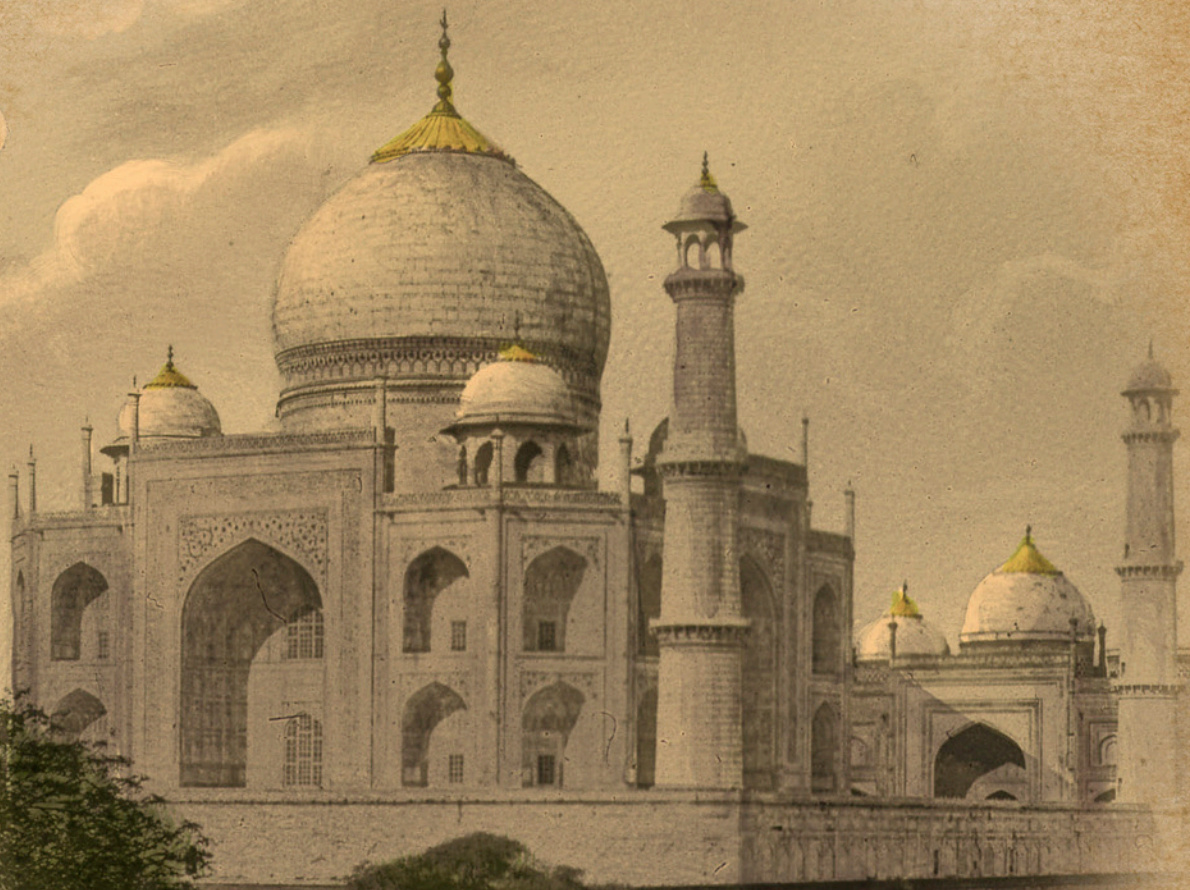


The
Imperial
Age



◆ BRITISH INDIA ◆

INTRODUCTION

Benjamin Disraeli, Prime Minister of Great Britain, once referred to India as “the chief jewel of the imperial crown.” Indeed, India became the excuse to give Queen Victoria an imperial title. Under the British Raj, India is the backbone of British trade. It has a strategic location in South Asia, between the Suez Canal and Southeast Asia. Many Englishmen seek their fortunes in India, whether as soldiers, civilians, or merchants.

The Indian subcontinent has a long and colourful history. Until the British conquests, India lacked a national identity, being a collection of hundreds of smaller states with many different customs and languages. While the people were overwhelmingly Hindu, Islam had been introduced by the Mughal Empire, fracturing the subcontinent’s religious identity. Many Muslim rulers suppressed the practice of Hinduism, opening wounds that would never fully heal.

The Imperial Age assumes that most campaigns will take place in the 1870s and the 1880s. Arguably, British Imperial India starts with 1857, when Great Britain relinquished the East India Company’s control of the subcontinent and imposed direct control. Queen Victoria was crowned Empress of India in 1877. This supplement will focus specifically on the period spanning 1870-1890, collectively referred to as the Imperial Age.

In addition, terms and names are chosen to reflect Victorian view. Period British spellings are kept where possible, and wars are named from the British perspective (e.g. “Burmese War” as opposed to “Anglo-Burmese War”), much as Americans tend to refer to the “Revolutionary War” as opposed to the “American Revolution.”

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**Imperial
Age:
British
India**

by
Walt
Ciechanowski

At the risk of overgeneralization, "India" includes the entire Indian subcontinent that was under British rule, and "Indians" are natives of that subcontinent. "English" and "Englishman" include all people on the subcontinent who aren't ethnically Indian. The author is aware that this is not entirely accurate, and distinctions are noted where necessary. The conventions are used for clarity.

HOW TO USE THIS SUPPLEMENT

The Imperial Age: British India is a regional supplement for *Imperial Age* campaigns. All of the background information is as historically accurate as possible. This supplement covers the history, cultures, and governments of British India during the 1880s and 1890s. Following that is a discussion on how to use this supplement in varying campaign styles. An *Imperial Age* Indian timeline is included as well as a glossary of terms specific to British India.

The Game Master Characters and Creatures sections contain elements that may not be appropriate for all *Imperial Age* campaigns. These are included for Game Masters that wish to include mystical or superscience elements in their campaigns. Following that is a list of period weapons and new feats.

COLONIALISM VS. IMPERIALISM

American gamers may have trouble conceptualising British Imperialism in India due to their colonial history. If one were to travel to India during the *Imperial Age*, one would not find large British colonies along the coast, with native Indians being forced to move across the frontiers. In fact, if one were to avoid the military garrisons and the government buildings, one might be hard pressed to find anyone of British descent in city markets. There are even many regions of India that are under the rule of native Indians who swear fealty to Queen Victoria.

While Europeans came to America to settle down and make a new life for themselves, English subