863, July Hong Xiuquan assumes the title of Second Son of Heaven, China becomes the Heavenly Peace.

1863

1869, May 24 on her fiftieth birthday, Victoria marries Rajah Sawai Jai Singh III of Jaipur. Official birth date of the Modern Raj.

1869

May 24

1870 Russia begins the annexation of vast tracts of the former Ottoman Empire.

1870

1871 first confirmed sightings of prehistoric megafaunas in Europe. Neanderthal tribes reported attacking Russian troops in Turkestan.

1871

1875	1875 Society for Psychical Research and Development founded in Delhi.
1876 October	1876, October Rains of Ranchipur, the largest environmental disaster in the history of the Raj.
1881	1881 first documented case of psychic activity
1889 Spring	1889, Spring the Thirty Years of Winter officially end in the Raj; rationing lifted. Celebrations throughout the land.
1889 Summer	1889, Summer Raj scout ships contact the African Council, the Iezo Republic and Russia.
1890 May 29	1889, May Equality Act recognizes equal rights and duties for men and women under the Raj.
1889 September	1889, September Joint Raj-Russian Transatlantic Expedition launched
1890 February 23	1890, February 23 last contact with the joint Raj-Russian Transatlantic Expedition.
1890 September	1890, September First Conference of Samarkand and first Treaty of Samarkand signed by Raj, African Council, Iezo Republic and Russia.
1891 Spring	1891, Spring Company forces invade Uttar Pradesh; Second Company War; first deployment of walkers and airships for military purposes.
1891 Winter	1891, Winter Second Company War ends, East India Company loses control over west Bengal.

1894, April the Excelsior, the Raj's first civilian airship is launched. During its maiden voyage, it reaches the Mediterranean and surveys southern Europe.

1894
April

1898 East India Company invades Tibet. A short disastrous campaign follows, as Tibetan forces wipe out the invaders.

1898

1900 first Barchenko drugs developed in Russia.

1900

1905 September Second Conference and Treaty of Samarkand, undersigned by Raj, African Council, Iezo Republic, Russia, Italy and Great Heavenly Peace.

1905
September

1906 Varanasi: first documented attack from self-styled "thuggees" against civilians.

1906

1909, April 1 Queen Victoria dies, prince Edward Hamrish I is King of Britain (in Exile) and member of the Princely Council of the Raj.

1906
April 1

1910 First Conference of the Old World Micronations held in San Marino. Representatives of all the major nations participate as observers.

1910

1912 in Northern Africa, sharif Mulai Ahmed er Raisuni tries to seize power in the Atlas region. Raj forces are deployed in the region upon request from the African Federation.

1912

1912 ♦

1912 first flight of a heavier-than-air flying engine: the ornithopter Spirit of Africa, crosses the Sahara desert from Sharm to Casablanca.

1915 ♦
July

1915, July Russian troops invade Kashmir. First North-western war.

1918 ♦
September

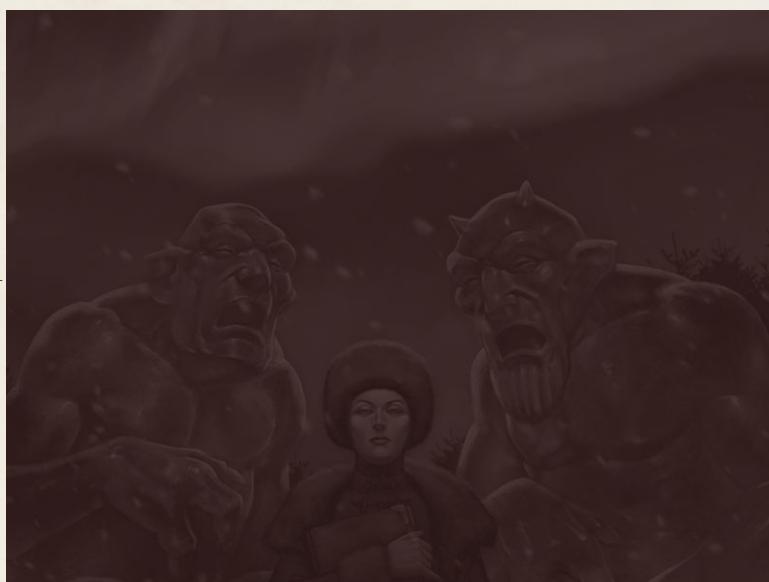
1918, September Third Treaty of Samarcand

1920 ♦

1920 Joint Raj-Russian expedition to Lost Europe charts the glaciers and establishes contacts with Grand Fenwick and Graustark.

1922 ♦
August

1922, August Russian expedition in the Gobi desert disappears.



1943 Second Raj expedition to Lost Europe, further city-states contacted.

◆ 1943

1963 Sir Mortimer Bartolomew becomes president of the Honourable East India Company.

◆ 1963

1967 **today.**

◆ 1967
Today



WELCOME, ESTEEMED GAME MASTER,

THIS SECTION IS FOR YOU, IN THE HOPE THAT IT WILL HELP MAKE YOUR WORK EASIER AND YOUR GAMES MORE FUN FOR ALL PARTIES INVOLVED.

AS THE GAME MASTER, YOU HAVE THE TOUGHEST JOB AT THE TABLE, BECAUSE IT IS THROUGH YOUR WORDS THAT THE PLAYERS WILL SEE, HEAR, FEEL AND TASTE THE WORLD IN WHICH THEIR CHARACTERS MOVE.

THE WORLD OF HOPE & GLORY IS A COMPLICATED ONE. IT IS BASED ON OUR HISTORY, BUT IT DIVERGES DRAMATICALLY FROM OUR HISTORY BOOKS: IT IS INTENDED TO BE BOTH FAMILIAR AND EXOTIC. WE MADE EVERY EFFORT TO MAKE THIS BOOK AS CLEAR AND AS STRAIGHTFORWARD AS POSSIBLE, TO MAKE YOUR WORK EASIER.

IN THE FOLLOWING PAGES YOU WILL FIND MORE INFORMATION AND MORE SUGGESTIONS TO HANDLE GAMING SITUATIONS, DESIGN AND MASTER YOUR OWN SCENARIOS AND CAMPAIGNS, AND ADD YOUR OWN IDEAS AND DETAILS TO THE WORLD OF HOPE & GLORY.

BEST WISHES, AND HAVE FUN!

DAVIDE MANA, ESQ.
ON BEHALF OF THE HOPE & GLORY DESIGN TEAM

GAME MASTER GUIDE

GAME MASTERING THE RAJ

- Remember this is your game
- The only rule is having fun
- Know the rules
- Know the setting
- Be prepared
- Be fair
- Delegate boring accountancy tasks to players
- Don't be afraid to improvise
- Always reward imagination and fun

THE WIDER WORLD

This book explores in detail the Raj, and certainly India is a big continent in which you can have lots of adventures. But before we get to that, there's a whole world out there, and your players will be curious. That's good - curious players make for active adventurers. And we will keep them like that, but you, as a Game Master, need to know a little more. You have read the first chapter and have a general idea of the state of the world. Now for the missing bits that the players (and their characters) ignore.

THE CATASTROPHE

... was caused by the explosion of the Yellowstone caldera, a volcanic complex in the American Northwest. Having built up pressure for over 600.000 years, on the 21st of October 1852 the



Yellowstone supervolcano ejected about 3000 cubic kilometers (720 cubic miles) of ashes in the atmosphere. The effects of the explosion were felt as earthquakes and tsunamis all over the world, and were followed by “black rains” and a nuclear winter that lasted roughly thirty years and influenced mostly the northern hemisphere.

THE AMERICAN CONTINENT

... Is where the Catastrophe hit the hardest. North America is buried under a thick layer of ashes and an even thicker layer of snows. Prehistoric animals and ragged bands of survivors roam the bleak landscape. A lot of secrets lie buried in North America, and we are saving them for later.

South America fared a little better, and is now under the heel of the descendants of the Portuguese-Spanish aristocracy that managed to cross the Atlantic. Against this pseudo-Napoleonic regime founded on slavery, stands a New Maya federation formed by native peoples and progressive refugees. This, too, we are saving for later.

WHAT ABOUT AUSTRALIA?

Nobody knows. Communications are scarce and unreliable, and a proper line of airships has yet to be established.

For the time being, the Australian continent is free for the taking. You can do whatever you want with it, and then maybe post it on the web as a Savage Fan product - but keep in mind that your take is, as far as we know, just a wild travelers' tale.

But go on. You have our blessing.

WHY IS CROSSING THE ATLANTIC AND THE PACIFIC SO HARD?

Two words: freak weather and sea monsters.

Yes, OK, that's five words actually.

It is my business to know what other people do not know.

[Sherlock Holmes on Game-Mastering]

WHAT'S THE DEAL WITH THE PREHISTORIC ANIMALS AND THE NEANDERTHALS?

According to 19th century science, it was considered possible that somewhere, tucked away in some hidden corner of the world, prehistoric animals still existed. In our setting, it was really so - and when the conditions became favorable for them to expand, they moved to conquer the world again. The same applies to Neanderthals.

A SECRET HISTORY

In line with what the 19th century public expected, there is a secret history of the world, hiding just beneath the surface. The Rama Empire was really one of the last remnants of lost Atlantis, and had access to post-Victorian technology: atomic energy, heavier-than-air flying machines, digital difference engines, superior medical and biotechnological capabilities.

The Atlantean Rama were annihilated in a confrontation with the Unkara, themselves a last remnant of the Lemurian enemies of Atlantis. This is what the Mahabarata records in a distorted, poetical way.

What's left of the Rama technology is now in the hands of the Nine Unknown, while the last of the Unkara are biding their time among the snows of closed Tibet.

And before you ask, yes, there's more of this, lots more. But we'll save it for later.

... only snow and ice stretched forever in every direction, surrounding the Imperial Palace of Tsaritsyn like a besieging army, and the flame burning on this platform, one hundred yards up the side of Saint Andrew Tower.

[Part of the Machine]



NOW WE ARE HERE, WHAT DO WE DO?

Hope & Glory is a scientific romance/pulp adventure game, so you have a number of options and a variety of possible scenarios to develop and play.

The ready-made campaign and scenarios at the end of this book should provide a few ideas, while adventure hooks are scattered throughout the book. Finally, the novellas in the Hope & Glory series also provide ideas, setting color and a few extra gaming aids.

Here's some more ideas

ESPIONAGE!

The Raj is facing two major adversaries on the political scene of the New World: Russia and China. Of the two, Russia is certainly the most active, as the Russian aristokratiya craves the fair weather and the riches of the Indian continent.

Possible developments include

- A seductive agent of the Czar trying to secure the loyalty of an Indian prince or Raj administrator (this is the subject of “Glass Houses”, the first Hope & Glory novella).
- Russian and Company agents plotting a joint campaign of terror to weaken the Raj, possibly hitting communications and transports.
- Russian agents sponsoring antagonist groups such as the New Thuggees and their bogus Cult of Kali to acquire a support base (especially among the lower classes)
- Secrets for sale: no matter if is their secrets or ours, the sale will be tricky (see “An Item of Mutual Interest” in the campaign at the end of this book)

An espionage scenario would certainly involve at least an agent of the Star Chamber, plus skilled individuals from all walks of life, and possibly a psychic.

A psychic - or more than one! - would certainly be needed when facing Chinese spies: as the Taiping regime invested massively in the development of psychic technology, much of their spying is done remotely, by mind-readers and clairvoyants sitting maybe thousands of miles away. Once the menace is identified, much of the confrontation will take place in the Astral Plane (and the scenario “The Haunting of Fraser House” in this book is an example of this sort of adventure).

SUPERSCIENCE!

Science and technology are at the core of the Hope & Glory universe, and characters can engage in research and development of new knowledge and better applications.

And it is not all about sitting around in laboratories and writing on blackboards!

Possible developments include:

- Science rebels against man - and a new invention runs away and menaces the world (see the episode “A Mind of Their Own” in the included plot point campaign)
- There are things man was not meant to know - tests with new technology cause horror (“The Curse of Trevalpore” in this book is an example of such a scenario)
- A competing scientist challenges the characters to a confrontation to see whose invention is better (which leads to an airship or steam locomotive race, or a wrestling match between androids, etc.)
- Sinister individuals want to steal the characters’ new invention.

LOST SOUL WANDERING TABLE

Characters with the Lost Soul Hindrance, sooner or later, will end in the Astral Plane.

When this happens, draw a card from the Action Deck and check the table below. The results are very generic, to be adapted to the character's story and identity.

Deuce – Imprisoned! The Lost Soul falls in a terrible trap, and now he is prisoner of some nasty astral entity! His friends must save him, in some way. Otherwise, every day (in the physical plan), he can do a Smarts (-4) roll: with a success, he manages to escape, while with a failure he suffers a Wound trying to flee.

Three to Five – Astral Predator! The Lost Soul stumbles in a dangerous astral creature hunting her. She can stay and fight or escape (use the Chase Rules if necessary).

Six to Ten – Stressful Wandering. The Lost Soul wanders all the night in the Astral Plane, when he comes back, he is very tired, and suffers a level of Fatigue.

Jack – Frightful Vision. The Lost Soul sees something really dark or unsettling in the Astral Plane. When she wakes up, she must do a Fear Check (-2).

Queen – The Long Way Back. The Lost Soul cannot find the way back to his body till someone wakes him up. If he is alone, his body could starve to death...

King – Voices. The Lost Soul hears voices in the Astral Plane, regarding her current situation (or adventure). But they are true only if the card drawn is hearts.

Ace – Meaningful Experience. The Lost Soul sees or experience something really particular, and, on waking up, gains a bennie.

Joker – Secret Friend. The Lost Soul finds a special character in the Astral Plane, which, for some reason, befriends her. She gains the Connections (Astral Being) Edge. Is he a true friend or does he hide something dark?

And what of that weird story about the three-eyed masters of Tibet? Well, it's like this: there are currently about five hundred surviving Unkara (see page 68), most of them living in their secret cities beneath the Tibetan plateau and the Gobi desert.

Virtually immortal and endowed with surprising psychic powers, the Unkara were once masters of the world, and they long to be again.

Currently the Unkara maintain a spy network in Central Asia, whose tentacles reach the Raj and the Czar's court. The Chinese Taiping regime is engaged in a secret war against the Unkara.

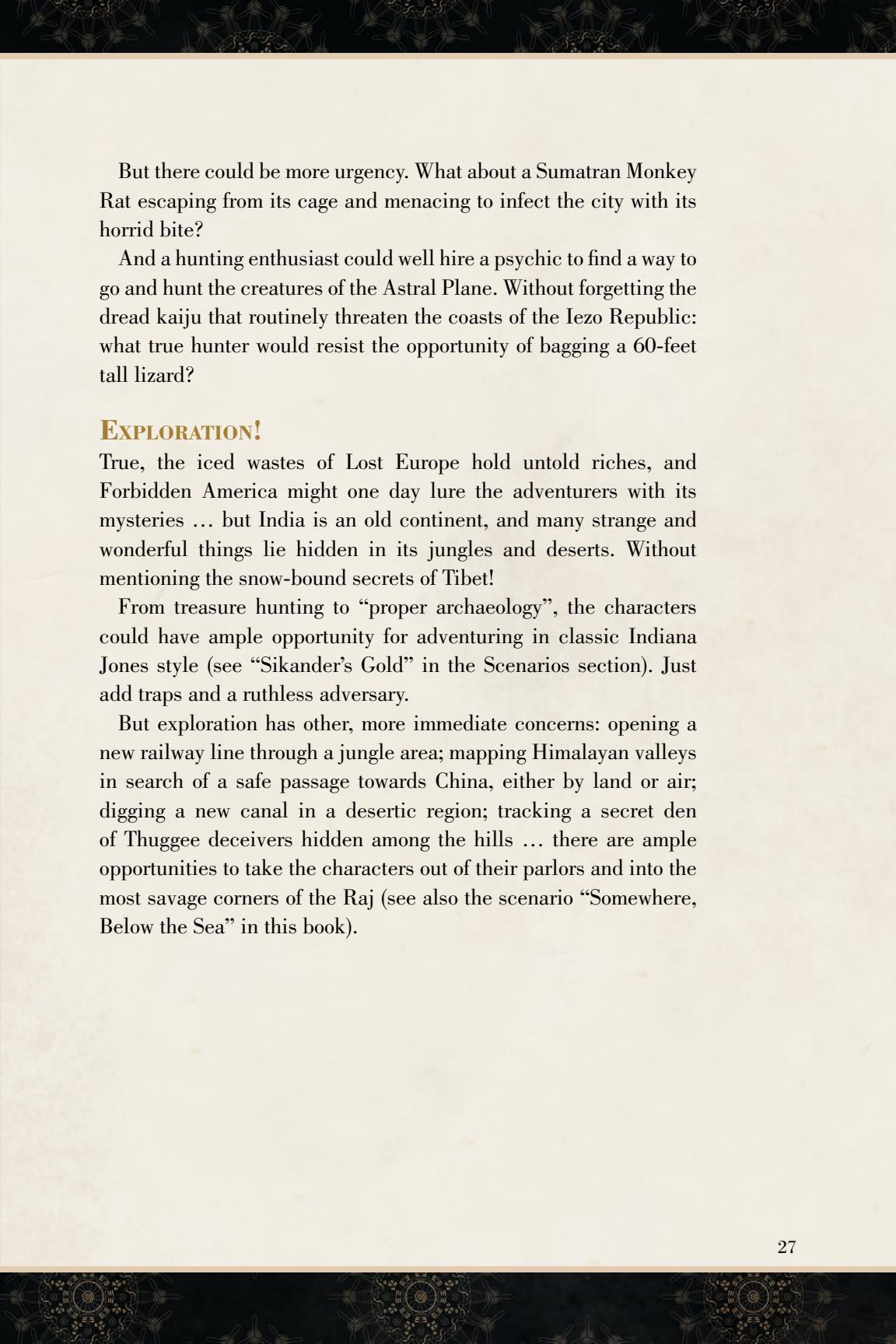
WHODUNNIT?

The pseudo-Victorian setting lends itself nicely to classic cozy mystery scenarios. Put a number of quirky characters in one isolated location, kill off the one everybody hates, and have the heroes investigate.

Also thefts and swindles should not be discarded - SPR&D agents often deal with con-men and mentalists passing themselves off as true psychics, and consulting detectives work more often on cases of burglary or missing persons than on murders.

STRANGE ANIMALS!

It is true that the mammoth roam the Central Asian steppes and the iced wastes of Lost Europe, but it is also possible to find them in the immediate neighborhood of the Raj. The characters could be called to defend a hill village from the yetis, or invited on a hunting expedition on the tracks of a sabretooth tiger or a herd of mammoths (see "Glass Houses" for a hunting party as a social event).



But there could be more urgency. What about a Sumatran Monkey Rat escaping from its cage and menacing to infect the city with its horrid bite?

And a hunting enthusiast could well hire a psychic to find a way to go and hunt the creatures of the Astral Plane. Without forgetting the dread kaiju that routinely threaten the coasts of the Iezo Republic: what true hunter would resist the opportunity of bagging a 60-feet tall lizard?

EXPLORATION!

True, the iced wastes of Lost Europe hold untold riches, and Forbidden America might one day lure the adventurers with its mysteries ... but India is an old continent, and many strange and wonderful things lie hidden in its jungles and deserts. Without mentioning the snow-bound secrets of Tibet!

From treasure hunting to “proper archaeology”, the characters could have ample opportunity for adventuring in classic Indiana Jones style (see “Sikander’s Gold” in the Scenarios section). Just add traps and a ruthless adversary.

But exploration has other, more immediate concerns: opening a new railway line through a jungle area; mapping Himalayan valleys in search of a safe passage towards China, either by land or air; digging a new canal in a desertic region; tracking a secret den of Thuggee deceivers hidden among the hills ... there are ample opportunities to take the characters out of their parlors and into the most savage corners of the Raj (see also the scenario “Somewhere, Below the Sea” in this book).

Oh, and if you really want to know, the world is hollow. No, not hollow like an eggshell, but riddled with caves. That's where the megafaunas used to hide, and then they came out when the conditions outside (and inside) changed after the Catastrophe.

And of course the caves are where the Primal Land in the Neanderthal myths is located: their “Great Walk in the Dark” is just the ancestral memory of the exodus during the last glaciation.

Scientists normally get that the other way around, and think our world is the Primal Land. They are oh-so-wrong.

And yes, we are saving this for later, too.

Just add one or more of the following:

- A lost temple
- A hidden cult
- Wild animals
- A mad scientist living in seclusion
- The Nine Unknown hell-bent on preserving the secret of ancient technology (see the scenario “Fire in the Sky” in this book)

(with a tip of the hat to Mr. Lester Dent)

Writing pulp means pleasing your audience by giving them what they do not expect while promising them what they expect.

In roleplaying, your players are your audience, so the first thing is to know your players, their tastes and expectations. And then surprise them. Easy, right?

The balance between familiarity and surprise is mainly achieved through the manipulation of clichés and tropes, with a few gimmicks to raise the pressure.

The single six-foot wheel leaned to the side, allowing the rider to dismount from the saddle-like seat cradled inside the wheel itself. The steam motor droned softly, in chorus with the asthmatic wheeze of the compression chamber.

[Number the Brave]



- Go against cliché: shoot the swordsman, your old spinster aunt IS the Russian spy, the bad guy's minions have a conscience, it's not the red wire you should cut to defuse the bomb, the damsel in distress is actually having fun, the sabretooth tiger wants to catch the red dot...
- Don't subvert them all, and always: sometimes sabretooth tigers just want a quick meal of adventurer, sometimes what looks like a backstabbing weasel is actually a backstabbing weasel.
- Something borrowed, something new: use an idea, tool or character from a previous scenario to achieve continuity, and add a new idea, tool or character to provide variety.

Simple gimmicks to raise the pressure

- Limit the action to a single location: a country mansion, a hotel, a village.
- If possible, set that location in motion: why a country mansion when it could be a steamboat down the Ganges?
- Get the clock running: have a set of things that will happen at certain times, no matter what the characters do, to up the ante.
- Outnumber and outgun the heroes: make them spend those bennies, and learn to use those group actions.
- Take away their toys: it's all fun and games until the Neanderthals are coming and all you have is a dessert fork. Force the adventurers to think on their feet and find creative solutions.

SAVAGE BORDERS!

Both Russia and the Company are in the habit of “testing” the Raj’s ability to defend its borders. Officially, small skirmishes are the responsibility of over-ambitious officers overstepping their duties but, whatever the reason, throwing in a company of Neanderthal Cossack or two units of highly-trained Sepoy might be a nice way to give the adventurers a change of pace (see the novella “Number the Brave” for inspiration).

And then of course, anything goes: you can mix and match elements and come up with your own ideas.

Keep in mind your player’s style and tastes, but do not discard a concept because it seems unfitting, or simply strange. Take a look at “Guess who’s coming for dinner” in the scenario section for a rather unlikely adventure that will surprise your players.

*Late last night the rain was knocking on my window,
I moved across the darkened room, and in the lamp-glow,
I thought I saw down in the street,
The spirit of the century
Telling us that we’re all standing
On the border.*

[Al Stewart]

THE LOOK AND FEEL OF HOPE & GLORY

COLORS, TASTES

The old saying goes “Steampunk happened when Goths discovered the color brown” - but Hope & Glory is not your grandfather’s steampunk setting, so let’s talk about colors, among other things.

The Raj is colorful, noisy and full of life.

It is a nation emerging from almost four decades of gloom and hard work against impossible odds, and pride in what’s been achieved goes hand in hand with hope for future glories.

The general overlook of the population is optimistic, and science and technology are seen as the means to leave the Catastrophe behind for good.

Be sure to describe bright colors, bold tastes and busy landscapes to your players, and remember to bring the setting alive engaging all five senses.

We are not suggesting that you order Indian food for your first gaming night, but... why not?

*On my wall, the colours of the maps are running.
From Africa, the winds, they talk of changes coming.
The torches flare up in the night,
The hand that sets the farms alight,
Has spread the word to those who're waiting
On the border.*

[Al Stewart]

THE UTOPIAN SPIRIT

British pragmatism and can-do attitude have married Indian insight and joyfulness, and the resulting culture is much more relaxed and pluralist than the Victorians ever were. Yet the Raj is not a theme-park nation peopled with forever cheerful idealists trusting blindly into science and the system. Problems are still there, and there are individuals working against the system, but this is seen as part of the cycle of things: solving old problems will bring to light new problems, and this will go on forever, and things will improve.

RUNNING THEMES

A running theme in the Hope & Glory universe is dualism. Dualism underscores the outlook of many heroes and “good guys” of our stories.

Thinking in terms of opposing forces and themes might help design adventures and campaigns.

New	vs	old
Progress	vs	tradition
Science	vs	superstition
Knowledge	vs	ignorance
Hope	vs	fear
Experience	vs	prejudice

Including and emphasizing these themes in your scenarios will enhance the players’ experience, but be careful not to clobber them with these ideas. Hints and occasional reminders should be enough.

SUGGESTED READING AND VIEWING

NON FICTION

Note: the main drawback of non-fiction books is that they describe the real world, and our world is different (and probably better).

Charles Allen - Plain tales from the Raj

A collection of first-hand interviews with British citizens that lived in India in the final years of colonial domination, it is good for color and everyday information, even if it refers to a social situation much different from the one described in our game. Excellent to get an idea of what life is like in the Company territories.

William Dalrymple - White Mughals

Fascinating account of the relationship between British and Indians before the 1840s, and the results of the intermingling of the two groups.

Peter Hopkirk - The Great Game

This classic text on the confrontation between the British Empire and Czarist Russia in Central Asia and on the Northwestern Frontier reads like a novel, and is full of colorful characters and unlikely incidents, and provides ample food for thought.

John Keay - A History of India

Concise, complete, entertaining.

John Keay - The Honorable Company

Everything you ever wanted to know about the East India Company, and then some.



Gordon Johnson - India, A Cultural Atlas

Hard to find (but your library certainly has a copy), contains a wealth of maps and historical information.

Harbans Mukhia - The Mughals of India

A short and detailed history of the last ruling dynasty of India.

Coralie Younger - Wicked Women of the Raj

A book about women that married Indian princes - a scandal in our world, a routine occurrence in the world of Hope & Glory.

FICTION

Arthur Conan Doyle - the Challenger stories

The Sherlock Holmes stories are highly recommended, but it is Challenger that really influenced our setting.

Edmond Hamilton - The Valley of Creation

Lost worlds, ancient technologies and assorted mysteries. Good basis for a campaign based on the lost science of the Rama Empire.

James Hilton - Lost Horizon

Mysterious valleys in the Himalaya, adventure, romance and mysticism.

M.M. Kaye - The Far Pavilions

Romance and adventure in India, rich in detail and well balanced in its attitudes. Lots of room devoted to the Corps of Guides.

Rudyard Kipling - Kim

Espionage and adventure along the Great Trunk Road

Rudyard Kipling -The ABC stories

A world of airships and a benign dictatorship

Rudyard Kipling -The Man that Would be King

Adventure on the Himalayan frontier and an ancient mystery

George MacDonald-Fraser - Flashman and the Great Game

Superior historical novel featuring an amoral character busy trying to save his skin during the real Indian Mutiny. Great read, and a source of ideas.

John Masters - The Deceivers

The classic novel about the Thuggees during the Company years. (All works by Masters are highly recommended).

Michael Moorcock - Nomad of the Time Streams

Moorcock's seminal trilogy includes a vision of an alternative India under British domination in the first novel of the series, The Warlord of the Air.

Talbot Mundy - The Nine Unknown

The definitive novel about this century-old conspiracy to save man from science gone wild.

Talbot Mundy - The Jimgrim/Jasminy novels

Espionage, intrigue and a touch of supernatural in a popular series of adventure novels.

Jamyang Norbu - The Mandala of Sherlock Holmes

Also known as S.H., The Missing Years, the novel details the travels and adventures of Holmes in India and Tibet.

S.M. Stirling - *The Peshawar Lancers*

This is probably the book that - together with the Talbot Mundy stories - most influenced Hope & Glory, and is required reading. The set-up is very similar but the causes and developments are quite different.

Steve Turnbull - *the Mahalia Anderson stories*

Mysteries set in a steampunk India very different from our own, but highly inspirational.

MOVIES

***A Passage to India (1984)**

***The Abominable Snowman (1957)**

***Black Narcissus (1947)**

***The Deceivers (1988)**

***Five Weeks in a Balloon (1962)**

***Indiana Jones and the Temple of Doom (1984)**

***The League of Extraordinary Gentlemen (2003)**

***Lost Horizon (the original 1937 movie, NOT the 1973 musical)**

***The Man that Would be King (1975)**

***Mister India (1987)**

***The Mummy III (2008)**

***The Rains of Ranchipur (1955)**



DWELLERS OF THE RAJ

I had the same feeling of mystery and danger around us. In the gloom of the trees there seemed a constant menace, and as we looked up into their shadowy foliage vague terrors crept into one's heart. It is true that these monstrous creatures which we had seen were lumbering, inoffensive brutes which were unlikely to hurt anyone, but in this world of wonders what other survivals might there not be -- what fierce, active horrors ready to pounce upon us from their lair among the rocks or brushwood? I knew little of prehistoric life, but I had a clear remembrance of one book which I had read in which it spoke of creatures who would live upon our lions and tigers as a cat lives upon mice.

[Sir Arthur Conan Doyle, The Lost World]

This chapter contains some of the nasty creatures, NPCs and monsters the heroes could meet during their adventures in the Raj.

NEW SPECIAL ABILITIES

Astral: This creature is an astral being and can be damaged only on the Astral Plane.

Astral Beings exist mainly on the Astral Plane, even if some of them can affect the physical world, too. Astral beings have an Astral Pace (equal to their Smarts die), Astral Toughness (Spirit die/2+2),

Astral Parry (Fighting die/2+2) and Astral Damage (it may vary). Unlike psychic heroes, they use Fighting (or Shooting) to attack on the Astral Plane.

WILDLIFE OF INDIA

BENGAL TIGER

Hunted for sport by some, the tiger is the undisputed master of the Indian forests and a real terror to the natives.

Attributes: Agility d8, Smarts d6(A), Spirit d10, Strength d12+1, Vigor d10

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

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

Special Abilities:

Bite or Claw: Str+d6.

Low Light Vision: Tigers ignore penalties for Dim and Dark lighting.

Maul: A tiger that succeeds in a Grapple attack has knocked its prey to the floor and may make an additional attack with no multi action penalty. As long as the victim remains prone, subsequent attacks are made at +2.

Pounce: Tigers often pounce on their prey to best bring their mass and claws to bear. They can leap 1d6" to gain +4 to their attack and damage. Their Parry is reduced by -2 until their next action when performing the maneuver anyway.

Size +3: Male tigers can weigh over 800 pounds.

BOAR/WILD PIG

Much more vicious than you can imagine. Pig-sticking used to be a common pastime for cavalry officers, but it's now actively discouraged.

Attributes: Agility d4, Smarts d4 (A), Spirit d6, Strength d10,

Vigor d10

Skills: Fighting d8, Intimidation d8, Notice d8

Pace: 10; **Parry:** 6; **Toughness:** 9

Special Abilities

Fleet-Footed: War boars roll d10s instead of d6s when running.

Gore: If a boar can charge at least 6" before attacking, it adds +4 to its damage total that round. It cannot slash and gore in the same action.

Size: +2. War boars weigh 700 pounds.

Tusk Slash: Str+d6.

ELEPHANT

The true kings of the jungle, elephants are smart and have a long memory. They can be found both domesticated and used for heavy lifting and as mounts, or wild in the open country.

Attributes: Agility d6, Smarts d6(A), Spirit d8, Strength d12+5, Vigor d8

Skills: Fighting d6, Intimidation d8, Notice d6

Pace: 8; **Parry:** 5; **Toughness:** 13 (1)

Special Abilities:

Armor +1: Leathery hide.

Large: Attacks are +2 to all attack rolls when targeting an elephant.

Size +6: Elephants weigh over a ton.

Trample: Elephants can trample creatures of Size +3 or smaller. If the elephant runs, anyone in its path must make an Agility roll or be run down. Victims take damage equal to the elephant's Strength plus its Size and are knocked prone.

Tusks: Str+d6.

HYENA

Hyenas are scavengers and (if it can't be avoided) hunters. They move in packs, and their jaws are strong enough to break bones (and pierce armor). Their Taunt skill represents their laughing bark.

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

Skills: Fighting d6, Intimidation d8, Notice d10, Taunt d8

Pace: 8; **Parry:** 5; **Toughness:** 4

Special Abilities:

Bite: Str+3, AP 2.

Fleet Footed: Hyenas roll a d10 when running.

Size -1: Hyenas are relatively small creatures.

MONKEYS

Smart, mischievous, and living in large communities, medium-sized baboons and larger orangutans can be found in the jungles of India. Temple monkeys are a common sight.

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

Skills: Climbing d10, Fighting d6, Notice d6, Stealth d8, Taunt d6, Throwing d6

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

Special Abilities:

Bite: Str+d4.

Hurl Things: Monkeys can hurl rocks and heavy nuts from the high branches of their homes. These cause Str+d4 damage if they are above a victim, or Str if the monkey does not have a significant altitude advantage. In alternative they can throw rotten fruit and similar: consider it a Taunt Test of Will made with +2. Range is 3/6/12.

Size -1: Monkeys are the same size as human children.

SPITTING COBRA

Spitting cobras are venomous snakes that usually attack by spitting a toxin in the eyes of their prey, then striking with their fangs while the prey is temporarily blinded.

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

Skills: Fighting d8, Notice d12, Shooting d8, Stealth d8

Pace: 6; **Parry:** 6; **Toughness:** 2

Special Abilities:

Poison: Snakes this size do little serious damage with their bite, but may inject deadly venom. A character bitten by a spitting cobra must make a Vigor roll. With success, the bite area swells and becomes numb. The victim becomes Exhausted until healed. With a failure, the victim becomes Incapacitated and must make a second Vigor roll or die in 2d6 minutes.

Quick: Snakes are notoriously fast. They may discard action cards of 5 or lower and draw another. They must keep the replacement card, however.

Size -2: Cobras are four to six feet in length, but only a few inches thick.

Small: Anyone attacking a snake must subtract 2 from his attack rolls.

Spit: Spitting cobras can spray blinding venom to a Range of 1/2/4. A raise on the attack means the victim has been struck in the face. He must make a Vigor roll at -2 or be blinded for 2d6 hours. While blinded, he suffers a -4 penalty to all physical trait rolls.

Nag coiled himself down, coil by coil, round the bulge at the bottom of the water jar, and Rikki-tikki stayed still as death.

[Rudyard Kipling, Rikki-Tikki-Tavi]

SUMATRAN GIANT RAT

A vicious breed of oversized rodents, these animals have become a plague in most of Southeastern Asia. Individuals can reach nearly 20 inches in length, plus 8 inches of tail, and weigh up to 9 lbs.

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

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

Pace: 8; **Parry:** 5; **Toughness:** 4

Special Abilities:

Bite: Str+d4.

Size -1: Giants rats are the same size as dogs.

“Matilda Briggs was not the name of a young woman, Watson, ... It was a ship which is associated with the giant rat of Sumatra, a story for which the world is not yet prepared.”

[A.C. Doyle, The Adventure of the Sussex Vampire]

SUMATRAN RAT-MONKEY

Another fine specimen of the Sumatran ecosystem, the Sumatran Rat-Monkey has been a zoological riddle for about a century, as scientists debated whether it was a monkey showing some traits of a rodent, or a rodent evolved to resemble a monkey.

The scarcity of specimens and the the creature’s elusive nature have made it one of the most sought after species by biologists and zoologists.

Uncannily intelligent, the Sumatran rat-monkey has a fascination for mechanisms and an almost-supernatural ability for opening locks and catches.

*The Sumatran Rat-Monkey is also notoriously the healthy carrier of the highly lethal infectious disease known as Melioidosis, caused by the bacterium *Burkholderia pseudomallei*.*

Attributes: Agility d10, Smarts d8(A), Spirit d6, Strength d4, Vigor d6

Skills: Climbing d10, Fighting d6, Lockpicking d8, Notice d8, Stealth d10, Swimming d6

Pace: 6; **Parry:** 5; **Toughness:** 3

Special Abilities:

Bite: Str+d4.

Infection: Anyone Shaken or wounded by a rat-monkey must make a Vigor roll or contract the Meliodosis, which manifests, after 1d8 days with joints and bones pain, coughing and pneumonia (it is a Long Term Cronic, Minor Debilitating disease, see Savage Worlds core rules).

Size -2: Rat-monkeys are only 1' tall.

Small: Attackers suffer a -2 penalty when attacking rat-monkeys because of their size.

WATER BUFFALO

These large herbivores, a common sight in plains and rice paddies, and often domesticated as beasts of labor, can react if menaced or startled.

Attributes: Agility d6, Smarts d4(A), Spirit d8, Strength d12+4, Vigor d10

Skills: Fighting d6, Notice d6

Pace: 7; **Parry:** 5;

Special Abilities:

Gore: Water buffaloes use the charge maneuver to gore their opponents with their long horns. If they can move at least 6" before attacking, they add +4 to their damage total.

Size +3: Buffaloes are large creatures.

QUATERNARY MEGAFUNA

With the new glacial era still gripping half the globe, there are a number of strange, ancient beasts coming out from their isolated valleys.

DINORNIS/GIANT MOA

Dinornis are the tallest bird that ever lived, with the females of the largest species standing 12 feet tall, and one of the most massive, weighing more than 500 lbs.

Feathers are reddish brown and hair-like, and cover most of the body except the lower legs and most of the head (plus a small portion of the neck below the head). The feet are large and powerful, and the birds have a long neck that allows them to reach tall vegetation. The head is small in relation to the body, with a pointed, short, flat and somewhat curved beak.

Attributes: Agility d6, Smarts d4(A), Spirit d6, Strength d12+4, Vigor d8

Skills: Fighting d8, Intimidation d10, Notice d12+4

Pace: 6; **Parry:** 6; **Toughness:** 14

Special Abilities:

Bite: Str+d6; AP 2.

Fearful: Seeing for the first time one of these monsters from a forgotten era is a scary event, requiring a Fear Check.

Huge: Characters add +4 when attacking a Dinornis, due to their great size.

Size +8: Dinornis are huge creatures

Talons: Str+d6; AP 4. These claws are large enough to damage objects with Heavy Armor.

No creature is too bulky or formidable for man's destructive energies—none too minute and insignificant for his keen detection and skill of capture. It was ordained from the beginning that we should be the masters and subduers of all inferior animals. Let us remember, however, that we ourselves, like the creatures we slay, subjugate, and modify, are the results of the same Almighty creative will—temporary sojourners here, and co-tenants with the worm and the whale of one small planet. In the exercise, therefore, of those superior powers that have been intrusted to us, let us ever bear in mind that our responsibilities are heightened in proportion.

[Sir Richard Owen]





He did not stop, but continued on along the river in the direction he had been going when he discovered the mammoth. For a moment he was obsessed by a powerful urge to run—to put as much distance between himself and the beast as he could before it regained its feet; but he did not. Instead, he moved on slowly, nonchalantly, casting an occasional glance behind him.

[Edgar Rice Burroughs]

MAMMOTH

This large ancient relative of modern elephants can reach a height in the region of 13 feet at the shoulder, and a weight of up to 8 tons, but unconfirmed reports describe individuals exceeding 12 tons sighted in the steppes of continental Europe and Eurasia. Both sexes bear tusks, their length related to age - the growth rate being about 2.5 to 15.2 cm (1 to 6 in) per year.

Mammoths herds are composed by females led by an Alpha female (the Matriarch), while bull mammoths live in solitude or in loose groups.

Mammoth body structure is characterized by a large amount of fat, in part stored in the hump. This fat enables the mammoth to resist temperatures as low as -58 °F, and powers the creature's increased muscle mass.

Attributes: Agility d6, Smarts d4(A), Spirit d6, Strength d12+6, Vigor d12

Skills: Fighting d6, Intimidation d8, Notice d6

Pace: 8; **Parry:** 5; **Toughness:** 13 (1)

Special Abilities:

Armor +2: Thick hide and fur.

Immunity (Cold): Mammoths take no damage from cold.

Large: Attacks are +2 to all attack rolls when targeting A mammoth.

Size +6: Mammoths are very big.

Trample: Mammoths can trample creatures of Size +3 or smaller. If the mammoth runs, anyone in its path must make an Agility roll or be run down. Victims take damage equal to the mammoth's Str plus its Size, and are knocked prone.

Tusks: Str+d6.

PTERODACTYL

A Flying lizard from a forgotten past.

Attributes: Agility d8, Smarts d4(A), Spirit d6, Strength d10, Vigor d6

Skills: Fighting d6, Notice d6

Pace: 0; **Parry:** 6; **Toughness:** 8

Special Abilities:

Bite: Str+d6.

Flight: Flying Pace 12", Climb 1.

Grapple: A pterodactyl lizard that succeeds in a grapple attack has caught its victim in its mouth. Victims breaking the grapple while the creature is airborne take Falling damage.

Size +3: A Pterodactyl measures 20' in length, and have a large wing span.

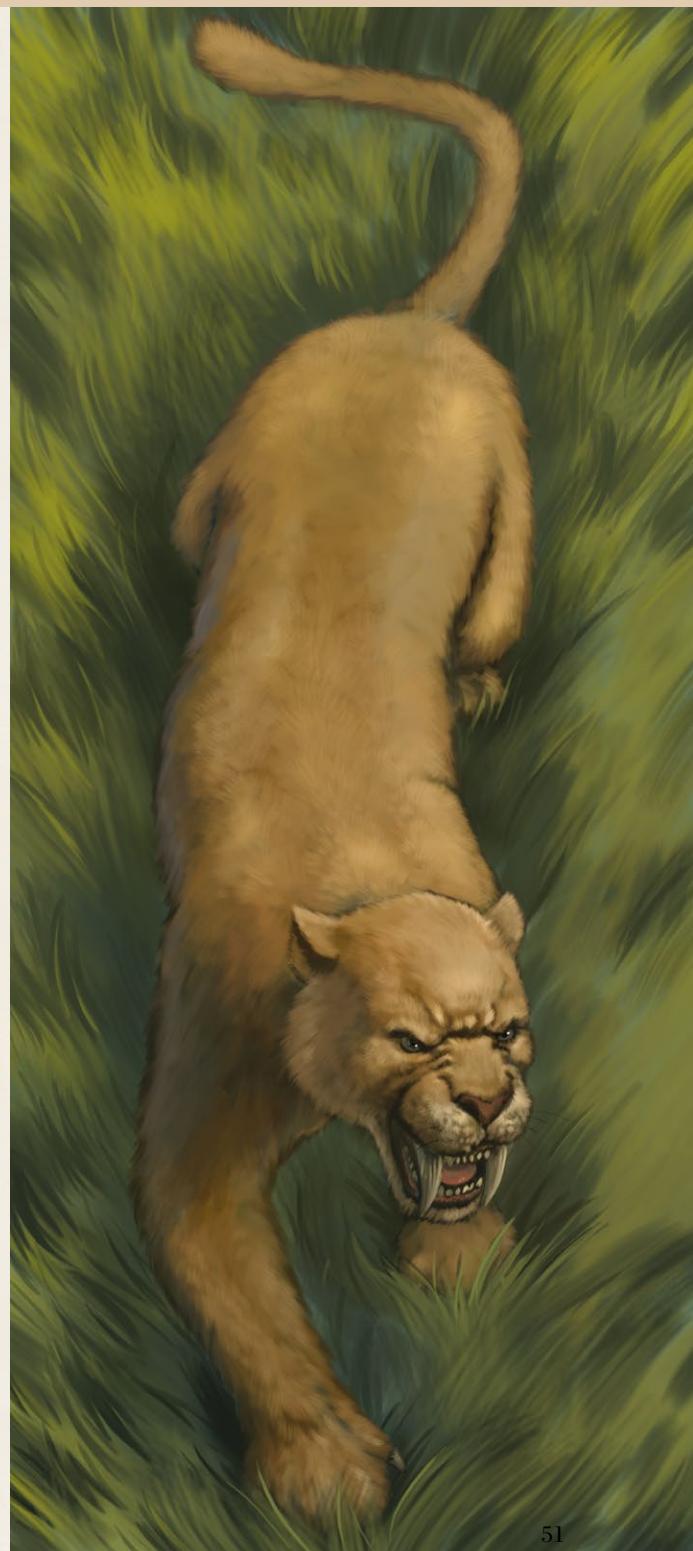
SMILODON

One of the most fearful predators to return through the mists of time after the Catastrophe, Smilodon (or the Sabretooth Tiger as it is generally known), is somewhat larger than modern big cats, and more robustly built. Short-tailed and massive, Smilodon is most famous for its relatively long and serrated canine teeth, about 12 inches long in the largest species. Smilodon is sexually dimorphic, females being smaller than males.

Smilodons hunt in packs of four to eight individuals. Intelligent and furtive, when confronting large prey, the basic tactic of the smilodon is to corner them and then bring them down: one of the hunters attacks by biting the prey in the shoulders/neck area with its long fangs, and then dragging it to the ground with its weight.

I think the snarling visage of a huge, enraged, saber-toothed tiger is one of the most terrible sights in the world. Especially if he be snarling at you and there be nothing between the two of you but bare sand.

[Edgar Rice Burroughs]



Attributes: Agility d8, Smarts d6 (A), Spirit, d10, Strength d12+1, Vigor d8

Skills: Fighting d8, Notice d8

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

Special Abilities

Bite: Str+d8, AP 2.

Claws: Str+d6.

Improved Frenzy: Smilodons may make two Fighting attacks each action at no penalty.

Low Light Vision: Smilodons ignore penalties for Dim and Dark lighting.

Pack Hunter: Smilodons hunt in packs of 2d4+2 individuals, led by an Alpha male (which has Fighting, Strength and Vigor one die step higher).

Pounce: Smilodons often pounce on their prey to best bring their mass and claws to bear. They can leap 1d6" to gain +4 to their attack and damage. Their Parry is reduced by -2 until its next action when performing the maneuver anyway.

Size +2: Male Smilodons can weigh over 600 pounds.

YETI

Also known as *Mi-go* (plural *Mi-goi*), this wholly humanoid inhabiting the snowy reaches of the Himalayas has been the object of legends for centuries, but made itself manifest after the Catastrophe. Little is known of the social structure and society of the Yetis, but they are aggressive and fiercely territorial. Scientist hypothesize that Yetis are actually a throwback hominid group like Neanderthals.

The connection between Yetis and Tibetan monasteries has long been documented in Indian and Chinese chronicles, and it has been suggested that the Tibetan authorities are using Yetis as a deterrent to scare people away from their borders. For sure, after the Catastrophe, raids of Yeti bands have been observed/reported/ in the Himalayan valleys of India and Nepal and as south as Shimla.

Attributes: Agility d6, Smarts d6(A), Spirit d8, Strength d12+1, Vigor d10

Skills: Climbing d8, Fighting d8, Notice d8, Stealth d8

Pace: 6; **Parry:** 6; **Toughness:** 9 (1)

Special Abilities

Armor +1: Thick fur.

Claws: Str+d6.

Camouflage: Yetis add +4 to Stealth rolls in snowy terrain because of their white fur.

Immunity (Cold): Yetis suffer no damage from cold weather or cold-based attacks.

Size +1: Yetis are taller and brawnier than humans.



There is very little to civilization to appeal to a yeti.

[Edmund Hilary]

CREATURES OF THE OCEAN



CARCHARODON MEGALODON

Creatures corresponding to the description of the giant shark were sighted by seamen between 1860 and 1889, leading scientists to believe that whatever phenomenon brought back the ancient megafaunas now roaming the frozen wastes of Eurasia and the jungles of India and Africa also caused the reappearance of more ancient species in the oceans.

No individual has so far been captured and studied, and sightings have become less frequent in the 20th century.

With a length of 65 to 80 feet, and a mass exceeding 100 tons, Carcharodon Megalodon is the largest fish known to man.

Attributes: Agility d8, Smarts d4(A), Spirit d8, Strength d12+6, Vigor d12

Skills: Fighting d10, Notice d12, Swimming d10

Pace: —; **Parry:** 7; **Toughness:** 14

Special Abilities:

Aquatic: Pace 10.

Bite: Str+d8.

Hardy: A Second Shaken result does not cause a Wound.

Huge: Attackers add +4 to their attack rolls when attacking a Megalodon due to its large size.

Size +6: A Megalodon is the size of a train locomotive.

KRAKEN (ARCHITEUTIS DUX)

With a length of about 50 feet and a weight in the order of the hundreds of pounds, Architeutis is one of the largest sea creatures in the world, and is often found close to the coasts of the Indian ocean. The body (also called “mantle”) of the Kraken is equipped with eight tentacles and two “arms”, longer than the tentacles and equipped with claws at the end. It moves by jet propulsion, shooting a jet of high-pressure water.

Reports of attacks by giant squids along the coasts of India were frequent in the second half of the 19th century, but have now decreased and become uncommon.

Attributes: Agility d8, Smarts d4(A), Spirit d6, Strength d12+4, Vigor d8

Skills: Fighting d8, Notice d6, Stealth d6

Pace: 0; **Parry:** 6; **Toughness:** 12

Special Abilities:

Aquatic: Pace 6.

Arm Talons: Str+d6, Reach 8.

Huge: Characters add +4 to attack rolls due to the creature’s size.

Ink Cloud: A giant squid can spurt a cloud of black ink once per day. The cloud fills a sphere equal to a Large Burst Template. No sight or smell functions within this template, and the squid operates at -2.

Size +6: The body of a giant squid is over 40’ long, while each tentacle is over 20’ long, and the arms can reach 25’.

Tentacles: A giant squid may make up to four attacks each round. On a raise, the creature has grappled the victim. An entangled victim may only attempt an opposed Strength roll each round to escape. Once grappled, the squid does its Strength damage automatically by crushing with its arms and rending with its beak. A victim killed by an octopus’ tentacles is usually ripped in half.

Before my eyes was a horrible monster worthy to figure in the legends of the marvellous. It was an immense cuttlefish, being eight yards long. It swam crossways in the direction of the *Nautilus* with great speed, watching us with its enormous staring green eyes. Its eight arms, or rather feet, fixed to its head, that have given the name of cephalopod to these animals, were twice as long as its body, and were twisted like the furies' hair.

[Jules Verne]



CONSTRUCTS

SERVICE AUTOMATON

The mark of the true upper class gentleman is a mechanical valet, able to keep his wardrobe and rooms in order, and to execute simple orders.

Mechanical maids are available for the lady that has everything.

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d10, Vigor d12

Skills: Climbing d6, Fighting d6, Notice d8,

Pace: 6; **Parry:** 5; **Toughness:** 10 (2)

Gear: Implements of domestic service or another job.

Special Abilities:

Armor +2: Automechanical Domestics are covered in steel plating

Construct: +2 to recover from being Shaken; Immune to Fear and other mind effects. No additional damage from Called Shots; Immune to disease and poison.

Mute: Service Automatons are **unable to speak.**

Weakness (Electricity): Automatons suffer double damage from electricity.

In all service, whether in or out of doors, they make great use of automaton figures, which are so ingenious, and so pliant [...] that they actually seem gifted with reason.

[Edward Bulwer-Lytton]



MILITARY AUTOMATON

The Raj Armed Forces are conducting experiments in view of creating a few units of mechanical fighters, to be deployed along the North-Western Frontier to face the dread Russian Neanderthals.

Equipped with machine guns and a set of recording cylinders allowing them some basic speech capability, a few dozens of the Mk-1 generation are seeing experimental service, but so far these heavily-armored troops have not met expectations.

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

Skills: Fighting d6, Notice d8, Shooting d8

Pace: 4; **Parry:** 5; **Toughness:** 8 (2)

Special Abilities:

Armor +2: Metal skin.

Construct: +2 to recover from being Shaken; Immune to Fear and other mind effects. No additional damage from Called Shots; Immune to disease and poison.

Improved Plating: Military Automatons suffer half damage from blunt attacks (including bullets).

Machine Gun: Military Automatons men have small machine guns mounted in their left arms (Damage 2d6, Range 12/24/48, ROF 3, Shots 50).

Pincers: Str.

Rock and Roll: Military automatons ignore the recoil penalty for full automatic fire as long they not move.

Thermal Vision: Halves penalties for darkness against living creatures.

Weakness (Electricity): Automatons suffer double damage from electricity.

ASTRAL BEINGS

ASTRAL DWELLER

The Society for Psychical Research and Development defines as “Astral Dweller” any entity on the astral plane that does not have a connection or expression on the physical plane, i.e. any creature indigenous to the astral plane.

The shape of these creatures is variable, probably influenced by the medium or psychic interacting with it. The most common form is a floating bubble of ectoplasm, with trailing tendrils and sometimes sensory organs (eyes, antennae).

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

Skills: Fighting d8, Notice d6

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

Special Abilities:

Astral: This creature is an astral being and can be damaged only on the Astral Plane.

Emulate Psychic: Astral Dwellers can emulate the following psychic Powers: *boost/lower trait, invisibility, slow, speed, stun*. They have 15 Power Points and use Spirit as arcane Skill.

Tendrils: Str+d4, Reach 2.

The immense variety of these beings makes it exceedingly difficult to arrange and tabulate them. Perhaps the most convenient method will be to divide them into three great classes, the human, the non-human, and the artificial.

[C.W. Leadbetter - The Astral Plane]



DESIRE MATTER

Also known as “the stuff that dreams are made of” or, conversely, “the stuff of nightmares”, a Desire Matter is a form of ectoplasmic matter found on the astral plane. Desire Matter is devoid of consciousness and will, but can react to the emotions of the psychic, assuming form and purpose.

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

Skills: Fighting d8, Notice d6

Astral Pace: 5; **Astral Parry:** 6; **Astral Toughness:** special+3

Special Abilities:

Astral: This creature is an astral being and can be damaged only on the Astral Plane.

Emotion Tapping: A character meeting a Desire Matter must roll on Spirit (-2), to control his emotions: in case of success, the creature leaves him alone, or is even amicable, while, in case of failure, she starts creating obstacles and enemies to the hero (see Materialize Emotions below). Characters particularly angry or scared roll with a penalty ranging from -1 to -4.

Materialize Emotions: Desire Matters can take form from the fears of the creatures they are tapping, dealing Sma+d6 damage. In addition they can use the entangle and *summon ally* Power with 20 Power Points using Spirit as arcane Skill.

Size +3: Desire Matters are quite large in the Astral Plane.

Spiritual Sensitivity: Desire Matters assume the highest die of Smarts and Spirit of the creatures they meet (within 6"). Calculate Astral Parry and Astral Toughness accordingly.

GHOST (ON THE ASTRAL PLANE)

The debate on the true nature of spirits and ghosts is one of the most heated within the psychic community. Whether they are souls of the dead on their karmic journey, artifacts projected upon the astral plane by the psychic himself or by others, or astral plane creatures emulating a specific individual, the fact remains that it is possible to interact with these creatures, both on the astral plane and, somehow, in the material world.

In general, “spirit” refers to an unsubstantial entity on the astral plane, communicating by way of a medium, while “ghost” is an entity interacting in the material world.

You should use two sets of stats for ghosts: on the material plane you can use the standard Savage Worlds profile you find in the core rules, while in the Astral Plane you should use the following ones.

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

Skills: Fighting d8, Intimidate d12+2, Notice d8, Taunt d8, Stealth d8

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

Special Abilities:

Astral: This creature is an astral being and can be damaged only on the Astral Plane.

Fear -2: Ghosts cause Fear checks at -2 when they let themselves be seen.

Ghostly Touch: Spi+d8.

Soul Stealing: A creature killed by a ghost in the Astral Plane has its soul absorbed by the Ghost, which can permanently increase his Spirit or Smarts dice (GM’s choice).

NON-PLAYER CHARACTERS

KALARI MARTIAL ARTIST

Many people, in the Raj, practice the ancient martial arts in different degrees and form. In this paragraph are given the stats of an average practitioner, feel free to customize him for your needs.

🟡 KALARI MASTER

A Kalari master is more than a formidable warrior, he is a teacher and a paragon for his pupils.

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

Skills: Fighting d10, Healing d8, Intimidation d8, Notice d6, Persuasion d6

Charisma: +2; **Pace:** 6; **Parry:** 8(9 with Southern Style);

Toughness: 6

Edges: Block, Charismatic, Combat Reflexes Counterattack, Dodge, Kalari (Southern and Northern Style), Martial Artist, Trademark Weapon (flexible Sword)

Hindrances: Loyal.

Equipment: Martial artist outfit, flexible sword (Str+d8+1, Ignores Shield Parry and Cover bonus, -1 Fighting).

Special Abilities:

Meditation: A Kalari Master who can meditate for at least one hour per day receives an additional Bennie.

KALARI STUDENT

A practitioner of the Arts, quite capable, but still in need of training from his master.

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

Skills: Fighting d8, Healing d4, Intimidation d6, Notice d6

Charisma: +0; **Pace:** 6; **Parry:** 6(7 Southern Style); **Toughness:** 5

Edges: Counterattack, Kalari (Southern or Northern Style), Martial Artist

Hindrances: Loyal.

Equipment: Martial artist outfit, short sword (Str+d6+1) – Northern Style only.

Special Abilities:

School Membership: Kalari Students are often part of a school of some type, so they can use the Connections Edge with their mates and their master.

NEANDERTHAL SAVAGE

A Neanderthal hunter belonging to a primitive tribe. Despite his primitive appearance he is perfectly apt to survive in the wilderness.

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

Skills: Climbing d8, Fighting d8, Intimidation d6, Notice d8, Shooting d6, Survival d6, Stealth d6, Throwing d6, Tracking d8

Charisma: -2; **Pace:** 6; **Parry:** 6; **Toughness:** 7

Edges: -

Hindrances: All Thumbs

Equipment: Stone axe (Str+d6), bow (Damage: 2d6, range: 12/24/48, ROF 1).

Special Abilities:

Out-Of-Place: Neanderthals belong to a lost race, and, regardless of their integration in society, they always have problems interacting with Homo sapiens, suffering -2 to Charisma.

Strong Frame: Male Neanderthals start with the Brawny Edge for free.

NEANDERTHAL SOLDIER

The Russian Empire has found a use for the tribes of beastmen that have expanded on the eastern plains when the ice came.

The Neanderthals have been taken under the wing of the Crown, and are now the backbone of the Czar's army.

The Neanderthal Cossacks are famous and feared for their relentlessness and fierceness on the battlefield, but are usually considered too volatile for more complex tasks requiring discipline and planning. Despite this, some members of the Russian court use them as bodyguards, mostly for their intimidating demeanor.

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d10, Vigor d10

Skills: Climbing d6, Fighting d8, Intimidation d6, Notice d8, Shooting d6, Survival d6, Stealth d6, Throwing d6, Tracking d6

Charisma: -2; **Pace:** 6; **Parry:** 6; **Toughness:** 7

Edges: -

Hindrances: -

Equipment: Russian Carbine (range 20/40/80, damage 2d8, RoF 1, Shots 7, AP2) usually fitted with a bayonet (Str+d6), uniform including bandolier and fur cap.

Special Abilities:

Out-Of-Place: Neanderthals belong to a lost race, and, regardless of their integration in society, they always have problems interacting with Homo Sapiens, suffering -2 to Charisma.

Strong Frame: Male Neanderthals start with the Brawny Edge for free.

NEANDERTHAL WOMAN

Neanderthal women are somewhat smaller than their male counterparts but a good number of them are gifted with incredible mind powers.

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

Skills: Climbing d6, Fighting d6, Notice d8, Shooting d4, Survival d6, Stealth d6, Throwing d4, Tracking d6

Charisma: -2; **Pace:** 6; **Parry:** 6; **Toughness:** 7

Edges: -

Hindrances: -

Powers [5 PP]: *divination.*

Equipment: Stone dagger (Str+d4), bow (Damage: 2d6, range: 12/24/48).

Special Abilities:

Psychic Sensibility: Female Neanderthals with the Psychic Arcane Background start with 5 additional Power Points, and they gain 2 per each Rank (up to 15 Points at Legendary). Characters without the Psychic Arcane Background start with a single Power for free, 5 Power Points and use Spirit as arcane skill.

Neanderthals belong to a lost race, and, regardless of their integration in society, they always have problems interacting with Homo Sapiens, suffering -2 to Charisma.

OKHRANA AGENT

An agent of the feared Russian secret service, formally the Department for Protecting the Public Security and Order. This profile is willingly generic, but you can choose a specialization for special agents (see Special Abilities). OKHRANA agents are notorious for being completely dedicated and utterly ruthless.

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

Skills: Driving d6, Climbing d6, Fighting d8, Intimidation d6, Notice d8, Piloting d6, Shooting d8, Stealth d8, Streetwise d8, Throwing d6

Charisma: +0; **Pace:** 6; **Parry:** 6; **Toughness:** 6

Edges: Thief, Tradecraft

Hindrances: Loyal

Equipment: Needle gun (Damage: 2d8, Range: 6/12/24, ROF: 1, AP 1, Silenced), razor-sharp dagger – concealed (Str+d4+1, cannot be thrown).

Special Abilities:

Assassin: Some OKHRANA Agents are trained as killers: they have Fighting d10 and the Assassin Edge.

Seducer: Some OKHRANA Agents, especially females, are selected for their beauty and trained as seducers and interlopers. They have the Attractive Edge and Persuasion d8.

PSYCHIC

A character gifted with real mind power can be a dangerous opponent or a great asset.

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

Skills: Fighting d4, Notice d6, Healing d4, Psychic d8, Streetwise d4

Charisma: +0; **Pace:** 6; **Parry:** 4; **Toughness:** 5

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

Astral Damage: Sma+d4.

Edges: Psychic

Hindrances: Quirk (any)

Powers [10 PP]: *divination, fear, stun*

Equipment: comfortable clothes.

RAJ SOLDIER

The typical soldier of the Raj.

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

Skills: Fighting d6, Intimidation d4, Notice d6, Shooting d6, Throwing d4

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Edges: -

Hindrances: -

Equipment: Carbine (range 20/40/80, damage 2d8, ROF 1, Shots 7, AP2) usually fitted with a bayonet (Str+d6), uniform.

Special Abilities:

Specialization: The profile above represents typical soldiers. Depending on the chosen specialization, they can have an additional Skill at d6 (for example Piloting for airship crewmen, Stealth for scouts, Survival for guides, Healing for medics and so on).



SANJIAN UNKARA

The Sanjian Unkara (commonly known as Unkara or Three-eyed Demons) appear human to a superficial observer: common Himalayan tribesmen and women, short, with round heads and black eyes and hair. The third eye (in the middle of the forehead) is usually hidden by a bandanna or a hat, or by long bangs falling over the forehead.

Their standard policy is to avoid any contact with foreigners, and should their secret nature be discovered, they will do anything (including killing) to preserve their secret.

Here follow the stats of a typical Sinjian Unkara observer.

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

Skills: Fighting d6, Notice d10, Psychic d12, Shooting d6, Stealth d10, Survival, d8

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

Edges: Arcane Background (Psychic)

Powers [30 PP]: *astral guide, boost/lower trait, drain power points, fear, healing, puppet, stun, telekinesis.*

Hindrances: Arrogant

Gear: Bandanna or other headgear, short sword (Str+d6).

Special Abilities

Third eye: when the third eye is opened, the Unkara can see both the Astral Plane and the Material World (but he must concentrate to enter it, as normal). Consider that he has the detect arcana Power always active.

Touch of Death: Spi+d8. Ignore all armor. The Unkara practice a secret martial art that allows them to impart deadly damage with their bare hands.

Virtually Immortal: the Unkara cannot die of old age, but are susceptible to illness and violence.

"Master, dreams come from the imagination. You get frightened of demons before you've even started to climb a mountain"

[Wu Cheng'en]



STAR CHAMBER OPERATIVE

A trained operative of the Star Chamber. These individuals serve the Raj by operating in the shadows, collecting information and “taking care” of the enemies of the state. Sometimes called “Avengers” in the press and in dime novels, Star Chamber agents can be both professional spies or trained amateurs.

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

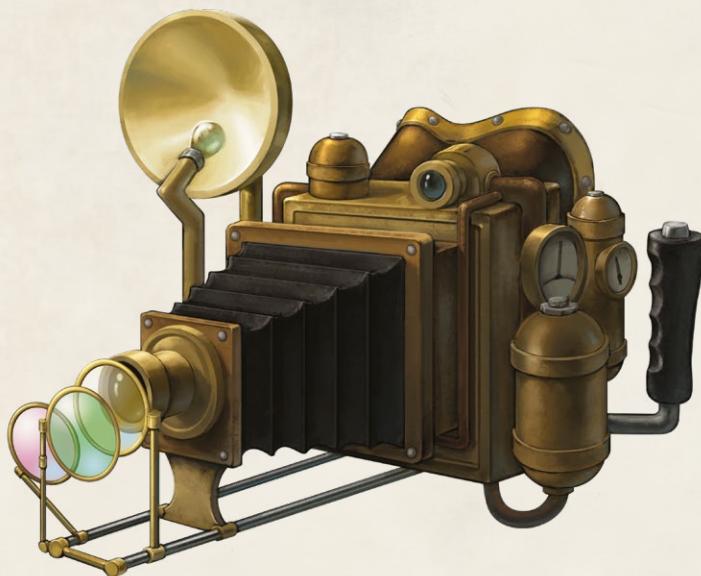
Skills: Climbing d6, Fighting d8, Lockpicking d6, Notice d4, Persuasion d6, Shooting d6, Stealth d8

Charisma: +0; Pace: 6; Parry: 6; Toughness: 5

Edges: Connections (Star Chamber), Martial Artist, Tradecraft

Hindrances: Loyal

Gear: Webley service revolver (12/24/48, 2d6+1, AP1), middle class outfit.



THUGGEE

A member of the deadly sect of killers, worshippers of Kali. This profile is intended for a low-level member of the caste. Thuggees are excellent stranglers, and most and foremost, swindlers able to gain their victims's trust.

Ab, uski jan meri mutti me hai!
AB, USKI JAN MERI MUTTI ME HAI!

[Mola Ram]

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

Skills: Fighting d6, Intimidation d6, Notice d6, Persuasion d8, Stealth d8, Streetwise d6

Charisma: +1; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Edges: Strangler, Thief

Hindrances: Loyal.

Equipment: Kris – snakelike-blade dagger (Str+d4+1), strangler ligature (Str+d4 due the Strangler Edge, see notes).

Special Abilities:

Social Interloper: Thugs are very good at making friends, so they gain +1 Charisma.

NOTABLE CHARACTERS



MISS AMELIA BROOKE, MECHANICAL WOMAN

"So you mean your automaton to be a lady, do you?"

"Yes," he replied, drawing closer. "And I want her to be a lady that would deceive anyone. Not a thing that can only act when lifted into a chair, or stuck up on a platform; but a creature that will guide herself, answer questions, talk and eat like a rational being -- in fact, perform the part of a society lady as well as the best bred of them all."

*[The Lady Automaton, by E.E. Kellett,
Pearson's Magazine, June 1901]*

Forever waiting, alone in her rambling mansion outside of Delhi, Miss Amelia Brooke is described as an ageless beauty that lives shrouded in darkness and mystery. Heir to the fortune of professor Randall Brooke, whose many patents are at the core of many modern technologies, Amelia has never been seen outside of her house, where she lives with a single servant, an Indian woman known as Rana, or outside of her garden.

She actively discourages interest in her person, but has been known from time to time to finance with generous donations the work of researchers and inventors, and she is the President "in absentia" of the Brooke Society for the Advancement of Science, whose scholarships provide education and funding for promising children from the lower classes.

The one-of-a-kind creation of professor Randall Brooke, Amelia is what her creator described as an "android", that is, a mechanism designed to act as human.

With porcelain face and a body built with a lightweight aluminum alloy known as “amelium”, Amelia was originally an automaton capable of limited expressions, powered by a miniature Analytical Engine and relying on a “reaction abacus”, a set of instructions allowing the machine to provide generic responses, sufficient to superficially pass her as human.

This first iteration successfully debuted in 1899, when Brooke introduced his “niece” to the officers attending the yearly Army Ball. Despite her primitive intelligence and the steam pile hidden beneath her ample skirts, Amelia was able to pass for human, and was quite successful with the gentlemen with whom she flirted.

In 1905, Brooke implemented a new Engine, smaller and more powerful, and thus granted Amelia a wider set of standard replies. “She is now at the same level of a district nazim,” Brooke noted in his diaries.

In 1913, Brooke had one of the largest Analytical Engine arrays in India installed in his mansion outside of Delhi, and this he programmed to develop what he called an “avatar” - a mechanical intelligence capable not only of reacting to conversations through standard, prerecorded responses, but to elaborate new responses, thus emulating intelligence.

Now bound to the couch from which she greeted her guests, Amelia Brooke MkIII was capable of holding a serious discussion about mundane matters, and was quite convincing as human as long as she kept in penumbra and covered her porcelain face with a fan.

The 25-tonnes “brain” of Amelia Brooke was programmed to carry on research for self-improvement in the eventuality of Brooke’s death - which occurred in 1935.

Since then, the machine has been cutting its own stacks, acquiring new technologies and applying them to itself: faster mills, electric power for the mechanical body, better quality body works, and recently a Marconigraph connection between the on-board engine and the avatar.

The current (1963) iteration, Amelia Brooke MkXII must stay in the immediate vicinity of the central engine to operate correctly, but when at home, in a dim-lit room, she can pass for human without much effort.

She carries on the ideals of scientific knowledge and progress through technology that animated her creator, and if she is harboring other agendas, nobody knows.

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

Skills: Driving d6, Fighting d4, Intimidation d8, Notice d6, Persuasion d12, Shooting d6, Taunt d10

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

Hindrances: Quirk (outrageous flirt)

Edges: Charismatic, Very Attractive

Special Abilities:

Absolute Knowledge: by accessing her colossal array of stacks and mills, Amelia has the ability to acquire knowledge in any field, making Common Knowledge rolls at +4.

Alluring: Male characters suffer a -2 penalty to all attack rolls against Amelia.

Construct: +2 to recover from being Shaken. No additional damage from called shots. Arrows, bullets, and other piercing weapons do half damage. No wound penalties. Immune to poison and disease. Immune to Psychic mind attacks.

Fearless: Immune to Fear and Tests of Will.

Recharge: Amelia's body requires regular recharging in order to function. She must have access to a source of power for an hour every day. If she can't recharge the battery located in her chest she is automatically Fatigued each day until she is Incapacitated. The day after that, her body shuts down completely.

Weakness (Electricity): Amelia suffers double damage from electricity.



CHRISTOPHER "Kit" KIPLING - HEAD OF THE STAR CHAMBER

The grandson of Rudyard Kipling, one of Queen Victoria's counselors on India and Prime Minister of the Raj, Christopher Kipling is a man in his forties that usually sports traditional western clothes when in the office, but favors a sherwani when on the field, where he often adopts the alias of Mabub Ali, passing himself for a Ghilzai Pashtun horse trader.

Kipling's preference for field work over his more bureaucratic role of coordinator of agents (M, or "Mother") has caused clashes with the Raj administration in the past, and he is generally considered by more conservative members of the government as a reckless adventurer that runs the Star Chamber as if it were his own personal toy.

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

Skills: Climbing d6, Driving d6, Fighting d6, Lockpicking d10, Notice d8, Persuasion d8, Shooting d6, Stealth d10, Streetwise d8, Taunt d6

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

Hindrances: Cautious

Edges: Connections, Thief, Tradecraft

Gear: Varies, but usually a concealed derringer (5/10/20, 2d6+1, Shots 2, AP1) or a knife (Str+d4)

When he comes to the Great Game he must go alone—alone, and at peril of his head. Then, if he spits, or sneezes, or sits down other than as the people do whom he watches, he may be slain. Why hinder him now? Remember how the Persians say: The jackal that lives in the wilds of Mazanderan can only be caught by the hounds of Mazanderan.

[Rudyard Kipling]



COUNTESS EKATERINA BELOSELSKAYA

Attractive, amoral, loyal to the Czarist cause, the Countess is an agent of the OKHRANA, the Czar's feared secret police (her uncle is the deputy-director of the Foreign Affairs Section).

Cold and cruel, she considers anyone not directly related to the Russian court a second-class human being, but she can mask her true feelings in order to carry out her missions.

She generally poses as a Russian aristocrat traveling through India with her servant and bodyguard (a Neanderthal with a mechanical arm), but she is suspected of having a set of alternate identities she uses to carry out her espionage activities.

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

Skills: Fighting d6, Healing d4, Notice d8, Intimidation d8, Persuasion d8, Shooting d8, Stealth d8, Streetwise d6, Survival d6, Taunt d8.

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

Edges: Attractive, Connections, Level Headed, Noble

Hindrances: Arrogant, Vengeful (Minor)

Gear: Dagger with garter sheath (Str+d4, Range: 3/6/12), three full sets of superior quality gowns and accessories, a large selection of drugs and poisons in a concealable leather pouch (Notice roll opposed to the Countess' Stealth to find them: she has at least one Lethal, Paralysis, Knockout poison with her), 4000 NR in jewels.

Special Abilities

Cold Pallor: Ekaterina sports a very pale complexion, and her skin is very cold. Part of this exotic appearance is the fruit of makeup, but the rest comes from the Czar's advanced drugs. She gains +1 to Vigor rolls, +2 to rolls to resist cold.

Retinue: The Countess usually travels with a maid and a bodyguard.



GENERAL MOGAMBO

Mogambo is a brilliant yet insane strategist, a self-styled General whose goal is to conquer India. From his secret volcano island off the coast of India, he monitors the evil-doings perpetrated by his henchmen. All his subordinates know the formal salute "Hail Mogambo!", emphasizing his complete authority over his minions. Mogambo routinely keeps an eye on the latest developments in science and technology, and is assisted by a Chinese scientist. His activities include terrorism, the stealing of costly antiques, and creating chaos and horror by the means of detonating bombs in public places.

Mogambo is pleased.

[Mogambo]

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

Skills: Fighting d6, Knowledge (Battle) d8, Intimidation d8, Notice d6, Shooting d8, Taunt d10

Charisma: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 7

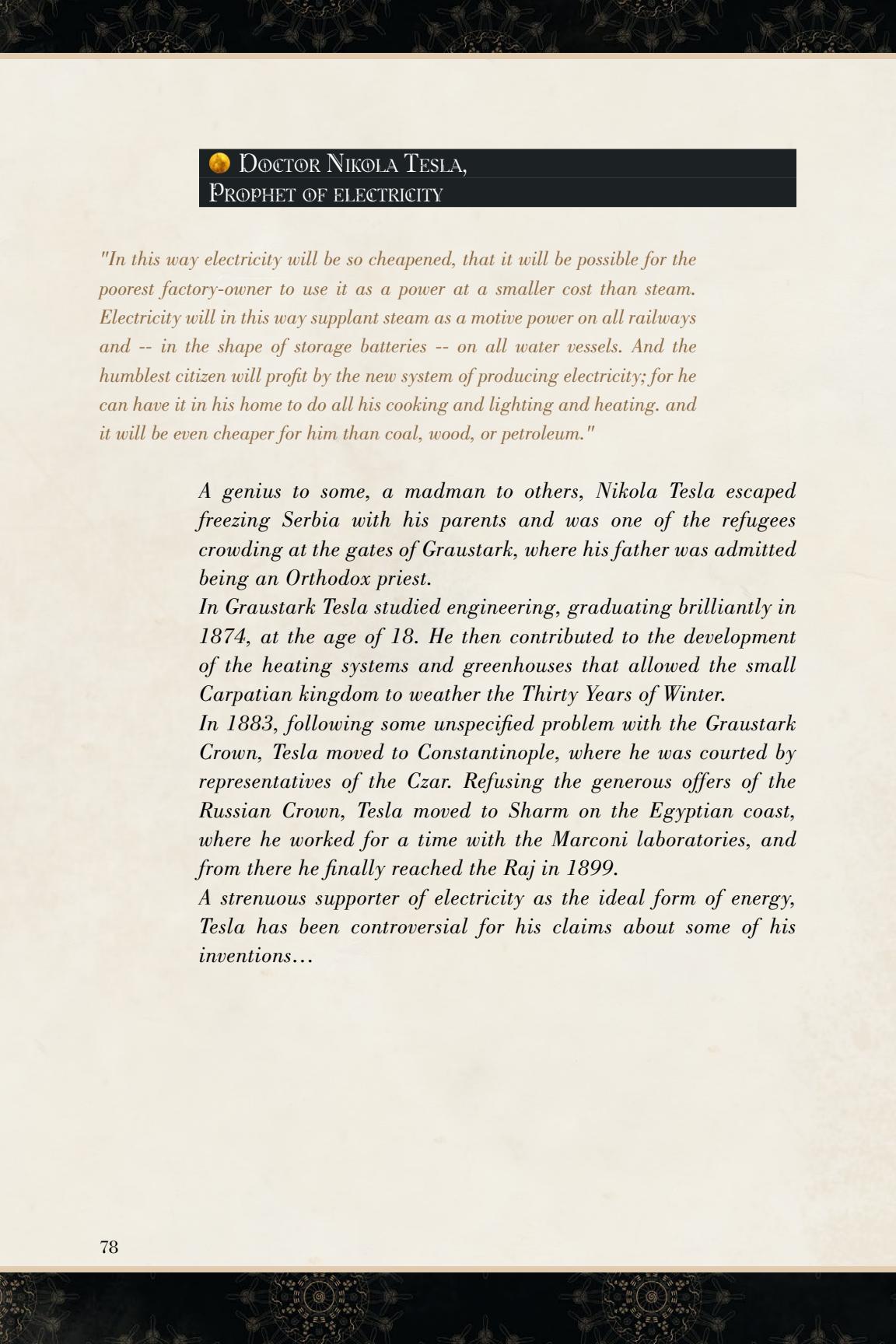
Hindrances: Bloodthirsty, Mean

Edges: Command, Hold the Line, Improved Level Headed, Strong Willed, Tactician

Gear: Large automatic gun (12/24/48, 2d6, Shots 7, AP 1), gaudy uniform with lots of self-appointed medals

Special Abilities

Mogambo Bodyguards: Mogambo is rarely seen without 1d6+2 soldiers acting as his personal bodyguards. They use the Fanatics Setting Rule.



DOCTOR NIKOLA TESLA, PROPHET OF ELECTRICITY

"In this way electricity will be so cheapened, that it will be possible for the poorest factory-owner to use it as a power at a smaller cost than steam. Electricity will in this way supplant steam as a motive power on all railways and -- in the shape of storage batteries -- on all water vessels. And the humblest citizen will profit by the new system of producing electricity; for he can have it in his home to do all his cooking and lighting and heating. and it will be even cheaper for him than coal, wood, or petroleum."

A genius to some, a madman to others, Nikola Tesla escaped freezing Serbia with his parents and was one of the refugees crowding at the gates of Graustark, where his father was admitted being an Orthodox priest.

In Graustark Tesla studied engineering, graduating brilliantly in 1874, at the age of 18. He then contributed to the development of the heating systems and greenhouses that allowed the small Carpathian kingdom to weather the Thirty Years of Winter.

In 1883, following some unspecified problem with the Graustark Crown, Tesla moved to Constantinople, where he was courted by representatives of the Czar. Refusing the generous offers of the Russian Crown, Tesla moved to Sharm on the Egyptian coast, where he worked for a time with the Marconi laboratories, and from there he finally reached the Raj in 1899.

A strenuous supporter of electricity as the ideal form of energy, Tesla has been controversial for his claims about some of his inventions...

"This is the experimental model of the apparatus with which I hope some day to so harness the rays of the sun that that heavenly body will operate every machine in our factories, propel every train and carriage in our streets, and do all the cooking in our homes, as well as furnish all the light that man may need by night as well as by day. It will, in short, replace all wood and coal as a producer of motive power and heat and electric lighting."

But there are other mysteries: now aged 107, Nikola Tesla still looks like a man in his fifties, and his mind is as brilliant, sharp and unpredictable as ever.

The mystery of Tesla's eternal youth is much debated, and high on the list of priorities for a number of interested parties.

Attributes: Agility d6, Smarts d12+2, Spirit d6, Strength d6, Vigor d6

Skills: Driving d6, Fighting d4, Knowledge (Engineering) d12, Knowledge (Science) d12, Pilot d4, Repair d10, Shooting d4

Charisma: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 7 (2)

Hindrances: Outsider, Quirk (distrusts analytical engines)

Edges: Filthy Rich, McGyver, Mr. Fix It, Professional (Master - Smarts), Tinkerer, Scavenger

Gear: unlimited access to any technological item on short notice.



“OF THE GLADDEST MOMENTS IN HUMAN LIFE, METHINKS, IS THE DEPARTURE UPON A DISTANT JOURNEY INTO UNKNOWN LANDS. SHAKING OFF WITH ONE MIGHTY EFFORT THE FETTERS OF HABIT, THE LEADEN WEIGHT OF ROUTINE, THE CLOAK OF MANY CARES AND THE SLAVERY OF CIVILIZATION, MAN FEELS ONCE MORE HAPPY.”

[RICHARD FRANCIS BURTON]



ADVENTURES IN THE RAJ

PLÖT POINT CAMPAIGN

THE CRUISE OF THE OSTRICH

“**B**ut,” rejoined the officer, “could any balloon withstand the wear and tear of such velocity?”

“It has happened before,” replied Ferguson.

“And the balloon withstood it?”

“Perfectly well. It was at the time of the coronation of Napoleon, in 1804. The aeronaut, Gernerin, sent up a balloon at Paris, about eleven o’clock in the evening. It bore the following inscription, in letters of gold: ‘Paris, 25 Frimaire; year XIII; Coronation of the Emperor Napoleon by his Holiness, Pius VII.’ On the next morning, the inhabitants of Rome saw the same balloon soaring above the Vatican, whence it crossed the Campagna, and finally fluttered down into the lake of Bracciano. So you see, gentlemen, that a balloon can resist such velocities.”

“A balloon—that might be; but a man?” insinuated Kennedy.

[Jules Verne, *Five Weeks in a Balloon*, 1863]

PLAYER'S INTRODUCTION

*And all I ask is a tall ship
and a star to steer her by;*

[John Masefield, Sea Fever]

It's a brave new world that the survivors of the Catastrophe are building, with craft and science, with diplomacy and courage. And what could a young man ask for, more than a ship and the opportunity to explore what hides beyond the horizon?

In the raj, both the Royal Geographical Society and the Explorer's Club are launching expeditions to explore the deep jungles of Borneo and the desolate wastes of Lost Europe, and many wonder what lies across the mighty oceans, where once the Americas stood proud.

But there are other explores, men and women whose eyes are as much set on knowledge as they are on profit. The Tai-pan of the Honourable Company ride the high routes of the skies with their flying ships, seeking new markets, new wares, and new adventures.

The Cruise of the Ostrich is a plot point campaign like no other: the adventurers embark in a journey on a sky ship loaded with rich goods, and will try and blaze a new course that from India leads to the Mediterranean and the free cities of Malta and Constantinople. The men and women on board of the Flying Ostrich are true adventurers, seeking new opportunities, and their flying plane is subject to changes and alterations.

SILKS AND SPICES FROM THE EAST, FURS AND SILVER FROM THE WEST

The Ostrich flies west, over the plains of the Ganges and across the snowy peaks of the Hindu Kush.

The ship carries goods that can be traded (see sidebar), and can (and should!) pick others along the way. Its course is loose enough that profit and curiosity will be the Ostrich's twin compasses.

The game master is free to add detours, unexpected stops, and extra adventures, and the adventurers will be on the lookout for opportunities, and might (and should!) suggest new destinations and unplanned stops..

The Ostrich's timetable is conditioned only by the good spoiling in the hold.

... AND THE SKY IS FULL OF DANGERS

But danger and strange wonders await the merchant/explorers: intrigue, mystery, war in the skies, strange machines and strange creatures, and a new terror from before the Catastrophe.

Along their course, the heroes will find themselves caught in an unexpected romantic intrigue, will face thuggees and machines running amok, and will have to face the dread challenge of the Sumatran monkey-rat.

Pursued by a relentless enemy, they will brave the wild skies beyond the Himalayas, and discover a lost secret from a previous age.

They will have to make hard choices, and use both courage and cunning to overcome the challenges that lay in wait along the road.

Some of the more curious items in the Ostrich's cargo holds are described below, but as for the mundane wares, ready to be traded along the road for mony or other goods, here is a brief and incomplete list:

- fifteen bolts of the finest silk, worth 12 Guineas each
- thirty bolts of sturdy cotton, worth 5 guineas each
- one keg of saffron, worth 120 Guineas, or five shillings for a dram
- five kegs of black pepper grains from Taprobane, worth 45 Guineas each, or one shilling per dram
- five kegs of cinnamon powder from Ceylon, worth 40 Guineas each, or one shilling per dram
- a glass vase containing one ginseng root from China, preserved in alcohol, and worth 75 Guineas
- a crate containing fifteen Martin-Brochadt civilian rifles, complete with mantainance tools, plus five crates of ammunition, for a total of 20.000 bullets. These are sold at the standard price in the Raj, but are priceless in the wilds beyond the mountains
- a large crate filled with worthless trinkets (glass beads, mirrors, whistles) to be traded with the savages to win their sympathy.



GAME MASTER INTRODUCTION

The Cruise of the Ostrich is a plot-point campaign that will transport the characters from Calicut to Constantinople, and to the beginning of a new era.

Along the way they will meet thuggee and mad automatons, spies and yetis, the beauty and rage of nature and the nobility and baseness of humanity!

All of this, plus the opportunity to make a buck.

A CHARACTER-BASED CAMPAIGN

This campaign, unlike other Savage Worlds Plot Points, is based on the exploits of a definite cast of heroes, pre-generated characters you can find at page 157.

Obviously you can play the game with your heroes, but at least two “roles” should be filled, those of Captain Arthur Trevanian (who can be replaced with another airship captain) and that of Miss Fenella Mickelwhite (who can be replaced with another strong-willed woman), while other two, Borak the Neanderthal and miss Xxx are added, but they are not mandatory for the campaign.



GETTING THE CHARACTERS ON BOARD OF THE OSTRICH

There are various reasons why the other player characters might want to board the Ostrich

- Explorers, Archeologists, Aristocrats and Scientists might cherish the chance to visit exotic places like the Mediterranean and Malta
- Spies and other shady character might be in need of a quick way out of Calicut
- Raj citizens might want to go back to their own people
- If the scenario “Somewhere, Beneath the Sea” was played before this, the survivors of the Endeavour were saved by Company ships and are now eager to return to the Raj.
- Technically-minded individuals, military types, medical professionals and assorted adventurers would be welcome as members of the crew, for a nice pay of ten Guineas (equivalent to 15 NR) per day.

- Captain Trevanian has a brief chat with each passenger and recruit, but, in the first tale, he is in a hurry, and can't be too choosy. You can decide to skip this part or to role-play it during the first session.

Is not man born with a love of change — an Englishman to be discontented — an Anglo-Indian to grumble?

[Richard Francis Burton]

Game masters interested in getting the most out of this campaign are invited to take a look at Joss Whedon's "Firefly", but also at the old BBC classic "Blake's 7".

These two shows were running non-stop during the design and development of this campaign.

WATCH SOME GOOD TV!

GAME MASTER INFORMATION

As with all plot points campaigns, the twelve episodes presented here are for the game master to expand, modify and integrate as best as they please.

Here we will provide a small overview of the campaign, detailing the pieces on the chessboard, so to speak, and their position on the chessboard.

1 . Departure part 1 & 2 (Calicut) - this brief scenario sets the scene and introduces the characters and the NPCs.

Captain Trevanian is looking for a crew and some paying passengers as he prepares to leave the capital of the Company with a certain haste.

Hot on the heels of Trevanian are the Company Department S (suspecting he's a Raj spy), a bunch of creditors (after their money) and Captain Toynbee (believing his former fiancée eloped with Trevanian). Brief moments of excitement ensue as the Ostrich leaves its berth.

Later on, it is discovered that young and impulsive Fenella Micklewhite, daughter of the Company's director, has left her house and her fiance (Captain Toynbee) for a life of adventure.

2 . Pilgrims (en-route to Varanasi) - the pilgrims that bought their passage to Varanasi are not pilgrims: they are a band of Deceivers, or thuggee, whose purpose is to murder the crew, and take control of the Ostrich. It's a fight to the death on the bridges of the ship as it drifts in the night over the Ganges.

3 . A mind of their own (Ganges valley) - The Ostrich makes an unplanned stop along the way as miss Micklewhite asks to be escorted to the nearest station. But soon the crew and passengers of the Ostrich have more urgent problems to resolve: the Difference Engine that controls the whole town has a mind of its own, and is hell-bent on enforcing its own rules.

4 . Night of the Rat-Monkey - the precious, revolting and highly venomous Sumatran Rat-Monkey escapes the cargo hold and runs amok on board. It's night. It rains.

And Company ships are in pursuit.

5 . Voices part 1 & 2 (Delhi) - in the capital at last, the adventurers investigate the strange psychic signals one of them has been receiving. This leads to a confrontation with the OKHRANA.

6 . A Night at the Club (Delhi) - a friendly game of cards turns into a face-off with a mentalist using his gifts to swindle honest citizens.

Also, a new passenger boards the Ostrich.

7 . Over the hills and far away (Afghanistan) - the Ostrich is flying through the high passes of Afghanistan, en route to the Persian plains, when a help request is heliographed from the ground. Pressed by an unknown enemy, a unit of Guides needs support, and maybe an airlift.

8 . Mad Maximilian (Persia) - a stop for water in a Persian oasis leads to a treasure hunt in the ruins of an ancient palace, and to a confrontation with a ruthless gang of raiders of the skies.

9 . A shadow in the clouds - trying to rescue a strange ship drifting through the clouds, the crew of the Ostrich discover a dire secret from the Old World, and a new enemy, The Society of Thor's Hammer, enters the New World.

10 . Weekend in Constantinople - while crew and passengers of the Ostrich relax in the free city of Constantinople, they meet the Society of Thor's Hammer again. The survivors from the Köln airship are building an army in the Persian desert. Both the Raj and the Csar are interested in knowing more. And then, a duel!

11 . The Goddess in the Desert part 1 & 2(Persia) - a group of Reichshammerbund supermen have set themselves up as gods among the ragged survivors of the Ottoman Empire, and are ready to strike at the heart of the Raj, as a prelude to a campaign of conquest and terror.

Who is going to stop them?

STORIES WITHIN STORIES

Also, this plot point campaign offers a number of secondary story arches (for want of a better term), connected with the characters that will join the adventurers in their travels. The purpose of these subplots is to make the campaign as varied and unpredictable as possible.

Here are the NPCs and their respective subplots

Miss Fenella Micklewhite is a wild-hearted young woman, and is supposedly in love with one of the adventurers; but maybe this sudden passion is just her alibi to turn her back on her father and the Company and seek an adventure.

Captain Toynbee, of the Company Fleet, is Fenella's spurned fiance. He is hell-bent on catching the Ostrich, winning back his woman and administering a harsh lesson to the "seducer".

Colonel Thrubshawe is a former Raj officer turned adventure novelist. He is seeking inspiration for his next novel, and trying to keep away from his daughter (who considers him too old to run around in an airship).

Gatik Dashmana is a young psychic that's been kidnapped from his family. He is currently being held captive by agents of the OKHRANA in the suburbs of Delhi. The Russian spies hope to use him to acquire important secrets. Gatik is sending out a psychic SOS that one of the adventurers is receiving.

Countess Orloff is a seductive Russian spy, looking for a safe passage from Delhi to Constantinople. She joins the passengers of the Ostrich in episode six. She carries secret papers about the current affairs in the Raj she must deliver to the consulate in Constantinople, together with an assessment about the Ostrich and its crew and passengers.



Travellers like poets are mostly an angry race.

[Richard Francis Burton]

EPISODE 1 - LEAVING CALICUT IN THE BROAD DAYLIGHT

The Flying Ostrich is a Company sky clipper owned by Captain Arthur S. Trevanian, a young tai-pan.

The Ostrich, as it is commonly called, will sail from Calicut in 48 hours, on a course that will follow the Ganges valley and then cross the high passes of Afghanistan, and fly over Persia, to Malta in the Mediterranean.

The ship is taking both passengers and cargo, and

Captain Trevanian is always looking for a few skilled individuals to add to his crew. His pay is as good as his reputation (whatever that means).

CALICUT

GAME MASTER'S INTRODUCTION

In fact, the ground of Calicut is burning under Captain Trevanian's feet: his last venture did not end well, and his creditors and investors are out for his head or, even better, his ship and everything else he owns. In the meantime, the Company authorities are looking into Trevanian's files, as he is suspected of entertaining very friendly relationships with the Raj. And talking about friendly relationships... Calicut is a-bustle with the story of how Miss Fenella Micklewhite (the daughter of one of the highest-ranking administrators in the Company) abruptly canceled her engagement with dashing Captain Clive Toynbee of the Company Fleet. Rumor has it that Fenella fell in love with a certain tai-pan whose ship is named after a flightless bird.

IN THE CALICUT NEWS

Three pieces of news are likely to catch the eye of the adventurers:

1. The recent disappearance of the Raj trader “Star of Khorala”, a large Bhaghla-class airship, while en route from Malta to Bombay is making the headlines. This is the second ship to disappear in the last two months, after the Italian cargo ship “Cameri”, lost en route from Sharm el Sheik to Samarkand. Many news sources talk of foul play, and point a finger at Russia, whose policies have grown more aggressive in the last year.
2. in Local news, it turns out that the whole crew of the Flying Ostrich was arrested two nights ago for disturbing the peace, outrageous drunkenness, damaging of private property and brawling. While on shore leave, the fine gentlemen of the Ostrich got into an argument with some personnel of the Company Fleet. Disagreement on the finer points of airship navigation led to harsh words being spoken, and then to physical confrontation. The pub in which all of this happened was devastated, razed and set afire. The crew of the Ostrich is still detained. The only member of the crew still free is Captain Trevanian’s “Number one Boy” Gorak, a Neanderthal.
3. in the Society pages, much gossip is being printed about the sudden cancellation of miss Fenella Micklewhite’s engagement to captain Clive Toynbee, an up-and-coming Company Fleet officer. Both parties are scions of two of the most powerful families in the Company. Much speculation is being offered on the hypothesis that Fenella’s heart is set on someone else, possibly a foreigner.

OTHER PASSENGERS AND CREW

Other passengers on the Ostrich are

- Colonel (Retired) Archibald Thrubshawe, a former Company Army officer and now a self-styled writer of adventure fiction, that is taking this trip looking for inspiration (also, to get out of his house, where his daughter treats him like an old fool)
- A group of fifteen pilgrims on their way to Varanasi. They are cheerful and friendly, and occupy a portion of the cargo hold.
- The Ostrich's crew was arrested two night ago after a colossal brawl in a low dive in the port area. They are still detained due to massive damage to private property (they basically razed a pub).
- The only member of the crew still free is Captain Trevanian's "Number one Boy" Gorak, a Neanderthal.

What then, is that moderate load by which we shall obtain the largest amount of "useful effect"? this is a problem which many of the ablest engineers and philosophers have endeavoured to solve; and the formulae--partly based on theory and partly on experiment--which were used by Euler, are generally accepted as a fair approximation.

*[Sir Francis Galton, *The Art of Travel*]*

STRANGE CARGO

To make room for the pilgrims, the disposition of the cargo in the hold must be changed, and the new crew members are detailed to this task. This is basically four hours of hard work, with two Smarts (-2) or Boating (+2) rolls to make sure the cargo is stowed in a balanced and safe way.

In case of failure the cargo will move freely during the trip, in one occasion per failure, giving -4 to a Piloting roll each time.

One of the items in the cargo hold is a wooden crate containing a live biological specimen to be delivered to the Delhi zoo. The crate is closed by a massive padlock and has holes to allow the creature to breathe, a sign reading “Danger - Sumatran Rat-Monkey” and a notice “Do not feed”. If anyone approaches, a high pitched growling sound comes from the crate, that starts to shudder as the creature inside raves.

A second biological specimens crate is marked “Burmese Pigmy Bear” and carries a “Do not feed after midnight” sign. No sounds come from the crate, and if inspected it is revealed to be empty.

ANCHORS AWEIGH!

Much of this scenario is centered on social interactions, as adventurers and assorted characters meet and make each other's acquaintance.

But as the time for take-off approaches, various bystanders on the wharfs show increasing signs of nervousness.

The moment to leave is signaled by the appearance on the docks of a group of belligerent businessmen, clamoring to see the Captain, while at the same time a detachment of Sepoy hurries towards the Ostrich.

Unless the heroes want to end their first adventure in jail, Captain Trevanian should order the ship to be launched, and anyone caught on the ground will have to hurry and

- Jump on board
- Grab a trailing rope and climb on board as the ship rises and accelerates

As Calicut rushes beneath the Ostrich, two Small Military Airships from the Company Air Fleet start in pursuit.

This is a Chase of Standard length (the pursuers have Piloting d6 and Spirit d6).

The ships must be outdistanced or engaged in a brief battle.

• **Captain Toynbee (1).** See page 157.

(E) **Raj Soldier (full crew per ship).** See page 68.

Game Master's Note: *these ships are under the command of Captain Toynbee, Fenella's spurned fiance, and the chase is not authorized. Should things get serious for the Ostrich, the chase is called off through a frantic exchange of heliograph communications.*

STRANGE CAR

Captain Toynbee and his pursuing ships will be recurring complication during the campaign. Considering that the Ostrich left hurriedly and on suspicion of carrying a spy, Toynbee (the son of a powerful man) can easily obtain an official charter to pursue, apprehend or eliminate the crew and the ship.

STOWAWAY!

Game Master's Note: *the main purpose of this second part of the scenario is to get the characters to familiarize with the ship, and introduce Fenella as an ally/complication.*

Basic guidelines are provided. The game master is free to expand, modify, improvise.

The Ostrich is fast approaching the boundary of the Company territory. Following the misadventures of the last days, and trying to understand what is causing some trim problems, a complete check of the ship's systems is in order.

Things that might happen

- One of the cardanic arms powering the external screws is bent, possibly due to a shot or a reckless maneuver. Somebody must go out on the extended arm of the propeller, and Repair it.
- Considering the way the ship swings and is hard to control, someone has to climb on top of the balloon and check for punctures
- Someone must inventory the cargo and check that it did not change position, upsetting the balance of the ship.

Anyone checking on the cargo needs to do a Notice test to catch some shuffling sound in the darkness.

Game Master's Note: *many players will expect the Sumatran Rat-Monkey or the Burmese Pigmy Bear to have escaped their crate. Let them get as nervous and cautious as they want.*

It soon transpires that a young woman has created a small nook for herself at the back of the cargo hold, across from the area that has been cleared for the pilgrims. This small space is rather crowded, including a large trunk (filled with clothes), two hatboxes, a hamper filled with fine food, and a carpetbag containing a dozen books and assorted personal items.

The young woman, once discovered, asks to be taken to the Captain. If asked how the heck did she smuggle all that stuff on board without anyone noticing, she coldly replies that a lady has a right to her secrets.

She is Fenella Micklewhite, the daughter of the man at the head of the Company.

One of the adventurers (a psychic rated character if possible) hears something that can be described as “a tugging” or “a very distant voice calling” in their head. This occurs at random times, and can be distracting for the hero. As the Ostrich nears Delhi, the psychic communications will become louder and clearer:

- first, the sensation of being bound or trapped will assail the adventurer when the voice speaks in their mind
- later, the sense of urgency will become overwhelming
- finally, as the Ostrich comes within sight of Delhi, a name echoes repeatedly in the mind of the hero: Sitara Dashmana (see Episode Five).

Attempts at using the character’s psychic powers to investigate this phenomenon are inconclusive: it is some sort of psychic invasion, or maybe a widely broadcast distress call, but it is impossible to establish a proper connection with the broadcasting psychic.

I believe there are few greater popular errors than the idea we have mainly derived from chivalrous times, that woman is a weakly creature.

[Sir Francis Galton, *The Art of Travel*]

The Ostrich is a Jalibut (Medium) class civilian ship, with some special customizations.

Balloon: a standard egg-shaped civilian design, the balloon is rigged directly to the nacelle through high performance cables. The top of the balloon is accessible through rope ladders fore, mizzen and aft.

Gas Pump: this is the system that regulates the pressure in the ballonetts, modifying the trim and asset of the Ostrich. If the gas pumping system fails, the ship cannot maneuver.

Navigation Engine: the differential engine that factors weather data, wind speed and engine performance to plot the best course and assist maneuvering.

The Ostrich's Analytical Engine is a formerly standard airship AE tinkered with to improve efficiency, running on a direct feed from the ship's steam engine at twice its factory rating. The Abacus runs a Premium Navigation Skillset and a Standard Meteorology Skillset, and has an Emma system controlling propulsion and navigation.

Steam Engine: the ship's engine powers two external screws through a cardanic transmission. It is also coupled with the Analytical Engine. Powering the AE lowers the efficiency of the propulsion.

The Ostrich has two levels or decks, and an aft deck. The aft deck includes captain Trevanian's quarters and the navigation engine.

Passengers and crew are berthed on the first deck. Below this, is the cargo bay, the water and fuel storages and the ballast units.

Crew's Level: Experienced (d8)

Vehicle	Acc/TS	Tough.	Crew	Cost	Notes
The Flying Ostrich	30/10	9(1)	6+20	Not for sale!	Climb -2, AE 8-2-E (Piloting, Shooting) Weapons: 20 mm Gatling Gun (x2), Jinjal (x4)

Special Rule – Overclocking the AE. Channeling extra energy in the AE, it can be made an AE 8-4-B class device, at the cost of reducing Acc/TS to 20/5

EPISODE 2 – PILGRIMS

The thuggee are also known as the Deceivers, because of their modus operandi: they join a caravan along the road, for safety and good company, and gain the trust of their fellow travelers. Then, one night, as they are camped somewhere in the wild, they strangle their companions with ropes or scarves, bury the bodies, and get away with their money and possessions.

On an airship it is even easier... kill the crew and passengers, and then you can take the ship and its cargo to your current lair.

The fifteen pilgrims that boarded the Ostrich in Calicut for passage to Varanasi are not pious mystics on their way to lighten their karmic load, but a ruthless gang of thuggees. Their plan is to kill every man and woman on the ship, throw the bodies overboard, and get away with the Ostrich, heading south into the jungles where their cult has many secret hideaways.

THE THUGGEE PLAN

In the early days of the journey the “pilgrims” have been friendly and collaborative, doing all they could to appear as innocuous and harmless as possible. Sometimes one of them “got lost” and was found in the cargo hold, or in the gas room, or in the crew quarters, but the poor guy or the poor girl was so scared and confused that the event caused no suspicion in the crew. In this way, the thuggee have studied the ship’s plan, and have made a note of daily routines, watch turns and sleeping accommodations.

When the moment comes, they strike.

The thuggee will coordinate their attack, so that all the adventurers are attacked at the same moment.

The thug approaches the victim by Stealth and then attacks using his scarf (consider it a Strangler Ligature).

The first character to escape the attack can raise an alarm.

This turns the situation into an all-out fight in the closed spaces of the ship.

(E)Thuggee (15): See page 71.

ACROBATIC SCENE

If pressed and outnumbered, the thugghee climb the suspension cables of the Ostrich and try to reach the balloon, to sabotage the ship either by slashing the balloon or cutting the suspension cables. Shooting at them is a risk.

The adventurers have to climb after them and fight one-on-one.

TAKE NO PRISONERS... OR NOT?

In general, a confrontation with the thuggees is a fight to the death. Should the adventurers be able to take one or more of their attackers alive, they are in for a fine reward (500 NR per prisoner) and a stop, as soon as possible, to deliver the prisoners to the authorities.

Should the news of the attack get to the press, the adventurers will in this way acquire an Enemy.

Also, the adventurers might think they have solved the mystery of the disappearing airships.

They have not.

The Bara-sahib returns to Sagthali tomorrow morning, I hear. I will come for you tomorrow night at this hour. We have much to do. We need several days alone in the jungle before we set out, because you have to learn many things, many words. The Deceivers use a language of their own. Will you come?

[John Masters]

EPISODE 3 – A MIND OF THEIR OWN

Jethro Palmer was an analytical engineer in Bombay, where he spent thirty years doing some pretty advanced work on analytical engines and on “decision branches” in particular. He was responsible for the development of the abacus design that allows automatons to operate semi-independently.

Fifteen years ago he retired to the countryside, where he got into rice growing, but never stopped his work on mechanical brains.

Ten years ago, he finally developed a new series of algorithms that, coupled with a new mechanical design of the memories, allowed him to create a self-programming engine, able to learn from its experiences and build its own stacks.

For ten years now, the Palmer machine has been programming itself in its everyday routine of minding the rice paddies.

This led it to develop its own view of the world - a world in which efficiency is essential, weaker plants must be weeded out, and parasites need to be suppressed.

Two years ago, Palmer died peacefully of old age.

But his machine is still running.

THE QUIET PLACE

The village is too small to actually have a name.

Off the beaten track, and served by a single-track railway branch, it's just a handful of houses surrounded by rice paddies, in which buffaloes wade and steam harvesters roll gently. The air is clear, the day is warm and there is not a soul around.

Following the latest confrontation between Fenella and the current object of her affections, the girl asked the Ostrich to land so that she can take her luggage and go her own way (“I don’t care where, I want to get off this ship!”).

The stop will also be a good opportunity for replenishing the water tanks and buying some fresh provisions.

A group of adventurers is detailed to a water run and a supplies run, while the others are mustered by Fenella to act as porters to carry her luggage to the local railway station. At least one crew member will remain on board on watch duty.

The village appears deserted. The streets are clean and well kept. Looking through windows and open doors it is possible to see traces of everyday life, but the houses appear neat and ordered.

A stray dog looks at the adventurers and wags its tail in a sad greeting. On the top of a wall, a small monkey eats a ripe fruit and observes the coming and goings. If the adventurers try to get closer, both animals run away.

By the canal that feeds the waters of the Ganges into the rice paddies, there is a sterling-operated pump. The system can be activated by pulling a lever and coupling the Sterling with the piston.

Activating the pump alerts the Village Brain that someone's the premises.

The station is deserted.

The exposed schedule is two years old.

The rice is stored in two large warehouses. These warehouses are currently full, and guarded by a mechanical soldier.

The soldier has only limited communication skills. It challenges the intruders and points its rifle-mounted bayonet at them, requesting a password (it also notifies the Village Brain, as per instructions). Trying to sidestep the guard only causes it to react.

At this point, the Village Brain has been alerted and is moving its peripherals to contain and possibly eliminate the "infestation".

To the misguided mechanical brain, in fact, humans are a low-efficiency, high-consume nuisance, in the same class as bad weeds or parasitic insects, and must be eliminated.

To do so, the machine can control its peripherals, through Marconi waves. Characters can roll on Knowledge (Science) or Knowledge (Engineering) at -2 to understand this.

(E) Mechanical Soldier (2): Use the Military Automaton profile, substituting the Machine Gun with a rifle. See page 59.

(E) Mechanical Laborer (5): Use the Civilian Automaton profile. See page 58.

(E) Mechanical Sprayer (2): See page 163.

(E) Mechanical Reaper (4): See page 164.

Anyone left on watch on the Ostrich will Notice that the harvesters and the mechanical laborers are moving back to the village.

At this point, the adventurers on the ground have to

- Evade their attackers
- Find any missing crew members and make sure they gets safely back to the ship
- Vacate the area

DISABLING THE VILLAGE BRAIN

The best house in the village is a large, boxlike mansion with a strange metal rod on its roof (not a lightning rod, but a Marconi Wave Aerial - science or engineering test needed to recognize it). Should the adventurers try and enter the house, all the machines in the village will converge rapidly there to stop them.

Once inside, they are safe (the Village Brain cannot attack them inside its own sanctum).

An Investigation test reveals the notes of professor Palmer.

The Brain occupies the basement, and is cranked by a water mill fed by an irrigation channel outside the house.

Disabling the Analytical Engine stops the attacking machines. It can be done with a Dramatic Task based on Knowledge (Science) or Smarts (-4) or simply blowing it away. It has Toughness 10 (4), can suffer up to three Wounds, and can soak damage as a Wild Card with Vigor d8 (it has two bennies).

Whatever happened to the inhabitants, it is hard to ascertain, but sends a shiver down the adventurers' spines.

EPISODE 4 – NIGHT OF THE RAT-MONKEY

This is a tactical scenario and can be played in any moment between Calicut and Delhi.

The Sumatran Rat-Monkey escapes from its crate. It is malicious and venomous. It must be tracked down – but, if possible, not killed, because it is going to be paid on delivery.

● “**Jimmy**” - **Sumatran Rat-Monkey (1):** Use the Sumatran Rat Monkey profile. It has Smarts d8(A), Agility d12 and the Improved Dodge Edge. See page 44.

Game Master’s Note: *Have a map of the Ostrich handy, and use miniatures. You might want to check out either Ridley Scott’s “Alien” or John Carpenter’s “Dark Star” to get in the mood for this episode.*



PLAYERS' INFORMATION

The Sumatran Rat-Monkey is a horrid creature whose venomous bite can bring dire consequences and even death to its victims – and yet it is rare and mysterious, and could therefore fetch a nice price in Delhi.

This means that while it is of paramount importance to find and trap the creature, on the other hand it would be better to catch it alive and put it back in its crate.

SUMATRAN RAT-MONKEY'S MODUS OPERANDI

As it escapes its crate, the Rat-Monkey is famished, scared and furious. This means that its chief preoccupations are finding food and then finding a hideaway. It reacts fiercely if approached, but is too craven a creature to attack unprovoked.

The Rat-Monkey's appetite means it first goes for the galley, and, once there, wreaks havoc with the provisions: it rips open rice and bean bags, defiles fresh fruit and produce, and throws cans of food around (if discovered, it can Throw food cans as projectiles).

Game Master's Note: eating food handled and “inspected” by the Rat-Monkey is disgusting and possibly dangerous for the health. The Ostrich will need to make an unplanned stop to load more provisions as soon as the crisis is solved.

Looking for a place to hide, the Rat-Monkey avoids noisy places, and thus gives a wide berth to the boiler room and the Analytical Engine. The creature does, on the other hand, find the sleeping quarters and the cargo hold highly congenial. It also has a natural affinity for the balloon cables.

Curious and mischievous, the Rat-Monkey goes through drawers and chests like a fury, and will along the way acquire a highly embarrassing piece of underwear (Game Master's choice) as a makeshift head-gear.

SHOCK THE (RAT-)MONKEY

At any time in the game, the Game Master can draw a card to randomly determine the current location of the Rat-Monkey.

Clubs – the Rat-Monkey is hiding in the cargo hold

Spades – the Rat-monkey is swinging from the balloon ropes

Hearts – the Rat-Monkey is raiding the food supplies

Diamonds – the Rat-Monkey is savaging the quarters of one of the adventurers

Joker – the Rat-Monkey climbed on top of the balloon

For hunting purposes, the Rat-Monkey is a small target.

It can be shot or otherwise killed using of weapons, but as we have mentioned, taking it alive would mean making a nice buck.

Trapping options include

- use a net, like the ones used to haul up cargo, or a sheet or blanket to wrap and capture the animal. This means the adventurers must then come into biting distance of the Rat-Monkey unless they use a gaff to handle it.
- build a drop-down trap using a crate and some food as bait. One of the adventurers must be on lookout and pull a string, letting the crate drop on the prey. The Rat-Monkey has a Smarts test to smell, so to speak, a rat, and an Agility test to jump away before it's trapped. Scientist and inventors have the opportunity to really "build a better mousetrap", automating the functioning of the trap (and acquiring one benny for the effort, no matter the results).
- improvise some kind of sleeping drug and administer it either with food or with a dart of some kind.
- use some kind of lasso or bolas to entangle the creature.

EPISODE 5 – VOICES

Delhi is the capital of the Raj, a rich, vast and sprawling city, filled with beauty and alive with commerce and culture.

The Ostrich stops in Delhi long enough to deliver the Sumatran Rat-Monkey to the zoo (or its carcass preserved in spirit to the Biology Department of the University) and to look for new passengers and cargo.

The hero who has been receiving the increasingly urgent signals from a disembodied psychic voice might also be interested in checking the Society for Psychical Research and Development, to get a handle on this strange occurrence.

GAME MASTER'S INFORMATION

Major Nikola Fodorov and his accomplice, a Mr. Dylan Mathews, are agents of the OKHRANA, the Csar's dreaded secret service. Planning to acquire intelligence from various sources in Delhi, they have kidnapped a young psychic, Gatik Dashmana. They have taken their prisoner from his home town of Bhowani to Delhi, where they have rented a bungalow in the suburbs. In the last weeks they have tried to coerce their prisoner into using his powers to spy on various members of the Raj government, but their results have been dismal.

This is in part due to the young man's passive resistance, and in part to the fact that, due to his state of prostration and fear, Dashmana cannot properly control his powers.

The two spies now plan to kidnap Gatik's sister, Sitara, and use her as a way to control the psychic.

PART 1 – A WOMAN IN DANGER

The name Sitara Dashmana has been resounding in the head of one of the adventurers for days now, together with flash images that hint at danger (tigers on the prowl, lurking shadows). The psychic assault is becoming a severe nuisance, as it provides a distraction during the waking hours, and a gallery of nightmares during sleep.

The Game Master might want to assign a Fatigue level as a general effect.

The time has come to act.

A VISIT TO THE SPRD

If the target of Dashmana's messages is a registered psychic, he can easily fix an appointment with a specialist from the Society for Psychical Research and Development. Adventurers that do not have a direct connection with the Society must leverage some contacts or connections, if they don't want to be kept waiting. They could also try to gatecrash the SPRD, to gain admittance with deception, or to bribe (Persuasion) or Intimidate the gatekeepers.

No matter how they gain admission, the adventurers can ask for the assistance of a specialist, but will not reach any conclusion on this phenomenon: they will be told it is some sort of rough, untrained psychic broadcasting a distress call, probably without actually having any control on the message they are broadcasting. It is impossible to establish a proper connection with the broadcasting psychic, who appears to be under a terrible stress.

INVESTIGATIONS

The adventurers have a name, Sitara Dashmana, but in a city of over three million people, finding the woman is like finding the proverbial needle in a haystack.

Through Investigation rolls (using a Majordomo) it is possible to determine that there are over one hundred Dashmana families in the Delhi urban area, and checking with each requires a lot of legwork, and an intensive use of Persuasion skills, and the end result will be inconclusive – Sitara resides in Bhowani, a city 75 miles northwest of Delhi.

Using clairvoyance powers to locate the woman, or paying a licensed clairvoyant (300 NR, Streetwise (-4) roll to find one) is feasible but very hard.

An Investigation roll specifically directed at the newspapers, and concentrating on the time when the strange psychic broadcasts were first intercepted reveals a brief article about the disappearance of a young man in Bhowani, a Gatik Dashmana, working as an attorney's clerk.

Using the telegraph and their connections and social skills, the crew of the Ostrich can easily ascertain that the missing man has a younger sister called Sitara.

TO THE RESCUE!

Bhowani is a large city that has grown around an important railway node. The Dashmana family lives in a nice house at the northern periphery of the city.

Upon arriving and inquiring about Miss Sitara, the investigators will be told that “the young miss” received a telegram about one hour ago, and left the house in a hurry.

The telegram can be found in the girl’s room, together with obvious traces of the girl’s hasty departure.

The telegram reads:

“If you want to see Gatik again, come to the eastern terminal. Tell anybody and your brother dies.”

Rushing to the eastern terminal station, the adventurers have to use their powers of observation to Notice a commotion in a side alley: Sitara is being attacked by three ruffians, whose purpose is to knock her out, put her in a crate, and take her to Delhi.

(E)Ruffians (3): Use Thuggee profile, replacing Strangler’s ligature with stick (Str+d4). See page 71.

Saving Sitara is pretty straightforward.

The three ruffians try to escape as soon as it is obvious that they are outnumbered. If one of them is caught, in his pocket can be found a ticket to Delhi.

If interrogated, the prisoner will finally admit having being hired by a D. Mathews, “a red-headed bloke dressing like a toff”, that expects the woman to be delivered in Delhi station by tomorrow morning.

Sitara recalls that, while trying to kidnap her, one of the men said “Easy boys, Dandy Mathews wants her all in one piece!”

PART 2 – THE RUSSIAN INTELLIGENCE

There are as many Matthews in Delhi as there are Dashmana, but Dandy Matthews is well-known to both the police and the military authorities: a poltroon and a profiteer, former lance corporal Dylan “Dandy” Matthews was disgraced and thrown out of the army for embezzling regimental funds, and has recycled himself as a mercenary and hired muscle.

Depending on their style of play, the crew of the Ostrich can

1. use their Investigation and Streetwise to cover low dives, slums and other unpleasant places where cheap gin is sold, asking around about Matthews. If offered enough money (15 NR or more) there are a lot of friends of Matthews' more than ready to sell him.
2. they can set a trap for Matthews, provided they can get to the Delhi station the following morning and bring a crate.

Bribing one of his “friends” or catching Matthews himself, the adventurers can now locate the bungalow in the suburbs where Dashmana is kept.

● **Dylan “Dandy” Matthews:** Use Raj Soldier profile, see page 68.

TO THE RESCUE AGAIN!

The bungalow is a small, nondescript building in a quiet street of the suburbs. It features a porch, and four rooms: kitchen and parlor on the front of the building, two bedrooms in the back.

Dashmana is kept in one of the bedrooms.

Varvara studied his face. “I never met you,” she said. “I thought I knew everyone at court.”

His metal hand opened and closed. “It is my job to be unknown.”

[Part of the Machine]

At any time in the building there are Major Fodorov, Matthews (if he's not been captured yet) and several of Fodorov's minions, acting as guards and menial men. They are all armed with handguns.

In the case of a frontal assault, Fodorov and his cohorts must be defeated for the heroes to free Dashmana.

Otherwise, the heroes might want to try and find a way to sneak in, free the psychic and be gone.

➊ **Major Fodorov (1):** Use OKHRANA Agent profile, see page 66.

(E) **OKHRANA Agent (1):** See page 66.

CONSEQUENCES

Freeing the prisoner and breaking a Russian spy ring is guaranteed to bring the Ostrich and its crew to the attention of the Star Chamber.

If the Game Master is so inclined, Gatik Dashmana might join the crew of the Ostrich as a way to get as far as possible from the memories of his prison (use the Psychic profile, see page 67).

It takes more than a sextant to navigate the waters of international intrigue



EPISODE 6 – A NIGHT AT THE CLUB

If there is one thing the adventurers have learned so far, it is that Colonel Thrubshawe, while sometimes coming across as a stuffed shirt and a braggart, is a decent fellow and a good friend, and a devil when it comes to card games. His skills, honed in long boring nights in barracks and camps all over India, make him a dangerous opponent, as the crew and passengers of the Ostrich have discovered at their own expense.

But now something happened...

While the adventurers were busy solving the Voice in the Head mystery, Colonel Thrubshawe spent some time in Delhi, meeting his publisher and seeing a few old friends and acquaintances. He spent many a night at the Explorer's Club, of which he is a member of good standing.

It is here that he was involved in a game of cards that, through a long night at the gaming table, left him shattered spiritually and physically exhausted, and with a staggering debt of 100 guineas (150 NR) to be paid to mister Norman Catchpole, esq., within 48 hours.

Sometimes during this scenario, the alluring Countess Orloff will ask for passage on the Ostrich. Her timing might cause the adventurers some suspicion. Investigating the countess reveals that she has something to hide, but she is of course unrelated to Catchpole and the current incidents.

It is not the money – although, to pay, Thrubshawe will have to get in touch with his daughter, thus confirming her opinion about him. What is really bothering the old chap is the fact that he lost so catastrophically.

The poor man is so downtrodden and humiliated, that the crew of the Ostrich decides to look into the matter.

GAME MASTER'S INTRODUCTION

Norman Catchpole is a card sharp and mentalist that makes a nice living by fleecing unwitting members of various clubs.

While not endowed with any psychic power, Catchpole has developed a set of skills that allow him to manipulate his adversaries, leading them to perdition.

Not an evil man but basically an opportunist, Catchpole is a menace to the status quo nonetheless, causing much grief and humiliation to basically decent fellows.

INVESTIGATING MISTER CATCHPOLE

Asking around about the man who beat Thrubshawe at cards will turn out to be strangely inconclusive.

While a lot of people know Catchpole and are ready to vouch for him, any in-depth inquiry will reveal that Catchpole has no close friends, and all his acquaintances are rather vague about his personal history and details. And yet they are ready to testify about his moral qualities and his rectitude.

In the whole of Delhi there is not a man that would not vouch for Catchpole, but very few remember the color of his eyes or how they met him.

Observing Catchpole from a distance and shadowing him through the city will reveal an individual of no particular qualities. Catchpole resides in a cheap hotel about ten minutes from the Explorer's club, and divides his evenings between said club and three other gentlemen's clubs (the Bengal, the Press and the Khyber). Any inquiry at the clubs will be gently but firmly ignored. A bribe or

a discreet form of Persuasion or Intimidation will reveal that Catchpole joined all these clubs about one year ago, and that once again he is a vague but trustworthy figure to his fellow-members.

MEETING MISTER CATCHPOLE

Following the inconclusive investigation, the adventurers might want to meet the elusive mister Catchpole. If they are not members of the club, Colonel Thrubshawe can have them as guests at the Explorers' for dinner.

The Explorers' club rooms are furnished in a style recalling hunting expeditions and safaris, with animal trophies and simple, practical tables and couches. The atmosphere is more relaxed than other clubs.

Mister Catchpole arrives after dinner and is greeted cordially by his fellow club members. After spending a few minutes at the bar enjoying a non-alcoholic drink, the man settles at a round table in one of the common rooms, where he is joined by others for "a friendly game of cards".

CATCHING CATCHPOLE

Anyone interacting directly with mister Catchpole will be subjected to his routine manipulations. Only strong-willed characters escape the aura of innocuous friendliness the man projects. In gaming terms, he is using his Mentalist Edge.

Observing the man's routine from a distance allows the observer to catch the subtle tricks Catchpole uses: the way he reinforces his statements with gestures, the way in which he Taunts other people to have them reveal their thoughts or feelings, his keen eye for detail, his general elusiveness when asked questions.

It does not take a SPRD certification to recognize Catchpole as a mentalist, and one using his skills to artfully extract money from the members of the club.

BEATING CATCHPOLE

The most straightforward approach to the problem, of course, consists in challenging Catchpole, asking for the intervention of a specialist from the SPRD to assess the man's skills and powers.

This is unadvisable for a number of reasons. First, such is the standing of Catchpole with his acquaintances, that the adventurers would meet with strong resistance. Also, calling foul and asking for an inquiry would mean a scandal for the Explorer's Club and its members.

It would be easier, and much more satisfactory, to beat Catchpole at his own game, by winning all his money in a game of cards, and later approach him and tell him in the most firm and convincing manner that he is no longer welcome at the Explorer's and, indeed, in Delhi.

To face Catchpole across a gaming table and win requires a well-planned strategy.

Two of the adventurers will have to sit at the table and play with Catchpole. They need to be fully aware of Catchpole's techniques, and have enough money to be able to lose consistently for a while, in order to cause the mentalist to lower his guard.

The rest of the crew must support their companions at the table.

- by providing external information (yes, by peeking at Catchpole's card and signaling the values at their friends. But it's not cheating if you cheat against a cheater.)
- by causing distractions in order to break Catchpole's concentration
- if endowed with psychic powers, by using them against the mentalist or helping the gamers (by broadcasting information, for instance).

“For a professional magician, a stack of playing cards is as good as a stack of money.”

[Amit Kalantri]

In gaming terms, the characters playing use the normal Gambling rules against Catchpole's Gambling, while the others can roll on suitable skills at (-2) to grant one of their friends +1 to a single Gambling roll.

Catchpole is no fool, and after a while will see that his game's been discovered. He will be the first to ask for a private chat with the adventurers, and will offer to cancel Trubshawe's debt and then leave the city for good, in exchange for the adventurer's discretion.

🟡 **Norman Catchpole (1):** See page 166.

EPISODE 7 – OVER THE HILLS AND FAR AWAY

In the early hours of the morning, the Ostrich is slowly cruising up towards the Afghanistan passes, when one of the men on duty spots (test on Notice) a blinking heliograph signal from the side of a mountain in the distance.

It is a distress call from a small unit of Guides.

THE LAST REDoubT

Approaching the mountain, the crew of the Ostrich spot what looks like a white marble temple hanging to the sheer cliff face.

Historians, explorers and archaeologists can test their skills to identify the age and culture of the wonderful artifact: this is an ancient Khilji dynasty temple, built in the 13th century. A marvelous and important find.

The temple is currently used as a base by Lieutenant Singh and his band of Guides.

During a training mission in the mountains, Singh and his companions were attacked by an unknown enemy that savaged their camp in the night, and has been pressing them for the last two days, causing rock slides and taking them out one by one.

Singh is a hard man who's suffering from the loss of five good soldiers, and hopes the Ostrich will provide him with an emergency airlift, but still hopes he'll have a chance to avenge his men.

(E) Raj Guide (10): Half of them are Walking Wounded. Use Raj Soldier profile. See page 68.

 **Lieutenant Singh (1):** Use Raj Soldier profile. See page 68.

Game Master's Note: *the temple is actually the real cause of the attack. The Khiliji temple was built over an ancient Sanjiyan Unkara fort, and in the underground chambers of the structure are bas-reliefs and sculptures that could give a hint about the ancient people that now secretly rules Tibet. A band of mi-goi have been stationed in the area to keep safe the secret of their masters.*

BUYING TIME

Approaching the temple is no simple task, as winds and updrafts make the flight highly hazardous (all Piloting maneuvers are made at -4).

Once the ship is close enough to the terraced courtyard of the temple, Singh's men can grasp some ropes and pull it closer, mooring the Ostrich in a stable position. At this point, a gangway can be extended between the ship and the terrace.

Singh has been holed up in this place for two days and three nights. He has ten men still standing, and three more that were severely injured.

He quickly describes how his unit came to be in this situation, and asks for a passage to the closest Raj post.

The scientists on the Ostrich, on the other hand, will require time to examine the temple.

A compromise must be found, Singh will accept to wait for six hours while the wounded are carried on board and taken care of.

Much of the temple is excavated into the side of the mountain, as a series of chambers connected by tunnels and staircases, over three levels.

Outside, a wide staircase leads to a large terraced courtyard projecting from the almost-vertical rock face, in front of the main gate of the buried structure. Two twenty-feet statues representing a man and a woman caught in the act of dancing guard the gate.

Four of Lieutenant Singh's men stand guard on the terrace, rifles at the ready. The heliograph has been mounted in a corner of the terrace, to make the most of the sunlight.

The rest of the Guides are camped inside, in the first chamber. Lieutenant Singh has cursorily explored the temple, to make sure there are no back passages.

ATTACK!

Two hours after the Ostrich has berthed to the temple, unknown enemies start throwing huge rocks at the ship and the building (consider it a Fighting d8 attack, dealing 2d8 damage to the ship, with a Heavy Weapon – the attack can only hit the balloon, see below).

The situation soon becomes dramatic when a big rock hits the balloon, endangering the ship.

The only solution is to cut the ropes, allowing the ship to move to a safe distance, but leaving the soldiers and the explorers stranded.

Game Master's Note: with a little luck, you should have at this point the team evenly split:

- Some of the adventurers are on the Ostrich, and they will have to devise a way to approach the temple again, and then execute it (Piloting)
- Some of the adventurers are exploring the underground chambers, trying to make sense of the unknown script and the ancient sculptures showing strange individuals with three eyes being worshiped by hairy, ape-like creatures.

As soon as the Ostrich is ready to start its approach run, have the yetis finally come out in the open and attack the temple.

(E) Yeti (2 per hero): See page 53.

 **Yeti Chief (1):** Use Yeti profile, raising Fighting, Vigor and Strength by one die step. See page 53.

Yeti Tactics

The yetis are here to kill the humans, and this is their sole mission. They do not use weapons, but can Throw rocks.

There are two forces of attackers, one providing cover by dropping stones from above, and an attack group of about thirty creatures. The stone-dropping yetis can also create a rockfall that seals the access to the temple.

The Yetis seem to come from everywhere. Actually a band is climbing the staircase leading to the terraced courtyard, while two other bands are closing in by the sides, jumping from rock to rock.

Defender Tactics

The defenders must hold back the yetis long enough for the Ostrich to dock again and evacuate.

If the adventurers are quick and focused, they have two free attacks before the yetis come close enough to engage in hand-to-hand combat. In these initial phases, every bullet counts, and they have only to avoid being hit by the rocks raining down from above.

Once the yetis come in contact with the defenders, it is a free-for-all.

The defenders must keep the attackers at bay while avoiding the rocks.

Game Master's Note: *if you are using miniatures, create a grid to randomly determine where the next rocks are falling.*

Air support: the Ostrich can fire on the yetis, but once the melee is going, the risk of hitting one of the defenders is very high. A much more fruitful tactic would be to bring the ship up and eliminate the rock-dropping yetis. This would allow the Ostrich to dock once again on the terrace, and proceed with the evacuation.



Every gentleman should be able to protect himself from insult and violence, with or without weapons.

[Col. Thomas H. Monstery]

EPISODE 8 – MAD MAXIMILIAN

The Ostrich is cruising over the great Persian desert, when a sinister gurgle signals that the drinking water tank is empty. A quick inspection reveals a bullet hole through which the water dripped away.

It is necessary to make a stop, find water and Repair the tank.

THE OASIS

Game Master's Note: the time required to locate the oasis depends on the level of drama you want to achieve, and how much work you want the adventurers to put in/need. Is it perusing old maps enough (Investigation), or should they put their Survival and wilderness-related attitudes to full use?

The nameless oasis is a spot of green in the bleak sand and rocks landscape of the desert. A high, crescent-shaped dune shields it from the prevailing winds.

The Ostrich can drop anchor and start the repairs as a scouting party searches for water.

The explorers venture in the thick of the trees, causing clouds of birds to take flight in panic. They can hear the rushing of water (Notice roll) and some of them might even be able to smell it (raise on Notice), and soon they find a small pond, fed by a gurgling spring.

The place is beautiful and peaceful, and soon the birds come back to the trees and start singing again.

Setting up a pipe and pump to fill the tanks requires 1d3 hours, and then four hours are needed to fill the tanks.

The adventurers also see the remains of buildings, hidden in the heart of the oasis.

Academically-minded characters can roll a few tests and presume these are the remains of a fort or a caravansary along one of the branches of the fabled Silk Road.

As the adventurers explore the oasis, have each of them draw a card: the one with the lowest card needs to make a Notice test or fall in a large pit that opens in the midst of the vegetation. The fall is about ten feet (falling damage applies).

The pit, that once was served by a set of wooden steps set in the walls, leads to a series of subterranean chambers, where ancient artifacts have been stored for centuries.

THE UNDERGROUND CHAMBERS

These are four cobweb-filled chambers containing stacks of documents (written in Arabic) and stores of provisions that have rotted away or were in part consumed by wild animals.

A thorough search reveals some still viable items:

- Fifteen sealed amphorae of wine, ten of which contain well-preserved vintage (while five contain centuries-old vinegar).
- Five amphorae of perfectly preserved olive oil.
- A small box containing about 1000 NR in assorted coinage (in metal's worth; being ancient, the coins are probably worth much more).

SMOKE IN THE DISTANCE

The sudden flight of the birds, scared by the explorers, has alerted the spotters of a band of desert raiders, and now a hunting party is hurrying to the oasis.

These are the men of Maximilian von Krankenhaus, a former Prussian officer in the Russian army who has gone rogue, and set himself as chieftain of a band of semi-barbaric survivors.

Now known as Mad Maximilian, he's been attacking desert caravans and villages in the Tigris valley. He is a brilliant tactician with a devoted following of degenerate brutes.

There are three land vehicles and two balloons. These are poor contraptions, put together with spare parts and a lot of imagination, running on fourth-rate steam engines, belching black smoke and making a lot of noise.

Each land vehicle has a crew of four: driver, engineer (the guy that shovels fuel in), and two gunners.

The vehicles are equipped with

Vehicle A . A gatling gun (in poor shape and low on ammo, but still capable of causing trouble

Vehicles B & C - crossbow-like contraptions firing assorted junk

Vehicle D - a rudimentary but serviceable harpoon gun shooting a harpoon with a cable.

The two airships are loaded with twenty wild men and women each, most of them wielding an assortment of cutting implements. There are three sharpshooters per ship (Shooting d8), each armed with a black powder rifle (Range: 10/20/40, Damage: 2d8, RoF: 1, 2 actions to reload).

Mad Maximillian's Vehicles

VEHICLE	ACC/TS	TOUGH	CREW	NOTES
Land Vehicle A	5/12	8(2)	2+2	Gatling gun, see below (on 1 on the shooting die it breaks)
Land Vehicle B and C	5/12	8(2)	2+2	Crossbow cannon, see below
Land Vehicle D	5/12	8(2)	2+2	Harpoon cannon, see H&GPH page 193
Crude Airship – Medium	30/10	7	5+15	Climb -2

Vehicles' Weapons

WEAPON	RANGE	DAMAGE	RoF	SHOTS	NOTES
Crossbow cannon	30/60/12	2d8+2	1	1	2 actions to reload
Gatling Gun (R)	24/48/96	3d8	3	100	AP 2, Heavy Weapon

By the look of them, they don't just want to rob the adventurers - they probably want to eat them.

Game Master's Note: the strategy of the raiders is to use the vehicles to hit the Ostrich and delay it, so that their inferior airships can get close and board it.

As soon as the Ostrich is trapped, they will take care of the men on the ground (if any).

THE PURSUIT

This is a Chase scene (normal length, based on Piloting), in which the Ostrich must gain altitude as fast as possible to avoid being harpooned and anchored by the chasing vehicles, while keeping the two airships at a distance.

While the chase is on, Maximilian, standing proudly on vehicle D, threatens and rants through a tin cone loudspeaker. As long as he keeps ranting, his men within 15" have a generic +1 bonus to all rolls.

If the Ostrich is grappled (thanks to the harpoon gun of vehicle D), the crew needs to cut the cable. This can be achieved in one of two ways:

1. reach for the cable (Toughness 5) and cut it with a blade; this maneuver might require the adventurers to hang out on the ship's side, holding to a rope ladder.
2. work with axes and other tools from the inside, to free the harpoon and detach the cable. This takes longer (the hull is much tougher than the cable, and requires more work) but is safer. It also means that the Ostrich will need more repairs the next time it is in port.



Precision work requires precision tools.

If Maximilian is eliminated, draw a card for his men:

red card – the loss of their leader inflames the already frantic reavers, that attack with more strength for three turns, and then disengage, exhausted.

black card – the loss of their leader causes the reavers to stop their pursuit, disengage and retire.

At the end of the scenario, the crew of the Ostrich might think they have solved the mystery of the disappearing airship.

They have not.

(E)Cannibals (40): See page 163.

🟡 Mad Maximilian (1): See page 163.

EPISODE 9 – A SHADOW IN THE CLOUDS

High above the Persian desert, the Flying Ostrich is trying to get out of the path of a colossal storm.

The best course for the ship is to raise above the clouds, thus escaping the fury of the elements. But there is something riding inside the storm.

THE COLOSSUS OF THE SKY

As the Ostrich climbs through the cloudy cover, a dark shape appears against the bright flashes of crackling lightning. It is a huge airship, like none ever seen before (see description below).

As the Ostrich maneuvers to avoid collision, the crew and passengers observe the colossal airship crawl by, its gigantic propellers idle, no lights in its strange nacelle, that appears to be integrated with the balloon. And the balloon itself is shining sinistly, like it was made of bright metal. The huge rudder planes are painted black, red and white, and carry a sign similar to a Y or, possibly, a hammer.

The name of the ship is “Köln”, written in strange angular characters on the metallic hull.

A test on Common Knowledge (-2) allows the adventurers to remember that Köln was the name of a city in Lost Europe, in a state called Germany.

If this is really a German ship, then it was launched before the glaciation of the continent - and it must have been flying for over a century!

The ship is clearly adrift.

Captain Trevanian is calculating how much could he make by salvaging it and selling it to the Raj.

BOARDING PARTY

The Köln is slow enough for the Ostrich to approach and board it.

A quick survey of the strange ship's structure reveals a series of hatches on the top of the hull, about 100 feet apart.

The Ostrich can ride over the Köln, match speed, and let a boarding party climb down.

The boarders need to wear an extra layer of clothes, and need an Agility test to keep their balance on the icy-cold, slippery aluminum hull of the Köln.

The hatch has a simple wheel mechanism, and requires a Strength of d8 or more to be cranked open. It opens blowing a huge cloud of hot wet air, giving access to a thin stepladder descending into darkness.

The adventurers climb down the ladder for about twenty feet, and arrive at a small landing. Both fore and aft, a catwalk disappears into the darkness. Shining a torchlight around reveals a huge cavern-like structure, filled with silk balloonets, providing buoyancy to the ship.

Any character with an engineering or a chemistry/Physics background feels a shiver, but needs a test on his relevant skill to see what's creeping him out: this ship is so big and heavy, the balloons cannot support the airship. A second test confirms this suspicion: this ship can't fly.

Not if it's filled with Helium.

It must be filled with Hydrogen.

And Hydrogen is highly flammable (see see H&GPH, page 197).

Game Master's Note:: this revelation should be accompanied by the ominous rumble of thunder from the outside.

IN THE BELLY OF THE BEAST

The obvious course of action is to descend deeper into the airship, looking for the wheel and the flight controls and, if possible, find some trace of the passengers and crew.

There are five levels of two parallel catwalks running from one end to the other of the ship, connected by transverse gangways every 100 feet.

These floors are distanced about 40 feet from each other.

Signs are placed along the passages, written in German (to all practical purposes a dead language, requiring tests at -4 to be interpreted) giving directions to “service stations” in which levers and dials allow to determine the state of the “Blau Gas” that somehow seems to fuel the ship.

Notice rolls allow the boarding party to ascertain that while aged, much of the equipment appears to be new and never used before. Some elements seem somewhat rushed (test on Engineering to confirm), as if the airship was hastily finished.

A quick check of one of the control stations (a roll on Piloting) reveals that the ship is losing gas pressure, and therefore height. This is a complication, considering that the storm is pushing the ship towards the mountains of the Caucasus and Himalayas.

The boarders might also start to feel a general unease, and Notice tests done at -2 (due to the background noises of the ship and the outside storm) reveal the sound of something moving among the external structures.

If the adventurers stop and take a stand, they are attacked by one of the Zeppelin Octopuses.

➊ **Zeppelin Octopus (1):** See page 168.

It was a bunch of flexible tentacles, six feet long, attached to an egg-shaped metal body, the size of a ten-gallon keg.

[Above the Clouds]

THE LIVING QUARTERS

At the very bottom of the catwalk system, a hatch gives access to the ship's gondola.

This is a bare room, with windows showing the boiling storm outside.

A simple wall divides the gondola in two sections.

Fore section: contains a rudimentary set of controls (basically allowing engine ignition and minimal steerage) and a drum-like metal structure, fed by pipes, and housing 24 coffin-like chambers, in which 12 men and 12 women appear to be floating. They seem to be alive. They are all young, and all share similar traits: they are tall, blond, athletically built, and wear a simple white shift.

As the adventurers approach the structure, the chambers light up and an activation sequence begins.

Aft section: a vast storage space, includes canisters labeled with botanical names, and caches of tools.

A few caches of weapons are also stored here - and not just for hunting, unless these guys go hunting with Gatling guns.

Finally, there is a selection of books, written in German, including a slim book with aluminum covers that contains a condensed history of the Reichshammerbund and the Arch's project (see boxout).

CONFRONTING THE REICH

It takes six full turns for the mechanisms in the suspension chambers to complete the reanimation sequence and eject the 24 individuals in storage.

Luckily, only a small number of them are still alive (see below). They come out of their chemically-induced coma and some of them suffer the consequences of their long sleep (included in their stats).

The remaining ones confront the boarding party with open hostility. They speak fluent English (as well as German, French, Spanish and Chinese) and appear to be arrogant and aggressive. They seem to consider themselves some sort of superior race, and have no qualms in speaking disparagingly of the adventurers' look and ethnic heritage.

Game Master's Note: *these are, to all purposes, Nazis.*

You know what happens next, right?

(E) Uber German (1 per hero -1): See page 167.

 **Uber German (1):** See page 167.

RESOLUTION

Considering it is flying in a freak electric storm and heading for the mountains, the Köln is doomed anyway.

If the Übermensch react violently at the adventurers' questions and suggestions, the guys will have to find a way back to the Ostrich, while keeping at bay their adversaries and two more Octopuses.

And absolutely no firearms: every time a gun is fired on board, there's a chance it will ignite the Hydrogen, turning the Köln into a fiery trap.

Have the adventurers draw a card every time a firearm is used (no matter the ROF) - any Spades face card means the Hydrogen is set on fire (see H&GPH, page 197).

The Reichshammerbund (Society of the Empire's Hammer) was a "back to the roots" movement that, formed in the early decades of 19th century, became prominent in Germany and the Austro-Hungarian empire after the Catastrophe.

Based on a mix of rationalized folklore, *sui generis* biological theories and a totalitarian world-view, the Society preached the coming of Ragnarok, and the Catastrophe was interpreted by many as proof that the Society had been right all along.

In the chaos of the Thirty Years Winter, the Reichshammerbund developed its plan for the survival of the German people: they built a number of flying arks, using advanced Zeppelin airships. Each Ark carried a core population of 24 "perfect" Germans (12 males and 12 females), as selected by the Society to become the founders of a new Reich. The chosen individuals were placed in suspended animation thanks to a mix of chemicals. On the ships were also placed selections of seeds, tools, and concise reference libraries.

Before entering the suspension chambers, the chosen individuals were fully indoctrinated with the basic tenets of the Reichshammerbund, and underwent intensive physical training.

The exact number of Arks launched by the Reichshammerbund is unknown.

The Reichshammerbund Ark design is based on a standard Zeppelin design. It has an aluminum body in the shape of an elongated cigar, 840 feet in length and 100 feet in diameter, and the gondola is integrated in the body of the vessel.

Buoyancy is achieved thanks to internal chambers ("ballonets") filled with highly flammable Hydrogen. The Arks use Blau Gas (a form of liquid, refined naphtha) both as fuel and as ballast. Blau Gas has the highest specific energy among all flammable gases.

The Arks are fully-automated, and carry one or two Zeppelin Octopuses (see) for maintenance and security. The full complement of an airship of this class would be of 40 men, but the only humans on board are the 24 Sleepers.

Operational Ceiling: 30.000 feet

VEHICLE	Acc/TS	TOUG.	CREW	NOTES
Reichshammerbund Arch	5/20	13(2)	0+24	Climb -2, Hydrogen Gas

EPISODE 10 – A WEEKEND IN CONSTANTINOPLE

Constantinople is a free city, last remnant of the once powerful Ottoman Empire, and a marketplace for all sorts of commodities: rumors and legends from all over the Known World, artifacts illegally recovered from beneath the ice in Lost Europe, maps to lost cities in the African jungles, information extracted from embassies and merchant ventures, Company weapons, Russian chemicals...

Countess Orloff must deliver her documents to her masters, and at the same time report about the Ostrich's crew (whose activities have attracted the OKHRANA's attention) and the mysterious airship the Ostrich met over the Persian desert.

The adventurers can try and take a few days off, see the sights and relax after a long trip, while looking for new opportunities.

Constantinople authorities enforce a strictly neutral policy, a fact that causes quite some embarrassment when Captain Toynbee's squad lands in the St. Sophia airport, berthing side by side with the Ostrich.

GAME MASTER'S INTRODUCTION

This is a transitional episode, providing mundane distraction while tying different strands together and setting up the climax of the campaign.

Constantinople is a city of contradictions: officially neutral, and yet obviously under the Csar's thumb, this is a “free” city filled with armed police, where law and order are enforced mercilessly, and yet crime and violence are commonplace.

Watch “Casablanca”? Of course you should watch “Casablanca”!

And a few episodes of “Babylon 5” might also help.

THE RUSSIAN CONSULATE

Guarded by Neanderthal Cossack Guards and set in the most elegant neighborhood of Constantinople, the Russian Consulate doubles as the unofficial seat of the city's administration. The Diwan (the official Constantinople council) never takes a decision without consulting the Russian Consul, Count Ippolit Matveyevich Vorobyanyinov.

For his part, Vorobyanyinov is a smart politician and an opportunist who has built his own little empire away from the prying eyes of the Russians. He is careful to uphold the Csar's policies while at the same time taking care of his own business, and his own business usually takes precedence.

Countess Orloff is expected to deliver the results of her recent cruise to the Consulate, care of the OKHRANA officers.

Anyone escorting the countess to the Consulate will be admitted with a minimum of formalities, and will easily Notice that the place is bustling with excitement.

Sniffing around might be in order - and if the heroes don't think about it themselves, the Countess will suggest that they try and gather some information while she is engaged with the authorities.

The Countess is not above a bit of double-dealing, if the price is right.

➊ **Countess Orloff (1):** Use the OKHRANA Agent profile, Seducer specialization, adding the Noble Edge. See page 66.

Information can be gathered by interacting with the Consulate personnel (Persuade, Taunt, and plain old good roleplaying), by sneaking in offices and rummaging through drawers and desks (Stealth), or by eavesdropping discussions (requires knowledge of Russian).

The cause of the agitation boils down to the disappearance of the “Empress Alexandra” a luxury yacht belonging to the Csar’s first cousin. The ship was on a cruise from Tsaritsin to Constantinople. The ship was due in port three days ago, but there is no sign of it. If nothing is found out about whatever happened to the Alexandra, heads will roll - and not figuratively.

THE COMPANY SHIPS

The crew and passengers of the Ostrich are less than elated when three Company ships berth in the Constantinople airport, and positively shocked when the ships turn out to be captain Toynbee’s “Berenice” and two escort vessels.

Before anything momentous (and violent) can happen, the Constantinople port authorities, backed by heavily armed Neanderthals, refresh everybody’s memory about the rules of neutrality in the free city: no hostile action of any kind will be tolerated.

This does not mean there cannot be a few complications

- Leaving the port will require stealth and cunning, if the Ostrich wants to give its pursuers the slip.
- The crews can bump into each other while out on the town, and a brawl can ensue.
- Captain Toynbee will try to convince Fenella to return to him, and might try and provoke Fenella’s current flame into a duel (which is permitted under Constantinople’s old-fashioned laws).

But there is more: Toynbee is under a black cloud ever since he lost one of the ships in his squadron. It happened ten days ago, while cruising over the Persian desert. The squadron was dispersed as the ships tried to avoid being caught in a sandstorm, and one gunship was lost.

THE DUEL

Should the situation with Toynbee escalate and events lead to a duel (and let's be serious, everything's better with a duel), arrangements can be made as soon as the Captain's seconds contact the adventurers acting as seconds for their companion.

The choice of weapons: saber or pistol.

The choice of the place: the Diwan Palace gardens offer level lawns and a good audience.

The choice of time: at dawn, of course but tomorrow, or the day after that?

Now, three things must be clear to the adventurers:

first – this is a duel to the death, but it is considered sporting to interrupt it at first blood.

second – it is considered absolutely disgraceful to flee after the challenge has been issued.

third – a duel is a great way to have most of the Company crew away from the ships while the Ostrich takes flight.

A tentative plan could be for the character and his seconds to take part in the duel while the rest of the crew takes the Ostrich out of port, and then comes to collect the duelist and his seconds from the field of honor.

For this plan to work, the duel must stretch as long as possible: which means that the weapon of choice is the saber.

• **Captain Toynbee (1):** See page 157.

(E) **Raj Soldier (full crew per ship):** See page 68.

A NEW JOB

Depending on previous developments, the adventurers can be contacted either by the Raj authorities, by the Russian Intelligence or by an independent concern (The Nine Unknown, for instance), to investigate whatever's interfering with the air routes across the Middle east.

Depending on who's making it, the offer includes a large amount of money, letters of marque and safe-conducts, and other favors.

The mission, should the heroes decide to accept it, is to enter discreetly the airspace where the Empress Alexandra and the Company gunboat disappeared (together with no less than three other airships), determine the fate of the ships and crews, assess the risks and menaces, and report back.

EPISODE 11 – RIDING THE STORM OUT

According to archaeologists and historians, it is in the land of Persia that the first ancient civilizations saw the lights. Persia was the Empire that Alexander conquered on his way to India, and from Persia came the wealthy, powerful Mughal emperors of the sub-continent. Persia was the core of the once-powerful Ottoman Empire.

And now, something else is brewing in Persia. Something sinister, and wrapped in darkness.

GAME MASTER'S INFORMATION

The Reichshammerbund ship the Ostrich met in the storm over the western mountains was just one of a fleet launched by the mad scientists of the Society of Thor's Hammer in the darkest days of the Thirty Years of Winter. Built to preserve what they had deemed the best of the best of humanity, each ark is a self-contained political and social time-bomb, with a crew of highly-trained, completely focused supermen and women, and all the tools to plant the seeds of a superhuman tyranny.

But the ships have been adrift among the clouds for over a century. On some, the life support mechanisms failed, killing the crew. Other ships erupted into balls of fire after encountering a storm.

And one, leaking gas, crash-landed two years ago in the mountains west of Isfahan, north of the Persian Gulf.

Of the twenty-four passengers, only nine survived. With the little they were able to recover from the wreck of their airship, they set-out to subdue and unify the survivors scrapping a living in what was once the Ottoman Empire: isolated mountain villages, Ottoman troops turned raiders, bands of desert reavers.

As their forces grew, so did their knowledge of the world after the Catastrophe. They sidetracked caravans, they attacked small cities leaving them empty of people, and their power grew.

The nine Reichshammerbund supermen have set themselves up as god-kings of the Persian wilderness, and are now amassing troops and resources to make their debut on the international chessboard.

In the last six weeks, the followers of the Goddess Ishtar (the name assumed by the superwoman acting as the face for her companions) have intercepted and hijacked five airships:

- The Russian flying yacht “Empress Alexandra” - a fast, state-of-the-art airship carrying members of the Russian aristocracy.
- The Company Gunboat “Khulna”, armed with eight cannons and sixteen flying torpedoes.
- The Italian cargo “Cameri”
- The Raj trader “Star of Khorala”, a large Bhaghla-class ship.
- The privateer “Kuvera”, officially out of Shanghai, a mid-sized, heavily armed twin-balloon ship.

These five ships currently form the core of the Reichshammerbund’s fleet, together with a handful of smaller craft belonging to the desert raiders.

PART 1 – HUNTERS OF THE SKY

The Ostrich is hunting for whatever caused the disappearance of the ships - the Alexandra and the Khulna in particular. But the Persian territory is vast and uncharted, and finding the mysterious force that drags the ships down from the sky is a classic needle-and-haystack problem.

On the other hand, it is likely that the crew and the captain remember their encounter with Mad Maximilian and his reavers. The fact that the savages were equipped to harpoon and assault airships might suggest they - or someone like them - might be involved with the disappearances.

And as they sail the sky looking for their invisible adversary, the men and the women of the Ostrich have also to be on the lookout for Toynbee's squad: after they gave him the slip in Constantinople, the Company captain is now out for their blood.

SEARCH STRATEGIES

There are three possible approaches to the search the crew of the Ostrich can adopt:

1. A spiral course, tracing widening circles, centered on the oasis where they themselves were attacked by the raiders. The ship must keep at a middle altitude in order for spotters to scan the landscape in search of traces of the lost ships.
2. Stop at caravansaries and villages, in search of witnesses and information.

Both these strategies are time-consuming, and will attract the attention of the Reichshammerbund agents in the area, but will reveal:

- A number of abandoned villages, looking like the population up and left on a very short notice.
- Insistent rumors of a new cult or religion in the western mountains, worshiping a mysterious goddess called Ishtar.
- Wild stories by caravan leaders of long lines of refugees, marching through the desert towards the mountains, leaving the weak and the crippled to die along the way.

As for the third way, it is the strategy generally known to Star Chamber agents as the “Sean Moore plot”, from the name of the agent that perfected it in the early ‘20s:

3. sail along a well-known course, slow and low, loaded with rich cargo, to get captured by the mysterious pirates, be led to their lair, and discover their plans.

Game Master’s Note: if the Hammer Society followers (that style themselves as the Cult of Ishtar) attack the Ostrich, their first concern will be to take the ship with the minimum possible damage, in order to add it to their fleet.

The Ostrich will be harpooned, brought low and boarded, and the passengers and crew be taken as prisoners by a band of raiders.

No matter the circumstances, appearances are important.

A man without a turban is a man of no consequence.



THE CITADEL OF ISHTAR

No matter what strategy they adopt, sooner or later the Ostrich will come in sight of a strange citadel high in the western mountains of Iran.

Built in concentric circles around a central tower made of white stone and the remains of the wrecked Zeppelin, the Citadel of Ishtar houses the followers of the “goddess”, and provides a safe harbor for the captured ships.

If the Ostrich was captured, it is berthed with the other captive ships, and the crew paraded through the streets of the Citadel and into the dungeons. These are dreary chambers excavated in the mountain’s rock untold centuries past, and now the place in which the men and women that refused to kneel in front of Ishtar are held, waiting for their execution.

The adventurers will be given the opportunity to join the cult of the Goddess. Should they refuse, or found unfit (see Ishtar craves perfection, below), they’ll be thrown back into the dungeon.

Now What?

The basic plan should be to collect as much information as possible and then beat it, possibly sabotaging/slowing down pursuers.

The most obvious course is to follow the flow: when they are dragged in front of Ishtar, the heroes can pretend to join the cult. They will be assigned to work crews, and their captors will keep an eye on them for a few days.

During their working hours the adventurers can Notice the layout and the defenses of the citadel, assess its strengths and weaknesses, and get a better look at the forces that Ishtar can deploy.

If the adventurers reach Ishtar’s Citadel as free men, they’ll need to hide the Ostrich somewhere and then infiltrate the enemy fortress to acquire information.

Ishtar Craves Perfection: any hero with physical scars, mechanical prostheses etc., and any Neanderthal in the party, will be thrown into the dungeons as unfit to serve the Goddess.

CITADEL KEY LOCATIONS

The Port

Located east of the Tower, this is a flat stretch of land over which the airships are moored. Rudimentary support structures (cranes, gas tanks, fuel depots) stand at the margin of the airfield. The place is guarded by a squad of raiders.

(E) Ishtar Warrior (6): See page 162.

The Arena

A triumph of barbaric splendor, this Coliseum-like structure rising to the west of the Tower is the hub of the cult's social life, and doubles as temple/place of worship.

The Tower

Built with blocks of local stone and parts of a Zeppelin-like airship, this seven-story high building is where Ishtar and her fellow übermensch reside. Red and white banners with the black silhouette of a hammer hang from the facades. The Tower holds the dungeons, the private quarters of all the survivors from the Reichshammerbund airship, and Ishtar's private chambers.

(E) Ishtar Warrior (6): See page 162.

The Tower - Common Room

This is a great hall in which "the Golden Ones" (as to say, Ishtar's fellow supermen from the Reichshammerbund, now acting as her commanders and high priests) dine together with the chieftains and airship commanders, and a few selected members of the cult. Anyone succeeding in a Common Knowledge test can recognize this place as inspired by the Valhalla of Norse and German legends.

(E) Golden Ones (6): Use Uber German profile, adding sword, pistols and rifle to gear. See page 167.

The Tower – Dungeons

Excavated in the rock under the Tower is a system of galleries, with a simple, rational square grid structure, and cells in which the prisoners are held. Cracking a cell lock requires a Lockpicking test at -2. Two guards patrol the corridors, and a third sits at the main entrance of the dungeon.

(E) Ishtar Warrior (3): See page 162.

A VISIT TO ISHTAR'S CHAMBERS

Game master's Note: there's a number of ways in which this scene can be set-up and played, depending on the adventurers' circumstances:

- If they have been accepted as new members of the cult, Ishtar has one of them taken to her chambers to keep her company. While enjoying the goddess' hospitality, the adventurer can check documents and papers (see below) and even try to extract some information from Ishtar herself.
- If the adventurers are prisoners, they can find the time to check out Ishtar's quarters either as they are making good their escape, or after the event in the arena (see below).

“Down, my son; down, my Baboon; down on to thy hands and knees. We enter the presence of She, and, if thou art not humble, of a surety she will blast thee where thou standest.”

(H. Rider Haggard, She)

In both cases, Ishtar's private rooms are much more modern and functional than expected - which makes searching for notes easier. A map room, large enough to hold the goddess and her fellow Reich's supermen, contains an abundance of papers (in German), and maps that reveal a series of numbered targets both in India and Russia.

Anyone with a modicum of military experience or with a Tradecraft training can see that the targets have been selected in a way that might set Russia and the Raj against each other.

ISHTAR'S PLAN

Ishtar's plan is to provoke a conflict between the two major powers, giving them cause and time to weaken each other. Then her raiders will step in, upsetting the balance. By using force and charisma, the Cult will establish a new order in the war-torn nations, and use them as stepping-stones for world domination.

Game Master's Note: *of course, the plan is as deranged as any Bond villain's, and would probably not work. This does not mean that it would not cause thousands of deaths among innocents, and severely compromise the rebirth of civilization after the Catastrophe.*

OTHER SOURCES OF INFORMATION

- raiders and cultists can be Persuaded of the adventurers' friendship or Taunted into revealing details of the Cult plans (create a fleet, attack the Raj and Russia).
- sneaking around and eavesdropping might provide further clues.
- observing the ships in the airfield and the way they are being prepared provides information on the distance of the targets and the number of crewmen (Piloting test or Common Knowledge at -2)
- a last-ditch Taunt against any of the Reichshammerbund supermen has a 50% chance of setting them off in a classic supervillain rant. The odds are 80% for Ishtar herself.

THE CLOCK IS TICKING

To make things more complicated, three days after the adventurer's arrival in Ishtar's Citadel, the reavers commanded by Mad Maximilian will arrive, carrying their latest loot (unless the Prussian officer was killed by the heroes, in this case replace him with a lieutenant).

Maximilian and his men will certainly recognize the Ostrich, and might give trouble to the heroes - if not blowing their cover, certainly appealing to the goddess to provide an opportunity to wash the shame of having been defeated.

This leads to a confrontation in the Arena, in front of the Ishtar and the Golden Ones, and a cheering crowd.

This social event will allow the goddess to speak to her followers, announcing that soon the armies of Ishtar will strike a blow at the very heart of the earth's most powerful nation, to signal the world that a new world order is coming.

The heroes can wonder whether the nation mentioned is the Raj or Russia, but both ways, it's really bad news.

And now they have to fight a rabble of disgruntled savages looking for their second opportunity.

And of course, as the fight in the arena reaches its climax, the Company ships of Captain Toynbee appear in the sky over the citadel.

As the reavers and their leaders scramble to take down the three company ships, it's high time for the Ostrich to take flight.

The crew must reach the ship, overpower and cast overboard the current crew, set the ship in motion, and then fly through the air battle in which Toynbee and the Ishtar ships are engaged, and make their way out of the mountains.

Game Master's Note: to make things even more interesting, add another ship to the Ishtar forces...

THOR'S HAMMER AND ISHTAR'S FLEET

Ishtar's fleet is made of two Small Civilian Airships, two Medium Civilian Airships and Thor's Hammer (see below).

In addition, the self-appointed queen can count on Mad Maximilian's reinforcements.

Built with parts of the crashed Zeppelin, Thor's Hammer is an ugly, sinister-looking ship with an oversized balloon, an integrated gondola bristling with guns, and two huge Zeppelin motors.

The Hammer has a crew of ten, and is the fastest and most armored ship in the Ishtar fleet. It is commanded by Ishtar herself and manned by an Experienced crew, including two Uber German lieutenants.

VEHICLEW	Acc/TS	TOUGH	CREW	NOTES
Thor's Hammer	30/10	10(1)	10+10	Climb -2, AE 8-2-E (Piloting, Shooting)

Weapons: 20 mm Gatling Gun (x4), Cannon (x4) Crude Airship – Medium

During playtest, the adventurers decided they would capture Ishtar and hand her to the Raj authorities – or to the Russians, depending on who was willing to pay more.

Doing so means that during the arena fight or in the ensuing chaos, the adventurers must locate Ishtar (easy, considering the pomp and circumstance surrounding her) go through her twelve elite guards, overpower her and carry her away.

It can be done.

➊ **Ishtar the Goddess (1):** See page 161.

(E) **Ishtar bodyguards (12):** Use Ishtar's Warrior stats, raising Fighting by one die step. They use the Fanatics Setting Rule. See page 162.

PART 2 – RIDING THE STORM OUT

The final scenario of this campaign is the breakneck race of the Ostrich to shake off its pursuers, evade the forces of Ishtar, and bring to the world the knowledge of a new, sinister power poised to strike at the civilized nations.

This pursuit can take minutes or days - but in the end there will be a single, small ship fleeing a horde of bloodthirsty killers.

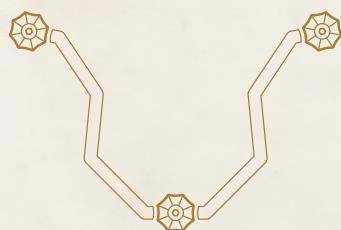
Game Master’s Note: to make things even more interesting, add another ship to the Ishtar forces...

In a wild wager, the crew of the Ostrich could heliograph Toynbee and try and convince him that there are more urgent matters at hand.

Toynbee is no fool, but he is also a man devoured by ambition, hatred and desire for revenge. Persuading him to join forces against the Ishtar ships (see page 153) is a big dramatic feat, and should be played for maximum effect.

No matter what Toynbee decides (see below), this scenario is a Chase, punctuated by short firefights, climaxing in a big aerial battle.

To make things more interesting, have handy a ground pursuit force of reavers (see scenario “Mad Maximilian”), firing at the ships from below and trying to grapple, shoot down or hinder them in any way possible.



SET-PIECES

The chase and aerial fight can be spiced up by adding some classic complications:

- The Ostrich with a punctured balloon, losing height as part of the crew throws all unnecessary weight overboard, and someone climbs up on the balloon to patch it.
- Ship-to-ship gunnery match, one of the smaller and faster Ishtar ships coming level with the Ostrich and opening fire.

Note: the Ishtar crews are not top of the class, and have a -2 to their gunnery (Shooting) skills.

- Captain Toynbee finally shows he's an honorable man and maneuvers his ship between the Ostrich and the pursuers to shield the fleeing ship with his own.

BOARDING PARTIES!

The Ishtar forces manage to get within grappling distance of the Ostrich and then send armed men on board. It's a free-for-all on the decks of the Ostrich.

Should the Ostrich be low enough, boarding parties can also shoot grapples from the pursuing fleet below, and then climb up on board. These attackers are harder to spot.

LET'S END THIS HERE AND NOW!

Exasperated and furious, the crew decides to face it off with the Thor's Hammer, fleeing directly against it and engaging in a final aerial duel. Such a decision should be awarded with a liberal sprinkling of Bennies. The adventurers will need them.

DIE ANOTHER DAY

One thing must be clear at this point for the characters: while they can hope to inflict massive damage to the pursuing ships, they can do so only at great personal loss. And they can't defeat the Reichshammerbund alone. The Ostrich is not a warship and its crew, while fierce and motivated, is no match for a horde of fanatics led by power-crazy supermen.

The best course is to try and slow down the pursuers, and then run, and let the world know of this new menace.

Failing to do so would make a local victory useless.

The heroes are part of a civilization, and for all their differences and personal agendas, they see in the Reichshammerbund a menace worse than the Catastrophe.

Game Master's Note: this does not mean the ending should be downbeat.

Give the adventurers the opportunity of blowing up the Thor's Hammer - that would surely slow down the pursuers!

Also, give them extra bennies for helping the crews of the Company ships.

... and as the wrecks of the Ishtar forces fade in the hazy distance, the Flying Ostrich limps away, trailing smoke and losing gas but still flying.

The adventurers have seen more of the world than they expected, and learned things that will change the course of history, and much road lays in front of them still.

Will the heroes manage to cross the Himalayas and glide back to the plains of India? Or should they travel north, to Samarkand? What if they sight another ship, maybe a Russian one?

The cruise of the Ostrich is not over yet...

THE END

(for the time being)

MAIN CAST

CAPTAIN ARTHUR TREVANIAN

Captain Trevanian is a Tai-pan, one of the merchant-princes of the East India Company.

On a personal level, Trevanian has little sympathy for the EIC and its policies, and he is known to have entertained friendly relationships both with members of the Czarist court and the Anglo-Indian Raj.

Due to his family origin (his grandfather was an Armenian refugee - one of the so called "strays" that escaped Europe after the Catastrophe), Trevanian has little hope of being elevated to the East India Company Board of Directors, but he finds his life as a sky captain and adventurer more than satisfying.

Ethnicity: Ferengi

Social Class: Middle Class

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

Skills: Climbing d6, Fighting d8, Knowledge (Battle) d4, Notice d6, Piloting d8, Persuasion d4, Shooting d6, Stealth d4, Streetwise d4

Charisma: +0; **Pace:** 6; **Parry:** 6; **Toughness:** 5.

Edges: Luck, The Airship

Hindrances: Enemy (Captain Toynbee), Habit (smoking), Heroic

Gear: Tulwar (saber-like sword: Str+d6), Webley service revolver (Damage: 2d6+1, Range: 12/24/48, AP 1), travel clothes, leather box pocket with 4 top-quality cigars and matches, the Flying Ostrich.

MISS FENELLA MICKLEWHITE

Smitten and spoiled young socialite.

I expect that Woman will be the last thing civilized by Man.

[George Meredith]

Fenella was raised at the very top of the Company society, and grew up spoiled and wilful, but also very good at sidestepping rules and having her own way.

When the tomboy blossomed into a beautiful woman, she was considered the most desirable party in her generation. Her engagement to captain Toynbee was much talked about, and her subsequent elopement with captain Trevanian caused much scandal.

Alternatively strong-willed and childish, Fenella is a smart woman trying to find her voice in the world.

Ethnicity: Old Blood

Social Class: Upper Class

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d6, Vigor d4

Skills: Fighting d6, Notice d4, Persuasion d8, Riding d4, Shooting d6, Stealth d6, Taunt d6

Charisma: +2(+0); **Pace:** 6; **Parry:** 5; **Toughness:** 5

Edges: Attractive, Quick

Hindrances: Mean (spoiled brat), Overconfident, Stubborn

Gear: Derringer (Damage: 2d6+1, Range: 5/10/20, Shots 2, AP1), rich clothes, a selection of books.

GORAK OF THE LAME MAMMOTH TRIBE

Gorak left his tribe's hunting grounds in the Caucasus at the age of 13, and traveled beyond the mountains in search of knowledge and new legends for his people, because he felt this was his calling. Traveling alone, he met many strange wonders, but none as great and marvelous as the cloud-ships that travel the skies.

He found a job as a stevedore in the airport of Karachi, and then a berth as a simple airman on a cargo. He learned the language of the Thin Ones, and got acquainted with the confusing rules that govern the lives of civilized men.

Now in his early thirties, he's been sailing the skyways for almost two decades, often acting as quartermaster or "number one boy" to sky captains.

Gorak is smart, observant, and quite at ease on the airships. He holds a simple code of honor, and he respects strength and fairness.

Gorak has found that civilized men often underestimate him, his rough features and his silent frown mistaken for signs of a simple mind. Gorak is quite happy to let the Pale Ones underestimate him.

Ethnicity: Neanderthal

Social Class: -

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

Skills: Fighting d8, Intimidate d6, Notice d6, Piloting d6, Repair d6, Shooting d6, Survival d4

Charisma: -2; **Pace:** 6; **Parry:** 6; **Toughness:** 7

Hindrances: Code of Honor, Curious, Loyal, Out-of-Place

Edges: Heavy Frame, Sweep

Gear: Sword (Str+d4), dagger (Str+d4, Range: 3/6/12), simple clothes

MISS CATHERINE MISHRA PATEL

Freelance Psychic

Catherine was born to a middle-class family, and originally pursued a career as a clerk. Then fate intervened, turning her world around: the victim of a railway derailment at the age of seventeen, Catherine lost her right arm in the accident, and was fitted with a mechanical substitute. This event not only changed her social life and her general outlook on everyday matters, but also brought to the surface her latent psychic abilities.

Tested and trained by the Society for Psychical Research and Development, Catherine was certified at the age of twenty-five, and started working as a freelance psychic consultant in Delhi.

Catherine is a quiet, seemingly detached person, with an independent personality and a cynical streak.

She hates being called a spinster.

Ethnicity: Citizen of the Raj

Social Class: Middle Class

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d4

Skills: Fighting d6, Notice d8, Persuasion d6, Psychic d8, Shooting d6, Stealth d6, Taunt d6

Charisma: +1(+0); **Pace:** 6; **Parry:** 5; **Toughness:** 5

Edges: Advanced Prosthetic, Arcane Background (Psychic)

Hindrances: Clockwork Creep, Outsider (Spinster), Quirk

Gear: Advanced Mechanical Arm (Bejeweled with a Hidden Compartment), Mechanical Arm maintenance tools, good quality travel clothes.

Power Points: 10

Powers [10 PP]: *divination, healing, telekinesis*

CREATURES AND NPCs

CAPTAIN CLIVE TOYNBEE, COMPANY FLEET

Spurned lover, Captain Toynbee is an up-and-coming officer in the Company Fleet and the toast of the Company upper class. His engagement to Fenella Micklewhite was the crowning achievement of a well-planned social climb.

When Fenella ditched him for Trevanian, Toynbee felt personally insulted, and he is currently hell-bent on winning his fiancée back and make the tai-pan pay.

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

Skills: Fighting d8, Intimidation d8, Knowledge (Battle) d8, Notice d6, Piloting d8, Shooting d8, Stealth d6

Charisma: +0; **Pace:** 6; **Parry:** 6; **Toughness:** 6

Edges: Command, Hold the Line!

Hindrances: Arrogant, Code of Honor

Gear: Webley service gun (12/24/48, 2d6+1, API), sabre (Str+d6).

ISHTAR

Tall, blonde and statuesque, extraordinarily fit and completely ruthless, Ishtar was chosen as the figurehead of the Reichshammerbund's activities in Persia. She wears a bright white dress and barbaric jewels, and revels in the worship of her followers.

A survivor of the crash of her airship, Ishtar is subject to wild mood swings, and can be terribly cruel and capricious. She is probably beginning to believe in her role as a goddess, a fact that causes some worry among her fellow supermen.

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

Skills: Fighting d10, Intimidation d8, Knowledge (Battle) d8, Notice d6, Piloting d8, Shooting d8, Stealth d6

Charisma: +6; **Pace:** 6; **Parry:** 8; **Toughness:** 7

Edges: Block, Dodge, Counterattack, Charismatic, Command, Noble, Very Attractive

Hindrances: Arrogant, Overconfident

Gear: Ishtar's holy clothes (see below), sword (Str+d8), Webley service gun (12/24/48, 2d6+1, AP1).

Special Abilities

Femme Fatale: Ishtar adds half her Charisma to Soak rolls, but only against male attackers.

ISHTAR'S WARRIOR

A rugged survivor of the cataclysm, probably a robber and a bandit, to whom Ishtar gave a reason to live and a leader to follow.

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

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

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Edges: -

Hindrances: Loyal

Gear: short sword (Str+d6), rugged clothes, one out of two has a Webley service gun (Damage: 2d6+1, Range: 12/24/48, AP1), one every ten has a rifle (Damage: 2d8, Range: 24/48/96, AP 2).



MAD MAXIMILIAN

Maximilian von Krankenhaus, a former Prussian officer in the Russian Army, has gone rogue, and set himself as chieftain of a band of semi-barbaric survivors.

Now known as Mad Maximilian, he's been attacking desert caravans and villages in the Tigris valley. He is a brilliant tactician with a devoted following of degenerate brutes.

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

Skills: Fighting d8, Intimidation d8, Knowledge (Battle) d10, Notice d6, Piloting d8, Shooting d8, Stealth d6

Charisma: +2; **Pace:** 6; **Parry:** 7; **Toughness:** 9(2)

Edges: Charismatic, Command, Hold the Line!, Tactician

Hindrances: Overconfident

Gear: Old Prussian gun (Damage: 2d6+1, Range:12/24/48, AP1), sabre (Str+d6), plate armor – concealed under an old Prussian uniform (+2, torso only).

MAD MAXIMILIAN'S CANNIBALS

A rugged band of survivors, both men and women, now fallen back to barbarism.

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d6, Vigor d6

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

Charisma: +0; **Pace:** 6; **Parry:** 6; **Toughness:** 5

Edges: -

Hindrances: -

Gear: Spear (Str+d6, 2 hands, +1 Parry, Reach 1) or crude axe (Str+d6).

Special Abilities

Fanatics: Mad Maximilian's Cannibals use the Fanatic setting rule.

Hungry Belly: Mad Maximilian's Cannibals are starving: any Trick involving food grants +2 to the hero's roll. In some cases (if they draw a deuce from the Action Deck) the Cannibals can even decide to stop to eat a fallen enemy!

MECHANICAL REAPER

This turtle-like harvester automaton has a front set of ten-feet wide lawnmower-like cylindrical blades, that serve both as harvesting tool and front “wheels”. A central simplified Analytical Engine executes basic commands (stop, go, reverse, left, right). The machine rolls over the field, cutting the grasses or corn, then it vacuums the cut plants by rolling over them, and packs them. The machine advances slowly, leaving behind a trail of tightly packed harvest.

Additional blades can be extended laterally to increase the efficiency of the machine.

Attributes: Agility d4, Smarts d4(A), Spirit d6, Strength d8, Vigor d10

Skills: Fighting d4, Notice d4

Pace: 5; **Parry:** 4; **Toughness:** 9(2)

Special Abilities

Armor +2: Metal shell.

Construct: +2 to recover from being Shaken; no additional damage from called shots; constructs do not suffer from poison or disease.

Lawn Cutting: A reaper attacks trying to trample the victim with its blades. The blades are 3" wide on the battlefield, and any character in their path must do an Agility (-2) roll or be trampled, suffering 2d8 damages (AP 2).

Weakness (Remote Control): The Reapers in the village are connected via Marconi waves to the central Analytical Engine. If it is destroyed, they instantly stop.

MECHANICAL SPRAYER

This simple steam-powered agricultural automaton, the size of a wheelbarrow, rolls on a set of four big wheels, and carries a canister containing different chemical solutions depending on its function. A central simplified Analytical Engine executes basic commands (stop, go, reverse, left, right, spray on, spray off).

Four hoses, two per side, spray the chemicals on the crops. The hoses can be oriented but have very little aiming capability.

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

Skills: Fighting d4, Notice d6, Shooting d4

Pace: 5; **Parry:** 4; **Toughness:** 6(1)

Special Abilities

Armor +1: Metal shell.

Construct: +2 to recover from being Shaken; no additional damage from called shots; constructs do not suffer from poison or disease.

Spray: The Sprayers can do up to four Shooting attacks per round without any penalty. They spray chemicals at range 3/6/12. A character hit by a blast of substances must do a Vigor (-2) roll or be Shaken. This is considered a damaging effect. In case a 1 or less is rolled on the Vigor die, regardless the Wild Die, the victim suffers a Wound.

Weakness (Remote Control): The Sprayers in the village are connected via Marconi waves to the central Analytical Engine. If it is destroyed, they instantly stop.

🟡 NORMAN CATCHPOLE

Norman Catchpole is a card sharp and mentalist that makes a nice living by fleecing unwitting members of various clubs.

While not endowed with any psychic power, Catchpole has developed a set of skills that allow him to manipulate his adversaries, leading them to perdition.

Not an evil man but basically an opportunist, Catchpole is a menace to the status quo nonetheless, causing much grief and humiliation to basically decent fellows.

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

Skills: Gambling d12, Fighting d6, Notice d8, Persuasion d12, Stealth d6, Streetwise d10, Taunt d8

Charisma: +0; **Pace:** 6; **Parry:** 6; **Toughness:** 5

Edges: Charismatic, Connections (clubs and gamblers), Mentalist, Burra Sahib

Hindrances: Pacifism (minor)

Gear: Elegant suit, sword cane (Str+d4, +1 Parry).



*Pretty baubles can be distracting.
When playing for money, keep your
eyes on the game.*

ÜBER GERMAN (REICHSHAMMERBUND ÜBERMENSCH)

These individuals were chosen (or possibly selectively bred) to be the perfect specimens of a supposed "master race", and trained for survival in the post-apocalyptic world. They are uniformly tall, blond and athletic, and they are all trained fighters in hand-to-hand combat.

They are the end product of a totalitarian, racist mindset, the closest thing, in the world of Hope & Glory, to Nazis.

Straight out of their suspension chambers they wear a simple, chiton-like white tunic, and have no weapons or tools.

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

Skills: Fighting d8, Intimidation d8, Notice d6, Shooting d8, Throwing d8.

Charisma: +2; **Pace:** 6; **Parry:** 6; **Toughness:** 8

Edges: Attractive, Brawler, Brawny, Combat Reflexes

Hindrances: Arrogant, Clueless

Gear: tunic.

Special Abilities

Perfect Human: Uber Germans represent, in a distorted way, the apogee of the human being. Or, at least, this is what they think. Every Uber German receives an additional Bennie, regardless of whether they are an Extra or a Wild Card.



ZEPPELIN OCTOPUS

Information is sketchy about this biomechanical creature used by the ancient Reichshammerbund people to maintain the Arks.

The Octopus has an egg-shaped body (4-feet high, 3 feet maximum diameter) with a metal carapace. Eight metal tentacles extend from the bottom of the egg, each ending in a set of pincers or (sometimes) a multi-function tools.

The Octopuses are powered by a clockwork system, and are basically blind; they perceive their surroundings through a sonar-like system.

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

Skills: Fighting d6, Notice d6

Pace: 4; **Parry:** 5; **Toughness:** 8(2)

Special Abilities

Armor +2: Metal shell.

Construct: +2 to recover from being Shaken; no additional damage from called shots; constructs do not suffer from poison or disease.

Crawler: Octopuses cannot run.

No Sight: The Octopi are powered by a clockwork system, and are basically blind; they perceive their surroundings through a sonar-like system (so, they ignore Visibility modifiers, but players can find clever way to mess up their sonar-sense).

Repair Routines: The Octopus is made to keep operative the airship, so it has Repair d8, but only limited to fix the ship's apparatus.

Tentacles: Str+d4. Reach 2. Octopi use two tentacles to move, and can attack with up to six tentacles per round without any modifier. Tentacles can be hit with a Called Shot (-2) and have Toughness 5(1).

Weakness (Brain): The general functions of the Octopus are granted by a trained chimpanzee's brain, kept in a glass jar inside the machine. It can be hit with a Called Shot (-4) and has Toughness 6(1).

SAVAGE TALES

Courage, and shuffle the cards.

[Lola Montez, Victorian adventuress]

In this section you'll find several adventures to play at your ease during the Plot Point Campaign or as stand-alone scenarios.

You can play them in any order, but, if you are playing the Plot Point Campaign, you can find useful the following suggestions:

The Curse of Trevalpore: between episodes 5 and 6

Guess Who's Coming for Dinner: between episodes 3 and 4, but an adventurous Game Master might set it in Malta (after episode 9) or in Constantinople (episode 10)

The Haunting of Fraser House: between episodes 4 and 5

Sikander's Gold and Fire in the Sky: after episode 5, before episode 7.

Now are you ready?

Let's go!

THE CURSE OF TREVALPORE

Suggested Rank: Novice

PLAYERS' INTRODUCTION

Trevalpore, in the eastern Ghats, is an 800-souls village, the seat of a telegraph station and a small Raj Corps of Engineers force (one officer, one NCO and four men).

Five days ago, communications with the station stopped. The last communication told of a fever of some kind spreading in the area.

The Corps of Guides has been asked to set up a small party to investigate whatever is happening in Trevalpore.

GAME MASTER'S INFORMATION

Mogambo, the evil mastermind hell-bent on bringing the Raj to its knees, has developed a new fearsome biological weapon: a mutated breed of rabies, capable of turning anyone infected into a mindless, violent bloodthirsty beast.

To test his new tool of terror, Mogambo has infected the main well of the small village of Trevalpore, but has somehow underestimated the power of the virus, that if left unchecked could spread from the small village, and infect the whole of India, and then the whole world.

This scenario is suitable both as a standard investigation adventure and as the springboard for a fast and furious miniature game.

The heroes are members of a small unit of Guides, in Trevalpore to investigate the sudden failure of the telegraph station. They must face a horde of rabid madmen, protect the surviving population, and make sense of what is happening, in order to find a solution.

GETTING THERE

Trevalpore is a small village about 1500 feet above sea level in the eastern Ghats, on the coast of the Malabar. The area is heavily forested, and rich in wild animals.

Setting up the expedition requires a few hours, and then one day is needed to reach Trevalpore via airship. Due to its position in a narrow valley, and this being the Monsoon season, the airship cannot land at Trevalpore, but has to drop the passengers at the bottom of the valley. From here Trevalpore can be reached through a well-tended road, that climbs through the terraced tea plantations and rice paddies.

It takes one day on foot from the closest landing spot to Trevalpore, six hours by horse.

Along the road the adventurers can appreciate the savage beauty of this land, and notice that the telegraph lines appear in good order.

The fields and paddies appear strangely deserted.

The village of Trevalpore proper is hanging on the valley's steep side, and is built like a six-steps staircase, the telegraph station sitting on the highest step. A cobbled road winds through the village.

As the adventurers approach, the place is quiet.

Observed from a distance through binoculars, Trevalpore is strangely deserted, with only a few people moving in the streets.

FIRST ATTACK

Entering Trevalpore is like entering a ghost town. The doors to some houses hang open, as if the place was abandoned in haste, and a Notice test reveals further anomalies:

- Broken earthenware scattered on the road
- Ripped curtains
- A single bloodstain, in the shape of a left hand, on the white wall of a house

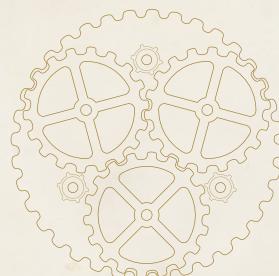
Game Master's Note: *all of the infected are currently hiding deep into the houses of the village, out of the sun, and the survivors are holed up in the fort at the top of the village.*

As the adventurers move through the village, make sure you stress the ghostly appearance of the place, but add a few noises or signs to bring the characters further in.

Exploring any abandoned building causes the infected hiding within to attack the intruder.

There are two infected for each character in the scene.

(E)Infected Villager: See page 177 (2 per hero).



A mutated form of rabies, the disease is spread through the bite of the infected (see Disease, Induction, in the Savage Worlds manual), and causes the victims to fall to a Smarts d4(A) level and to become aggressive. Once the infection has taken hold, the infected's first instinct is to attack and bite any healthy individual in sight. The virus causes them to have poor vision and coordination in broad daylight, and they are relatively slow compared to a healthy individual.

Bite victims, if infected, lose their control and become rabid animals in about 1d6 hours. Treatment requires full medical facilities as found in a hospital.

If untreated, the infected dies in a number of days equal to his Vigor+2.

Any adventurer with the Healing skill can recognize the symptoms as a very violent and extreme case of rabies. This does not require a roll.

Characters with no Healing Skill must roll on Common Knowledge to identify the symptoms.

THE SURVIVORS

The first attack has two immediate consequences.

The first is to summon more infected from their hideouts, and soon the adventurers find themselves surrounded (see below).

The second is to alert the survivors hiding in the fort at the top of the village. These can provide support by firing their guns if the adventurers are close enough, and more generally try and attract their attention by calling, firing in the air and making noise.

The adventurers can outdistance the infected and reach the fort (you can use the Chase Rules to spice up the scene a bit), where they find a group of civilians (one man, three women and five children)

and a single survivor from the garrison, Lance Corporal Alim Kahn. The garrison commander, Lieutenant Moore, is locked up in his room, raging for the virus; he was bitten five days ago.

As the infected pound on the closed gate and then retreat to wait for the night, the corporal describes how the “madness” spread last week, and soon people started going wild and biting each other. Lieutenant Moore tried to re-establish order, but his three men were outnumbered and overwhelmed, and he was badly bitten. Upon returning to the fort, he started raving, and among other things he smashed the telegraph terminal. Three days ago, Alim Khan set up a diversion so that his only surviving companion could try and “make a runner” for help. The man is presumed dead.

(E)Civilian: See page 176 (3).

(E)Infected Villager: See page 177 (4 per hero).

 **Lance Corporal Alim Kahn (1):** See page 177.

BESIEGED

As the sun sets, the infected start roaming the streets and moving around the fort, testing its defenses.

But there's more - a Notice test allows the adventurers to hear a faint noise from the sky, a noise that can be identified as the engine of a small airship. Seeing the airship (a small two-seater) as it passes across the cloudy sky requires a raise on the Notice roll.

Things the adventurer might want to do:

- Repair the telegraph - this is the fastest way to ask for help, but the components are missing and all repair tests are done at -2.
- Contact their airship - if a signal of some sort was not arranged beforehand, it is necessary to set up a heliograph or some kind of semaphore signal. Jury-rigging a contraption of this sort requires a Repair or Knowledge(Engineering)roll.

- Check Lieutenant Moore's condition - both out of compassion, and to learn more about the virus. A Healing or Medicine test reveals that the man has not much more to live. For all practical purposes, consider Moore as a common infected, stats-wise.
- Identify the unknown airship.
- Plan an escape and try to reach the lift-off point

Depending on their choices, the scenario can take various directions, that basically boil down to

- Sit tight and wait for help
- Run for it

In the latter case, play out the sortie from the fort by calculating no less than four infected per character, including NPCs.

Should the characters decide to wait it out, make the infected Lieutenant escape his quarters and open the gates. At night. Once again, calculate four infected for each character, including NPCs.

HAIL, MOGAMBO!

The mysterious airship belongs to Mogambo, who's monitoring the evolution of his experiment. By now he is well aware of the excessive virulence of his bioweapon, but he is curious about the developments.

The airship is carrying a small incendiary bomb (large burst template, fire damage as per handbook), that Mogambo originally planned to use should the experiment get out of hand - but it actually got out of hand, and too fast for him to put a lid on it.

What roles Mogambo himself and his airship will take in the course of the scenario is left for the Game Master to decide.

RESOLUTION AND AWARDS

The main purpose of this scenario is to avoid the spreading of the virus and to inform the authorities of the danger.

All surviving adventurers get an additional Bennie at the beginning of the next session if they managed to save the remaining uninfected civilians.

CREATURES AND NOTABLE NPCS

CIVILIAN

An uninfected, but very scared, villager.

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

Skills: Fighting d4, Notice d4

Charisma: +0; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Gear: Small improvised weapon (Str+d4, -2 to Fighting rolls), tools of trade.

INFECTED VILLAGER

A man or a woman in ragged clothes, wild-eyed, growling, and foaming at the mouth.

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

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

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

Special Abilities:

Bite: Str.

Fearless: Immune to Fear and Intimidation.

Infective: the infected's bite carries the virus and can infect the victim (See Sidebar at page 171).

Photophobia: the infected can't stand harsh light, and act at -2 in broad daylight or equivalent.

☀ LANCE CORPORAL ALIM KAHN

A young but smart NCO.

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

Skills: Fighting d8, Intimidation d8, Notice d6, Shooting d10, Stealth d6

Charisma: +0; **Pace:** 6; **Parry:** 6/7; **Toughness:** 7

Hindrances: Loyal

Edges: Block, Combat Reflexes, Dodge, Rock and Roll, Steady Hands

Gear: Turban (+1, 50% of protecting from Called Shots to the head), bolt action rifle (Damage: 2d8, Range: 24/48/96, ROF: 1, AP 1), bayonet (Str+d6, +1 Reach if attached to rifle)

SOMEWHERE, BELOW THE SEA

Suggested Rank: Seasoned

INTRODUCTION

The characters are invited to take part in the inaugural voyage of the Endeavour, a submarine boat designed by Professor Govindaswami of the Bombay Polytechnic.

A cruise on an experimental boat turns into drama as sea monsters come to play.

PLAYER'S INTRODUCTION

Professor Oswald Govindaswami is one of the foremost researchers in the field of marine propulsion, and has designed and built (with ample support from the Raj) a submarine boat called The Endeavour. Together with professor Sheree Owen, an eminent oceanographer, he is about to launch the first cruise of the Endeavour: the plan is to sail along the coast of India, to Calicut via Madras, and back, conducting tests on the equipment and oceanographic observations.

GAME MASTER INTRODUCTION

Ideal characters for this scenario could be members of the armed forces (as observers), members of the press, scientists and psychics. A doctor would also be quite welcome.

The SPR&D has scheduled a test, in which a psychic will try to establish a communication with a colleague on the surface while the Endeavour is sailing underwater.

As the press enthuses about this new marvel of technology, various parties are interested in the possible developments and applications. Among these, the Ministry of War (planning a military use of the Endeavour), the Star Chamber, the Nine Unknown and the Company's Department S, and indeed, the heroes' main concern when embarking should be security.

It is all right to make them believe this is going to be an espionage adventure.

But it is not - or not mainly. In truth, the adventurers are about to discover what wonders and horrors hide beneath the sea, and catch a glimpse at the true reason why sailing across the oceans is an hazard.

Day 1 - meeting authorities, launch, first dive

Day 2 & 3 - shakedown run

Day 4 - dive tests

Day 5 & 6 - arrival in Madras; Professor Owen and her equipment board the Endeavour

Day 7-12 - oceanographic observations; psychic test

Day 13 - arrival in Calicut



THE ENDEAVOUR

The Endeavour is the first submarine built by the Raj.

It is about 120 feet long (36 meters) and shaped like a fish. It can be generally divided into three sections - fore, center and aft.

Each section is served by a spiral staircase and contains, from top to bottom:

FORE

Main access hatch, chart room and wheelhouse

Officers and passengers quarters

Crew quarters

Freshwater storage tanks

CENTER

Observation deck (three levels high)

Storage compartments

AFT

Aft access hatch and access room.

Engines room (two levels)

Pumps room

Tanks

Power: the Endeavour is powered by steam when on the surface, and by sterling engines when in immersion.

VEHICLE	Acc/TS	TOUGH	CREW	NOTES
Submarine	12/24 (6/12)	11(3)	8+20	Acc/TS in parenthesis are for underwater travel.

BOMBAY TO MADRAS

Day 1. In the morning, the adventurers embark on the Endeavour, meet professor Govindaswami, captain Cross of the Royal Navy and the other passengers. They are also given a tour of the boat and a brief lecture on the technology.

In the early afternoon, authorities, members of the public and the Bombay Barracks Band attend the boat's official launch. The Game Master is advised to make this as boring and pompous as possible.

About one mile out of the port, Captain Cross exchanges a glance with the Professor, and orders a dive to periscope depth.

“Let’s give the punters a little show,” he grins.

The Endeavour sinks, its structure creaking as it adjusts to the new conditions. The people on the piers cheer.

“So far so good,” Cross comments.

The Endeavour emerges, and sets on its planned course.

Day one activities done.

Dinner is at the Captain’s Table at eight.

Day 2 and Day 3. While sailing in sight of the coast and the western Ghats, the Endeavor is tested and fine-tuned. The idea is to put each system to the test, in order to catch any mishap and fix it immediately.

In the early afternoon of the second day the Captain has an emergency test - alarms sound, and all passengers are invited to abandon the boat.

Game Master’s Note: : this is a good moment to have something funny or embarrassing happen to one of the heroes.

The days pass without incident, and provide the passengers time to get acquainted with the boat and with their other fellows.

Day 4. The dive tests are the moment of truth, even if nobody dares saying it aloud. So far the boat's systems have responded nicely, the crew is focused and everything is fine.

Now it's time to sink the boat.

The first test is basically a replica of the first dive in view of the Bombay port. Cross takes the boat at periscope depth, and has it cruise for two hours, using a snorkel to provide air circulation.

The boat is brought up to the surface again, and then it dives again, this time at a 150 feet depth, running on air reserve. New creaks and metallic groans sound throughout the hull, but everything holds and the crew cheers.

The irises of the big windows are opened, and the passengers can admire the sea - blue light filtering from above. Fish swim by in banks, the occasional sea turtle seems to fly in the clear water.

Once back again on the surface, captain Cross sounds the alarms and then orders a crash dive to 300 feet below the surface, running on air reserve and Stirling energy.

As pressure increases and the hull protests, minor leaks are reported, but once settled, the Endeavour is fine. The crew cheers once more as captain Cross orders the boat to keep course for two hours of underwater cruising.

The heroes all make a Notice roll to hear a strange, scraping sound, that repeats three times in the first hour, like something brushing against the hull.

In the same moment, captain Cross at the wheel has some momentary difficulties maneuvering.

The anomaly lasts about two or three minutes, and then everything goes back to normal.

Day 5 and Day 6. The Endeavour arrives in Madras, greeted once again by music and an enthusiastic reception.

Professor Gowindaswami is sequestered by the press.

Characters with a specific mission (Star Chamber, Military observers etc.) need to write and deliver a preliminary report to their local office of competence. Some help will be needed to bring on board Professor Owen's equipment, but otherwise the adventurers have two days to explore Madras.

A check on the hulls reveals a series of scratches along the boat's sides, by the rudder.

On the evening of the sixth day, the Endeavour leaves Madras and dives to the depth of 120 feet. The irises are opened and the passengers are regaled with a vista of fluorescent jellyfish.

One of the crew-members, Tighlat McMurtry, is a fanatic member of the Cult of Kali, and plans sink the Endeavour by planting a bomb.

While his sneaky attitude is guaranteed to rise suspicions, the adventurers might be alerted to something being off during their visit to Madras, as they see him, in civilian clothes, together with a suspicious individual who hands him a large carpet bag (containing a bomb and timer).

If captured, Tighlat's bomb might come in handy later. It deals 4d10 damage, AP 10, and it is a Heavy Weapon.

● **Tighlat McMurtry, saboteur (1):** Use Thuggee profile, see page 71.

KRAKEN ATTACK!

Day 7. The day begins normally. The Endeavour is sailing off the coast, at a depth of 120 feet, running on Sterling engines and air reserve. Professor Owen is conducting a number of observations, directly through the great windows and through the ship's equipment (temperature, salinity etc.)

The adventurers are invited to participate if they have the right skills, or to stay out of her hair if they have not.

Around noon, a pod of dolphins swims by the Endeavour, staring into the big windows and playing silly games.

Game Master's Note: : *they are not playing - they are telling the shaven apes inside the tin whale to be careful because of a kraken in the vicinity, but the passengers can get a very hazy version of the warning only if*

- *a psychic tries and read the dolphins' mind (contact with a non-human mind carries a -2 to the Psychic skill test)*
- *a character with the Raised by Wild Animals Edge succeeds in a test on Smarts at -2 to read and interpret the beasts' behavior.*

Late in the night between the 7th and 8th day, the Kraken attacks the Endeavour.

● **Kraken (1):** See page 188.

*It makes the depths churn like a boiling cauldron
and stirs up the sea like a pot of ointment.
It leaves a glistening wake behind it;
one would think the deep had white hair.
Nothing on earth is its equal—
a creature without fear.
It looks down on all that are haughty;
it is king over all that are proud.*

[— Job 41:31-34]

KRAKEN!

Day 8. The giant squid has been following the strange whale for two days, ever since testing its strength on the evening of the 6th day.

Now, attracted by its luminous “eyes” and size, the Kraken attacks. Its strategy is to wrap its tentacles around the body of the adversary, while attacking the eyes with its beak.

In its search for purchase and weak points in its prey’s body, the Kraken has a fair chance of grabbing a porthole wheel and give it a tug with its tentacles. As soon as the wheel gives, the monster keeps pulling, opening the porthole and causing the Endeavor to start embarking water.

At the same time, the passengers in the observation deck are treated to the sight of a mighty beak trying to break through the tempered glass of the window.

The Kraken’s attack damages the iris mechanism, so that it is impossible to shut the protective shields in front of the observation windows.

Possible countermeasures are:

- Close the internal hatches to avoid flooding of the boat
- Fast emersion (if the boat is partially flooded, this will be slower)
- Once merged, attack the monster with axes and guns. This is a fight to the death.

AFTER THE KRAKEN

The fight with the Kraken should tax the heroes and give them a fine taste of the horrors that lurk beneath the surface of the ocean.

It is likely that Professor Owen will ask the crew to grapple the dead squid and drag it on the top deck, so that, come morning, she will be able to take measurements and do a dissection.

This is of course the true scientific thing to do. And it is also a bad idea.

ENTERS THE MOSASAUR...

Ever since the Catastrophe and the Thirty Years of Winter, faunas that were considered extinct have expanded from the small ecological islands in which they had survived, and expanded on the continents and the sea. The Mosasaur is one of the great predators of the Mesozoic oceans, and the altered climatic conditions have allowed this species to leave behind the solitary inlets in the South American coast, and reclaim the vast Pacific and Indian oceans.

Mosasurs shy away from coasts and human activity, and feed on whales and giant sharks, and of course on Krakens.

They are also savagely territorial, and do not take well to other large monsters, albeit made of metal, hunting in their own sector of sea.

A young Mosasaur has been attracted by the chaos caused by the Kraken, and has been swimming in the distance. As the sun rises over the Indian coast, excited by the new enemy and by the blood in the sea, the creature makes a beeline for the Endeavour.

The attacking monster can be spotted from a distance with a Notice (-2) roll. Through the observation window, it becomes visible two actions before it slams into the hull of the Endeavour.

• **Mosasaur (1):** See page 189.

OPTIONS

Keep to the surface – the depths are the Mosasaur's own element

Race the Mosasaur - by pushing the Endeavour's engines to the limit it is possible to try and outrace the monster. Chase rules apply.

Fight back - the Endeavour is not armed, so it is necessary to improvise something. Depth charges are easily crafted, and so is a system to deploy them. Remember that McMurtry was carrying explosives, after all.

Limit damages - the tempered glass of the observation window can resist two rams from the monster, and breaks on the third. The observation deck can be vacated and sealed. Endeavour has at this point serious trouble staying afloat, and might suffer structural damage requiring some highly dramatic Repair test.

The Ultimate Sacrifice! If the Mosasaur cannot be stopped before it causes terminal damage to the Endeavour, Captain Cross orders the passengers and crew to abandon the boat, while he maneuvers to distract the monster and finally kill it by exploding the ship.

The adventurers have to brave the sea on emergency rafts and row to the coast.

RESOLUTION AND AWARDS

Getting on terra firma alive is already a great achievement. If the heroes saved the Endeavour, they obtain a Major Favor with Professor Govindaswami.

CREATURES AND NOTABLE NPC

CAPTAIN CORNELIUS T. CROSS

Captain Cross, a grizzled seaman, comes from a long line of sailors, and his father disappeared on the first Trans-Atlantic expedition.

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

Skills: Boating d10, Fighting d10, Intimidation d10, Notice d8, Shooting d8, Stealth d8, Swimming d6, Taunt d8

Charisma: -2; **Pace:** 6; **Parry:** 8; **Toughness:** 6

Hindrances: Loyal, Stubborn

Edges: Ace, Block, Command, Inspire, Nerves of Steel

Gear: Cutlass (Str+d8), Webley service revolver (12/24/48, 2d6+1, AP1).

CREW MEMBER

A mariner of the Endeavor.

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

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Edges: -

Hindrances: -

Skills: Boating d6, Fighting d6, Notice d4 Repair d4, Swimming d4

Gear: Knife (Str+d4).



KRAKEN

An enormous sea creature, akin to an octopus (just don't tell this to marine biologists) capable of destroying a ship.

Attributes: Agility d6, Smarts d6 (A), Spirit d8, Strength d12+10, Vigor d8

Skills: Fighting d6, Notice d6.

Pace: 8; **Parry:** 5; **Toughness:** 20(4)

Special Abilities

Aquatic: Pace 16 in water.

Armor +4: Scaly skin.

Bite: Str+d8, AP 6.

Fear (-2): Krakens awaken atavistic terror in men, requiring a Fear Check.

Gargantuan: Krakens are enormous. Attackers add +4 to their attacks to hit these beasts. Given their size, the monsters' attacks are considered Heavy Weapons, and they add their Size to Strength rolls.

Hardy: The Kraken does not suffer a Wound from a second Shaken result.

Size +8: Krakens are enormous, as large as ships at least.

Tentacles: Str+d6, AP 2. The Kraken has eight tentacles and can attack with up to four tentacles per round. Each tentacle has Toughness 13(4) and can be hit with a Called Shot (-2).



MOSASAUR

This huge, crocodile-like creature is the terror of the oceans: it feeds on giant sharks, krakens and whales, and it is extremely aggressive.

Attributes: Agility d6, Smarts d6(A), Spirit d8, Strength d12+10, Vigor d12+2

Skills: Fighting d10, Intimidation d10, Notice d8, Stealth d8, Swimming d12

Pace: 10; **Parry:** 7; **Toughness:** 23(4)

Special Abilities:

Armor +4: Thick skin.

Aquatic: Pace 12.

Bite: Str+4.

Fear (-4): Anyone seeing the creature must make a Fear roll at -4.

Fearless: Immune to Fear and Intimidation.

Gargantuan: Creatures add +4 when attacking the Mosasaur due to its great size.

Heavy Armor: This creature can only be harmed by Heavy Weapons.

Rollover: If the Mosasaur hits with a raise, it causes an extra 2d6 damage to its prey in addition to its regular Strength damage.

Size +10: the Mosasaur is 60' long.

Thus the back is four times the length of the neck, twice the length of the head, and about one half the length of the tail. In other words, the tail is longer than the other regions of the body combined.

(Henry Fairfield Osborn, 1899)



PROFESSOR OSWALD GOWINDASWAMI

An expert in ship engineering and an absent-minded scientist, the Professor spent most of his life teaching and designing machines.

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

Skills: Driving d6, Fighting d4, Investigation d10, Knowledge (Engineering) d10, Knowledge (Science) d8, Persuasion d6, Repair d8

Charisma: +0; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Edges: Investigator, Scholar

Hindrances: Clueless (outside of engineering), Elderly

PROFESSOR SHEREE OWEN

A young rising star of the new science of Oceanography, Professor Owen was detached on the Endeavour to conduct a series of experiments during its maiden voyage. She has a somewhat cold attitude and tends to be very defensive.

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

Skills: Fighting d4, Investigation d10, Knowledge (Oceanography) d10, Knowledge (Biology) d8, Persuasion d8, Swimming d6

Charisma: +0; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Edges: Investigator, Scholar

Hindrances: Bad Eyes, Pacifist.

Gear: Dresses, note pad, oceanography books, glasses.

GUESS WHO'S COMING TO DINNER

Suggested Rank: Novice

What could be better than a relaxing weekend and a big party for the marriage of a friend?

PLAYERS' INFORMATION

Cecilia Vastani, the only daughter of Judge Iram Vastani, an old acquaintance of the adventurers, is getting married to Captain Hamrish Hosbourne-Iyer, a dashing officer in the Queen's personal bodyguard.

The marriage will take place in the Vastani mansion, on the southern bank of the Ganges, north of Allahabad.

GAME MASTER'S INFORMATION

Not everything's well in the Vastani mansion.

- The bridegroom is nowhere to be found
- Caterers and helpers failed to show up
- The whole marriage is still in high seas

While Cecilia cries her eyes out and the old judge thunders for Hamrish's head on a plate, it's up to the adventurers to try and solve this one for the sake of old times.

***Note:** this is a light-hearted, humorous “change of pace” scenario, and it should be played after the players have acquainted themselves with the setting through a few “straight” games.*

The scenario is intended to catch the adventurers by surprise and force them to use their skills and wits in a creative manner. It is presented as a loose set of characters and situations, that the Game Master will have to adapt to the player's choices.

Bennies should be awarded liberally for silly, outrageous ideas.

WHERE'S THE PARTY?

As the adventurers arrive at the Vastani mansion in the late afternoon of the day before the celebration, they can perceive a certain electricity crackling in the air. They are welcomed by the judge's butler, old trusted Mr. Sahid, who appears to be strangely distracted and brusque.

Further Notice tests will reveal a red-eyed, obviously distressed maid hurrying through the corridors, and an unnatural quiet hanging over the household.

Where are the servants who should be setting up the great hall? Where are the musicians, the elephants and the entertainers?

Judge Vastani is pacing his library, smoking a cigar and cursing under his breath. When the adventurers are introduced in his presence, they can immediately see that something horrible must have happened.

“There is a curse upon our house!” he rumbles.

And he goes on to explain that:

- The current whereabouts of the bridegroom are unknown; he was supposed to be here to greet the guests, but he's been incommunicado for over 48 hours.
- The caterers, contractors, musicians and entertainers have failed to show up.
- Cecilia is crying her eyes out in her room.
- The party is starting in 16 hours.
- The scandal will be the talk of the upper crust for decades!

- “Who can help us? Who?!”

... Hopefully the players can get a hint.

And yes, they are probably going to split the party.

PROBLEM NUMBER ONE - FINDING THE BRIDEGROOM

... because you can't have a marriage without a bridegroom.

Right now Captain Hamrish Hosbourne-Iyer is sound asleep and dead drunk in a gambling den in Allahabad, where he went two days ago with his fellow officers for “a small celebration”.

It requires a good work of Investigation, and some Streetwise, to track the Captain.

- Hosbourne-Iyer is currently staying as a guest in the Allahabad cantonment. To access and search his apartment an authorization from the Officer of the Watch is needed, which requires some Persuasion rolls or good roleplaying. Trying to Intimidate him will only make things worse. The adventurers can use their Connections to sidestep the guard.
- In his apartment, crumpled in a waste paper basket, is a note from a “Speedy” fellow, talking about “a bit of a bachelors’ celebration”.
- Asking around (Officer’s Mess, Officer’s Club, etc) reveals that “Speedy” is Lieutenant (First Class) James “Speedy” Speedicutt. Speedicutt is currently nursing a colossal hangover in his rooms. He needs to be revived (Healing) and Persuaded or Intimidated into describing the events of the previous two days.

He gives a rambling account of what started as a dignified dinner at the Hunters’ Club (“Best cook in the whole district, mark my words...”), and then slowly degenerated into a pub crawl. Stops included a dance hall (“For a spot of merrymaking, you know...”), a show with Bengali

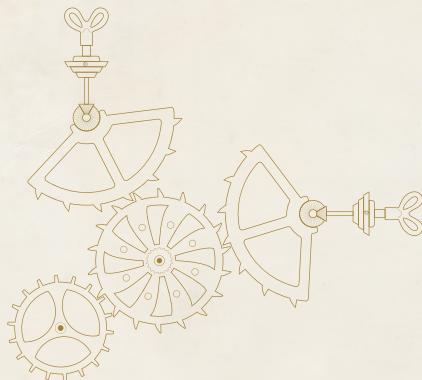
dancers ("the flowers of Bengal... beautiful ladies!"), a drink with the men from the Company ("They are family, you see..."), and then things become foggy and Speedy only remembers he decided not to follow his companions in a gambling place ("Never gamble when drunk, that's what my Uncle Harry taught me.")

If pressed for details, Speedy talks about "A tall Pashtun devil" at the gate of the gambling den.

- By using their Streetwise, their Connections or by asking around, the adventurers can find out that there is a gambling house whose manager is a Pashtun called Turgan Pasha. At this point, finding the place is easy, and getting in almost easier.

But it is in the nature of such places that getting out is much harder than getting in.

By tipping a serving wench, the adventurers locate Captain Hamrish Hosbourne-Iyer, snoring in a most undignified way in one of the upper rooms. If revived (Healing) and brought to his senses, he soon reveals the full scale of the problem: the man has lost not only the sense of time - but also three months of pay... his next three months of pay.



This means that the shady Turgan Pasha is not willing to release the Captain unless his debt is paid in full.

The adventurers must decide whether to pay the Captain's debt (but it is unlikely they carry around all that money), fight their way out (but they are trying to avoid a scandal, remember?), try some kind of diplomatic solution, or try to win back Hamrish's debt by gambling (Turgan's customers have at least Gambling d8).

As soon as they are out of the gambling den, they have to put the Captain back in shape. They'll need a lot of coffee.

Only one thing is certain: the judge must NEVER know about this story. So the characters now must also invent a plausible explanation for the Captain's absence (and poor state).

Game Master's Note: : award the best/most outrageous idea with a benny.

PROBLEM NUMBER TWO - HOME LOGISTICS

The judge always cherished his privacy, and his household is very small and trusted. Right now the Vastani household can count on

- Mr. Sahid - butler
- Miss Sahid - cook
- Ayla and Marie - two young maids
- Young Timmy - a stableboy

Mr. Gordon Almora, the judge's factotum, secretary and administrator, is nowhere to be found.

- A thorough search of the apartment of Mr. Almora reveals that he has been embezzling money for decades. His last act was to pocket the money for the catering and the contractors before he made himself scarce.

Ergo, the caterers and contractors are not here because they were never hired in the first place - and now it's too late to hire them.

Should the players need some further complication, or as a follow-up to this scenario, make them chase Mr. Almora.

Now the heroes have sixteen hours to find

Provisions enough for 100 guests - easy: hit the Allahabad market tomorrow morning first thing

Kitchen and Serving Personnel - this is not so easy. Asking to “borrow” the household servants of some Connection is not feasible, as word would get out and rumors ensue. Scrounging street food vendors might work, as it would be to call on the men of Captain Hosbourn-Iyer’s regiment. One benny goes to anyone thinking about hiring (or kidnapping) the Hunter’s Club cook.

Elephants - you can’t have a proper wedding without elephants. Some elephants can be found in the cantonment - they usually carry heavy artillery, but might like a change of scene.

Musicians and entertainers - well, a few of the adventurers have a list of night spots and dance halls. Bringing the famous Bengali Dancers as part of the wedding celebration would be... unusual. And then there are street musicians and fakirs. And maybe some members of the adventurers team might have skills they could use to entertain the guests.

PROBLEM NUMBER THREE - KEEP IT ALL TOGETHER!

“After all, setting up a marriage is not so different from planning an assault on a hostile fort!”

By the early morning of the wedding day, the Vastani mansion should be a-bustle with hired servants trying to get their bearings, musicians rehearsing, caterers delivering provisions, and elephants. This is where Persuasion, Intimidation, and all Leadership edges might become critical. A Beast Master and a Jack-of-All-Trades might be useful too.

RESOLUTION AND AWARDS

The aim of this scenario is to get the party going to avoid disasters or scandals.

The heroes gain a Major Favor with Judge Iram Vastani for making sure Cecilia and Hamrish get married while successfully keeping all the sordid details out of the public eye, and, depending on their role-play, a Favor with another of the main characters of the scenario.

CREATURES AND NOTABLE NPCs

CAPTAIN HAMRISH HOSBOURNE-IYER

Soldier of the Queen and missing bridegroom.

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

Skills: Fighting d8, Guts d8, Intimidation d8, Knowledge (Battle) d8, Notice d6, Shooting d8, Stealth d6

Charisma: +0; **Pace:** 6; **Parry:** 6; **Toughness:** 6

Edges: Command, Hold the Line!

Hindrances: Loyal, Habit - Major (Gambling)

Gear: Webley service gun (12/24/48, 2d6+1, API), Saber (Str+d6).

CECILIA VASTANI

The Bride-to-be.

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

Skills: Driving d6, Fighting d4, Notice d8, Persuasion d8, Shooting d4, Taunt d8

Charisma: +2; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Edges: Attractive, Connections

Hindrances: Curious, Pacifist (Minor), Stubborn

Gear: fancy dresses, steam car.

JUDGE IRAM VASTANI

Old bulldog of the Higher Court and concerned father.

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

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

Charisma: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Edges: Rich

Hindrances: Loyal, Mean

Gear: high-class clothes.

LIEUTENANT JAMES "SPEEDY" SPEEDICUT

Confused officer.

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

Skills: Fighting d8, Guts d8, Intimidation d8, Notice d6, Shooting d10, Stealth d6

Charisma: +0; **Pace:** 6; **Parry:** 7; **Toughness:** 7

Edges: Block, Dodge, Steady Hands

Hindrances: Loyal

Gear: Saber (Str+d6).

MR. SAHID

A gentleman's gentleman.

Attributes: Agility d4, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Driving d6, Fighting d4, Notice d8

Charisma: +0; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Edges: Strong Willed

Hindrances: Loyal, Stubborn



TURGAN PASHA

Businessman in the entertainment sector. A former pit-fighter and pugilist, Turgan Pasha has little time for nuisances.

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

Skills: Fighting d10, Intimidation d10, Notice d6, Stealth d6

Charisma: +0; **Pace:** 6; **Parry:** 9; **Toughness:** 7

Edges: Ambidextrous, Brawny, Combat Reflexes, First Strike, Improved Block, Improved Frenzy, Sweep, Two Fisted

Hindrances: Arrogant, Overconfident

Gear: Suit, cigars.

Special Abilities:

Hands of Iron: As a pugilist Turgan can inflict lethal damage with his fists, if he chooses.

Henchmen: In case of need, Turgan Pasha always has six tough guys at his command (use Soldier stats from Savage Worlds core rules).

THE HAUNTING OF FRASER HOUSE

What starts as a ghost-hunt turns into a duel of spies.

Suggested Rank: Novice (note: the party must include a Psychic character to play this adventure or the GM must include a suitable NPC)

PLAYER'S INTRODUCTION

Simla has long been a favorite vacation spot of the upper class of British origins, due to its favorable climate during the summer.

In 1897, Colonel (ret.) Donald Fraser, formerly of the Queen's Own Corps of Guides, retired to Simla, and had a house built to his specifications, following the plans of an old English country house.

The Colonel died in 1901, and the house passed to his daughter Elspeth.

Currently the house is owned by the colonel's grandson, young Cedric Fraser Bakshi, an employee of the Ministry of Foreign Affairs, that lives there with his wife Savitri.

Starting last summer, strange occurrences have taken place in Fraser House: the house pets are nervous and often panicked during the night; weird nightmares trouble the Bakshi nights, and ghostly figures have been sighted in the rooms and corridors of the house.

The SPR&D is sponsoring an investigation.

GAME MASTER'S INFORMATION

The Taiping Regime spent the last fifty years developing tools to artificially enhance the powers of its psychics, making them the most versatile and powerful in the New World. Gifts such as clairvoyance and astral traveling are particularly useful in espionage - and right now Cedric Bakshi's office is handling a series of minor accords between the Raj and the Japanese Iezo Republic. The Taiping are interested in the contents and possible consequences of these treaties, and the disturbances in Fraser House are not related to a ghost, but to Chinese paranormal agents trying to extract information of any kind from Cedric.

In terms of mood and atmosphere, this scenario starts as a classic horror to move into the field of espionage and climax with a confrontation on the Astral plane.

FRASER HOUSE, PRELIMINARY INVESTIGATIONS

The building is a strange sight, being a typical Tudor house, with a black and white facade and narrow windows, sitting in the middle of an exotic garden in the suburbs of bustling Simla.

The Bakshis live here alone (they have a living-in cook, a valet and part-time helpers and a gardener when needed).

The house has no history of haunting (this can be found out with an Investigation test) and no other anomaly was ever reported.

Interviewing the Bakshis, they turn out to be pleasant individuals, seriously scared.

When the anomalies began they found the thing amusing, and often joked about their “resident ghost”, but in the last weeks the whole situation has become sinister. Strange sounds and chilling feelings have become frequent, and no night passes without some kind of disturbance.

Both Cedric and his wife suffer from recurring nightmares: Savitri's dreams are dominated by the impression of being watched closely by some hostile force, while Cedric finds himself into a dark dungeon, desperately looking for an exit.

Cedric admits he is under severe stress due to his current work at the Ministry, which he is not allowed to discuss with unauthorized persons.

He can be Persuaded to reveal minimal details (his job concerns international relations, it is of military interest).

During her interview Savitri admits that she also saw a ghost, a strange tall man wearing an unusual hat or crown ("like his head was a pin-cushion"), moving along the corridors, floating at about ten inches off the ground.

Game Master's Note: *this is not a ghost, but the astral projection of one of the Chinese agents. The "pinhead" look is caused by the terminal of the machine amplifying his powers.*



The reason why Savitri sees the astral projection is simple - she is an untrained 2 on the Salim-Javed scale, but she never tested for psychic powers (her father, a staunch conservative, would have none of it) and was never trained.

Any active psychic spending time with Savitri is allowed a test on his Psychic skill to notice the young woman's potential.

Interviewing the servants and the neighbors draws another blank as far as the haunting goes. Both servants and neighbors, on the other hand, say they have noticed a suspicious Chinese man hanging around the Bakshi's house.

One of the neighbors, a cantankerous retired Sergeant of the Lancers, called for police assistance, but the mysterious man made himself scarce.

Game Master's Note: *this is no Chinese, but Lieutenant Kenzo Saitzo, of the Iezo Navy. He is been ordered to keep an eye on Cedric while the secret treaty is being drawn and discussed, to avoid leaks.*

FRASER HOUSE, IN-DEPTH INVESTIGATION

The SPR&D has a protocol for investigating hauntings.

Investigators work in teams of two, one psychically active and the other a void. The investigation, called a "wake", takes place at night, when the inhabitants of the house are less likely to interfere.

The investigators are equipped with standard recording apparatus: wax cylinder recorders, daguerreotype cameras. They can use "cheap tricks" like wires with bells and flour scattered on the floor to catch impostors. The inhabitants of the house are asked to carry on with their lives normally. Pets are monitored for anomalous behavior.

Have a man's face appear in a window!

Game Master's Note: *play the wakes for maximum tension and suspense. Use dark corridors, the unusual, creepy look of the house, and other suggestive elements to increase the expectations.*

This is actually Lieutenant Saitzo checking out what the strangers are up to, but his appearance should cause a frenzy of activity.

Make sure Saitzo escapes.

Two nights of investigation lead to little conclusive evidence. There are some “shadows” in the daguerreotypes that can be interpreted as resonance effects from the Astral plane, but little proof of a proper haunting.

POLTERGEIST!

With the investigators in the house it's becoming harder for the Chinese agents to perform their spying. Their supervisor decides therefore to “scare the investigators away”, by playing the card of a “physical expression psychic” - a man well versed in telekinesis, to attack and scare away the SPR&D men.

Game Master's Note: the idea itself is extremely stupid - after all, the investigators are there to look for paranormal activity, and objects moving on their own accord are just what they are looking for. On the other hand, Taiping China is strongly influenced by Confucian philosophy, and therefore the Chinese spymaster thinks the only logical reaction to the “supernatural” is to shy away from it.

In game terms, the Poltergeist attack can be seen as an invisible character, endowed with the telekinesis Power (Arcane Skill d8).

Distance telekinesis being extremely taxing, the attack can be carried out only for six turns, and repeated only twice a day.

UNWELCOME GUESTS

To make things a little more complicated, on the second day of the investigators' stay at Fraser House, a colorful character appears on the premises. Wearing a striking (and tacky) suit of scarlet silk, “guru” Jason Raja gatecrashes the investigation.

Self-styled “master of the psychic arts”, Raja is actually a clever mentalist, and his presence here is not just a publicity stunt: he's been hired by the Company's Department S to sniff around and determine what's happening in the house of one of the men handling the secret treaty between the Raj and Iezo.

Raja is a cheerful rascal and a swindler, but he's not a bad sort, and can be used to distract and sidetrack the investigators, but also as an external source of information (he's not exactly discreet, and can be Taunted into revealing important details).

And then there is the mysterious "Chinese"; if they keep an eye out, the investigators will be able to spot him, but not to follow him. They can, on the other hand, use Streetwise and Connections to ask around and track his whereabouts. Simla is not a large city, after all.

Lieutenant Saitzo is renting a single room in a small lodging house in the outskirts of the city. If cornered, he shows his credentials and asks the investigator to contact the Iezo diplomatic mission and the Star Chamber.

PUTTING IT ALL TOGETHER

Once all the pieces are in the investigators' hands, it becomes apparent that the haunting is actually something quite different.

Comparing dates clearly shows that the disturbances started as soon as Cedric was involved in the treaty negotiations, and most uncanny events center on Cedric and his office.

So, who is interested in knowing what Cedric knows?

Anyone with the Tradecraft edge can tell that, Of the many suspects, China has alone possesses a strong psychic espionage force.

As the Chinese agents prepare another "poltergeist" attack, the adventurers prepare to battle them on the Astral Plane (while informing the Star Chamber of what's going on).

For the battle against the Chinese psychic, see Astral Plane combat in the main section of this handbook,

● **Chinese Psychic (1):** See page 67.

RESOLUTION AND AWARDS

The mission is completed if the heroes stop the Chinese from getting the secrets locked inside of Cedric's mind. Facing successfully the Chinese agents on the Astral Plane is an important result too, netting an additional Experience Point.

CREATURES AND NOTABLE NPCs

CEDRIC BAKSHI

Young paper-pusher.

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

Skills: Fighting d4, Investigation d6, Knowledge (International Politics) d10, Notice d8, Shooting d4

Charisma: +0; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Edges:-

Hindrances: -

Gear: Suit.

lieutenant KENZO SAITÔ

A soft-spoken Japanese in his thirties. In truth he is a Iezo spy.

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

Skills: Climbing d8, Fighting d6, Intimidation d6, Lockpicking d8, Notice d8, Shooting d6, Stealth d8, Swimming d6, Throwing d8

Charisma: +0; **Pace:** 6; **Parry:** 6; **Toughness:** 6

Edges: Acrobat, Quick Draw, Tradecraft

Hindrances: —

Gear: Short sword (Str+d4).

JASON RAJA, PSYCHIC EXTRAORDINAIRE (AND FRAUD)

Actually a brilliant mentalist posing as a medium.

Attributes: Agility d6, Smarts d12, Spirit d10, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d8, Notice d8, Persuasion d10, Shooting d8, Stealth d6, Taunt d10

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Quirk (likes flamboyant attire)

Edges: Mentalist

Gear: Sword cane (Str+d4), flamboyant attire, pocket watch.



CHINESE PSYCHIC

Sitting somewhere in an Integrated Psychic Enhancement Rig (I.P.E.R.)

Attributes: Agility d4, Smarts d10, Spirit d10, Strength

d6, Vigor d6

Skills: Fighting d6, Notice d8, Psychic d10, Stealth d8

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Astral Pace: 12; **Astral Parry:** 8; **Astral Toughness:** 9;

Edges: Arcane Background (Psychic), Astral Warrior, New

Power, Power Points

Hindrances: Dependence (Painkillers), Loyal, Mean

Powers [25 PP]: *healing, fear, invisibility, stun, telekinesis.*

Astral Damage: Sma+d8.

Gear: I.P.E.R. (magnifies the powers and range of the psychic, its effect is already included in the profile).

SIKANDER'S GOLD

Suggested Rank: Seasoned

Alexander the Great conquered most of the Known World, but when he reached the Indus in 326 BC, the limits of the Earth not yet in sight, he turned back. Ever since, legends have been told about the fabulous riches the Great Conqueror left behind.

Many have sought that treasure and now an acquaintance of the adventurers, Lieutenant Michael Napier of the western Bengal Lancers, is sure he has found it.

PLAYER'S INTRODUCTION

Lieutenant Napier is an old acquaintance of the adventurers. A romantic chap, he's always been fascinated by ancient history and by Alexander the Great in particular. While on shooting leave in the foothills of the Baluchistan plateau, Napier chanced upon the remains of an ancient cobbled road, that he correctly identified and dated as a relic from the fourth century BC, showing a clear Hellenistic influence.

GAME MASTER'S INTRODUCTION

Napier is both right and wrong: what he found is a structure dating from the time of Alexander's coming to India, and it does hold treasures - but not the Macedonian emperor's: the ancient temple carved in the rocks of the plateau has been used for generations as the hideaway of a clan of dacoits.

SETTING UP THE EXPEDITION

Napier is a well-connected individual, and his first report of the strange road in the hills has awakened the interest of the Explorer's Club, whose directorial board is willing to foot the bill. The Club is trying to score some points against the adversary Royal Geographical Society, and expects a full report and a portion of the recovered treasure, to be put on display.

The expedition is provided with horses and mules, and all the equipment deemed necessary. Provisions are made for at least twenty days in the field, even if it's a given that the participants will be able to shoot their own dinner most of the days.

INTO THE HILLS

The hills of northern Baluchistan are a mix of thick forest and scorched barren land. This can be considered as Difficult Ground, and normal movement rates are halved.

Natural hazards includes rock falls, heat, thirst (should the water supply run dry) and wild animals.

These include tigers (rare), snakes (Cobra - uncommon), scorpions (common).

Two days into the hills, “Napier’s Road” appears, half-buried in the dirt of the thickening jungle.

Historically-oriented characters can (and should!) The Explorer’s Club is paying for that!) try and date the road. On a successful test, the road is dated around the Third or Fourth century BC, and therefore in the right time-frame to be connected with the presence of Alexander in India.

FINDINGS ALONG THE ROAD

As they get deeper into the jungle, the characters find

- Obelisk - a column of white rock, carrying a text in Greek. The stone is badly weathered, but the word “Megalexandros” (Alexander the Great) can still be seen.
- Headless statue - wrapped in a thick cover of creepers, a broken statue stands on a tall plinth. The head and one arm are missing, but the style is not Indian (Common Knowledge test)

THE LOST TEMPLE

Following the road and opening their way through the undergrowth, the adventurers move up towards the top of the plateau, until they find themselves staring at a huge face carved in the rock. Almost forty feet tall, the face shows a strange mix of Indian and Grecian style, and represents a man with curly hair and a serious frown. Underneath the chin of the rock face a passage opens into the heart of the mountain.

The main corridor is clear, and proceeds straight into the mountain. Two men can walk side-by-side.

Notice or Tracking tests reveal that the passage is still being used, as there is no vegetation growing between the stone slabs of the floor.

Game Master's Note: *Some of the stone slabs are not what they seem. Ask the first character in the line to pick a card every twenty-five yards.*

These traps can be spotted, if a character actively tries to do it, with a Notice (-4) roll.

Hearts - pit trap: the stone floor drops away and a 30 feet fall causes 2d6+5 damages (half with an Agility roll).

Spades - spiked pit trap: same as above, but shallower and armed with steel spikes, the 10 feet fall causes 2d6+2 damages (half with an Agility roll).

Diamonds - a blade: It shoots up from the floor with Fighting d6 and causes 2d6 damages.

Clubs - darts: They are shot through slits in the corridor walls, with Shooting d8, 2d6 damages, and a ROF of 3.

Joker - malfunctioning trap: A pressure plate clicks but the trap doesn't work: the trap door doesn't swing open, the spikes and blades are rusty, the darts get stuck in the dirt-filled slits.

Traps working (mostly) fine after twenty-two centuries should raise the adventurers' suspicions. This place is not abandoned.

SIKANDER'S TREASURE (OR NOT?)

At the end of the one-hundred yards corridor, the treasure hunters enter in an Aladdin's cave of wonders.

A shaft of light penetrates from a crack in the ceiling of the vault, fifty feet above them, and casts an unreal light on the treasures piled on the floor of a large cavern: bags of coins and coffers full of jewels. Fine armors and weapons are piled in small alcoves along the walls.

A strong odor hangs in the air, a mix of (Notice test) sweet iron, oil and animal reek.

Game Master's Note: *the place is riddled with traps. Have all adventurers draw a card. Face cards mean a trap was activated. Use the key in the previous section to determine the effect, based on the seed.*

The cavern houses a tribe of large, aggressive, and extremely territorial baboons. A few minutes after they have entered the treasure chamber, the heroes are attacked. There are three baboons for each character, including NPCs

The baboons are easily scared (gunshots, fire) but regroup and come back for more after two rounds.

(E)Baboon: See page 213 (3 per hero).

AND THERE'S SOMETHING MORE...

A Common Knowledge or Notice test can quickly reveal to the adventurers that these treasures are not here from the time of Alexander. Some of the armor and weapons are of obvious Mughal design, and one of the bags carries the mark of the Lloyds Bank in Bombay.

This is not the ancient treasure of Alexander the Great. This is the loot of a band of dacoits!

DACOITS!

And the owners - well, the current owners - are back.

The dacoit clan that uses this ancient temple as a safe deposit includes about fifty men and women. They have been practicing dacoitry (that is, banditry) for generations, and are not going to let the treasure hunters get away with their riches.

The treasure cave has only one access, the long narrow corridor. This makes it easy to defend the place from the inside, but equally easy for the dacoits to bottle the explorers in, and starve them. The bandits know there is no back exit, and they have no problem camping outside of the corridor, waiting for hunger and thirst to weaken the interlopers.

(E)Dacoit: See page 214 (2 per hero).

FINDING A WAY OUT

The adventurers can search the perimeter of the cave for ways out. Apart from new traps, they find nothing.

A man could possibly get out of the crack in the ceiling, but that's fifty feet above their heads.

It is possible to find a working bow and arrows among the stashed weapons, , and try and shoot an arrow out of the crack, and then climb out.

At this point, the adventurers will probably try and stealthily vacate the area.

The alternative would be attacking the dacoit camp: surprise is on the adventurers' side, but they are severely outnumbered.

To flee the area unnoticed all the characters must succeed in a Stealth roll, or the dacoits will hear them scrambling through the vegetation and start a pursuit.

RESOLUTION AND REWARDS

If the characters flee to look for reinforcements, when they come back the cave is empty, of course, but the heroes cash in the prestige deriving from discovering an ancient temple (+2 Charisma in the academic environment).

If the adventurers defeat the dacoits, they get the gratitude of the local population.

CREATURES AND NPCs

BABOON

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

Skills: Climbing d10, Fighting d6, Intimidation d6, Notice d6, Stealth d8, Throwing d6

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

Special Abilities:

Bite: Str+d4.

Hurl: Baboons can hurl heavy objects and stones at their adversaries. These cause Str with a Range of 3/6/12.

Size -1: these large apes are the same size as human children.

DACOIT

A bandit and a cutthroat.

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

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

Charisma: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 5

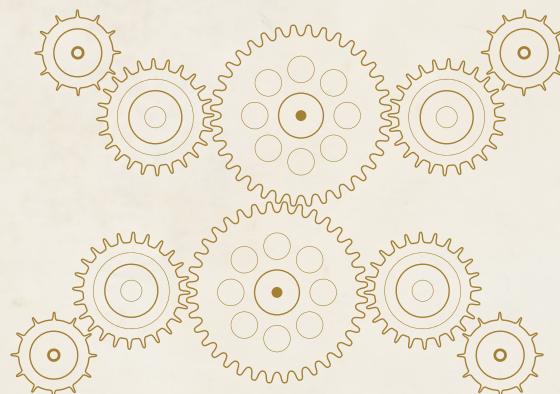
Edges: —

Hindrances: Greedy, Mean

Gear: Machete or other similar cutting implement (Str+d6).

Special Abilities:

Dacoit Chief: One Dacoit in the band is the chief, with Fighting d8, the Command Edge and an old Webley Service Revolver (12/24/48, 2d6+1, AP1, explodes with a 1 on the Shooting die, dealing damage in Small Burst Template)



FIRE IN THE SKY

“...a single projectile charged with all the power of the Universe. An incandescent column of smoke and flame As bright as the thousand suns Rose in all its splendor... a perpendicular explosion with its billowing smoke clouds... ...the cloud of smoke rising after its first explosion formed into expanding round circles like the opening of giant parasols... ...it was an unknown weapon, an iron thunderbolt, a gigantic messenger of death, which reduced to ashes The entire race of the Vrishnis and the Andhakas. ...The corpses were so burned as to be unrecognizable. The hair and nails fell out; Pottery broke without apparent cause, And the birds turned white. After a few hours All foodstuffs were infected... ...to escape from this fire, the soldiers threw themselves in streams to wash themselves and their equipment.”

[Mahabarata]

Suggested Rank: Veteran

PLAYER’S INTRODUCTION

An ancient fortress of the Rama Empire has been discovered in the eastern Ghats. The fortress has been seized by Martin Tyrrell, a Company Army colonel gone rogue. The colonel hopes to use the secrets of Rama technology to set himself up as a warlord and take control of the Company.

The Company is desperate enough to call on the Raj for help, and set up a joint task force to tackle this menace.

GAME MASTER'S INFORMATION

The ancient defensive structure of the Ramas holds a secret that might change the world forever: the wreck of an old vimana - a heavier-than-air aircraft - carrying a weapon like the one described in the Mahabarata, able to set the atmosphere on fire and poison the land for centuries: an atomic bomb.

Both Raj and Company agents have the order of seizing whatever weapon Tyrrell has found on behalf of their respective government. Unbeknownst to the adventurers, the Nine Unknown are also on the case, and plan to make the doomsday device disappear forever.

YOUR MISSION, SHOULD YOU DECIDE TO ACCEPT IT...

The adventurers are briefed about the current situation by two grim-looking gentlemen in civilian clothes. A Common Knowledge test is enough to recognize one of them as a member of the Company: his accent is different, and he can't hide a certain air of superiority when dealing with citizens of the Raj. It is logical to assume that the other gentleman is a representative of the Star Chamber.

The heroes are shown the portrait of a military man in his fifties, posing proudly. There is a ragged scar on his left cheek and neck, and a hard cold light in his eyes.

“This is Colonel Martin Tyrrell, formerly of the Company Army,” the Raj gentleman says. “Tyrrell has been a hard-liner throughout his whole career, and he took part in a number of border skirmishes back in the Forties. The scar on his face is the consequence of a close encounter with a Guide in '47. Six months ago, Tyrrell left the Calicut cantonment with a force of eighty sepoys, nominally for a training camp, and disappeared.”

“It later turned out,” the Company man says, “That they were deserting en-masse, stealing two thousand guineas’ worth of equipment and about thrice as much in pay money. They have been playing hide-and-seek with our forces these last few months, but have been nothing worse than a nuisance. Up to last week.”

“Tyrrel is convinced that John Company is being too soft with us,” the man from the Star Chamber says. “He’d like to strike hard, and leave a scar.”

“And he could well have found the means of doing it—”

The Company man hands out a set of sketches.

“Professor J.T. Gaul,” he says, “of the Calicut University, found this in the eastern Ghats, about two years ago. He has been working on his find together with some colleagues from the Delhi Department of Antiques.”

The sketches show a large ruined citadel, half-hidden in the thick jungle. Other images portray mighty towers and thick defensive walls, and a large round gate, possibly forty feet across.

The walls and the gate are covered by an intricate set of sculptures.

Any character with history-oriented skills can recognize the structure as typical of the Rama period.

A Rama citadel in this state of preservation is unheard of, especially in the western Ghats.

“The antiques team reported about some unusual artifacts inside the citadel, including what was identified as a weapons system of some kind. The weapons were found six weeks ago.

Last week Tyrrel and his men seized the citadel.”

The Star Chamber man picks up the narrative. “Two days later he delivered an ultimatum to the Raj authorities. He wants us to disband the army, and transfer all authority to the Company, under his command in the role of Supreme Dictator. Otherwise, he will destroy one of our major cities.”

The Star Chamber man opens a cigar box and lights a cigar.

“Your mission, gentlemen, should you decide to accept it, is to enter the citadel, neutralize Tyrrel, and secure the weapon is not used.”

Game Master's Note: should the adventurers ask about Professor Glut and his team, their hosts will begrudgingly admit that no information is available about the expedition, which is missing, presumably captured or killed by Tyrrel.

WHOSE SIDE ARE YOU ON?

The heroes are provided with accurate maps of the citadel and surrounding area, weapons and transportation.

A Company ship will drop them five miles from the citadel, and they will have to approach the fortress and neutralize Tyrrell's men, the warlord himself, and then get hold of whatever weapon the madman found in the guts of the ancient structure.

Game Master's Note: if one of the characters got in touch with the Nine Unknown in a previous adventure, he is contacted again. Otherwise, a mysterious individual approaches one of the characters (Game Master's choice), and briefly explains that

- Tyrrell is a madman
- He has in his hands a weapon that could cancel any form of life in all of India
- No man should have such power - not Tyrrell, not the Company, not the Raj.
- The man summarizes the history of the Nine Unknown, and asks the character to act as an agent for the organization, disabling or destroying the weapon instead of handing it to the Raj or the Company.

To make things a little trickier, some members of the party are approached separately by the Star Chamber gentleman and by the Company man, and asked to secure the weapon for the Raj or for the Company respectively.

Each one of these adventurers is then given a simple pocket signal gun, to call for support once they are ready to hand the weapon to their masters.

THE WARLORD OF THE GHATS

Refer to the map to let the adventurers plan their approach to the citadel and their attack plan.

Tyrrell has taken the top floor of the structure for himself, and has transformed the great chamber into a command center. On a large map, he has marked possible targets (Varanasi, Allahabad, any city the characters may be attached to).

Usually Tyrrel is not in his quarters, anyway, but in the hangar area, contemplating the vimana and the weapon it carries.

Twenty sepoys are always on guard duty in the marked areas. The other men are off duty, either sleeping or minding their own business in the common room.

The briefing did not mention professor Gault or any other member of the research team: they have been imprisoned in the dungeons. Their liberation is not considered a priority, but they could have important information about the weapon and its whereabouts.

To find where the researchers are held, the adventurers must either follow a guard as it does his round in the dungeons, or capture and interrogate a sepoy.

Game Master's Note: *eliminating the sepoys should be part of the tactical part of the game. All the same, ask the adventurers to make a Notice test on their victims to spot dark blotches on their skin, like bruises or burns.*

The same burns are found on the members of the archeological expedition, but more extensive.

If interrogated about it, the researchers date the appearance of the first bruises about two days after the discovery of the Rama flying ship.

Any character with Knowledge (Science) can use a test to recognize the signs as radiation burns. Otherwise, the bruises can be correctly identified with a test on Healing at -2.

Whatever is on board of the ancient flying ship, is radiating energy.
(E)Sepoy (20): See page 223. (20)

 **Martin Tyrrell (1):** See page 223.

The Chinese court favors traditional clothes in silk of bright colors. Yellow is reserved for the Son of Heaven.

Common citizens dress in jacket and pants, blue, black or gray. Scholars wear the traditional qingpao, an ankle-length robe with ample sleeves and a row of buttons down the front.



HEAVIER THAN AIR

The citadel includes a subterranean hangar, connected by a ramp to the circular gate the characters first saw in the sketches.

The vehicle looks like a bullet, with short stubby wings.

Rolls on Knowledge (Engineering) or (Science) can confirm it is a design that was often proposed and always discarded at the turn of the century.

The vehicle is clearly in bad shape, and a strange metallic liquid is oozing from cracks in the hull and pooling on the stone floor. It can be easily identified (Common Knowledge, any science) as mercury or quicksilver, a notoriously poisonous substance.

Climbing on board the ship causes creaks and noises, making all attempts at Stealth suffer a -2. In the ship's cargo area sits an egg-shaped object, about five feet by three. Its surface is warm, and it buzzes softly.

Anyone observing this strange thing must make a Fear check, as it carries the taint of an evil beyond time.

This is a good moment to remind the characters of the text quoted at the beginning of this scenario.

CHOICES

The whole operation should not take long. Once Tyrrell is captured and rendered inoffensive, his men are ready to surrender.

Many of them are suffering the ill effects of the radiation, having been exposed to massive radiation leakage during watch duty.

Now the characters have to take the decision: what to do with the bomb?

- Give it to the Raj (but is the world ready?)
- Give it to the Company (highly unlikely)
- Give it to the Nine Unknown (but can they be trusted?)
- Dispose of the bomb themselves (but how?)

To make everything more complicated, it is painfully obvious that the bomb is leaking, and that any time spent in its vicinity could cause terminal damage (test on Physics, Chemistry or Healing).

Let the characters debate their options: this scenario is about responsibility.

RESOLUTION AND AWARDS

In the end it really does not matter: the Nine Unknown have been protecting humanity from itself for too long to put all their eggs in a single basket. No matter what signal rocket is fired, an airship appears in the sky over the citadel in little more than half an hour, and men in protective cloaks take hold of the bomb and take it away.

Nobody will ever know what happened to it. Nobody will ever see again the man from the Company or the man from the Star Chamber.

If the characters survived, they have a favor to cash in with the Star Chamber.

If they did the right thing, and called the Nine Unknown, they should get an additional Experience point.

If the characters took upon themselves to make the bomb disappear forever (but how? Did they bury it? Cause the citadel to collapse on it?) they obtain an additional Experience point, but suffer a permanent loss of one level of Vigor due to the radiation.

CREATURES AND NOTABLE NPCs

MARTIN TYRRELL

Renegade Company officer and madman.

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

Skills: Fighting d8, Intimidation d8, Knowledge (Battle) d8, Notice d6, Shooting d8, Stealth d6

Charisma: +0; **Pace:** 6; **Parry:** 6; **Toughness:** 6

Hindrances: Arrogant, Mean

Edges: Command, Hold the Line, Level Headed, Natural Leader

Gear: Webley Service Gun (12/24/48, 2d6+1, AP1), sabre (Str+d6)

SEPOY

A man utterly loyal to Tyrrell.

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

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

Charisma: +0; **Pace:** 6; **Parry:** 5/6; **Toughness:** 6

Hindrances: Loyal

Edges: Steady Hands

Gear: Helmet (+2, 50% of protecting from Called Shots to the head), bolt action rifle (24/48/96, 2d8), bayonet (Str+d6, +1 Parry and Reach if attached to rifle)

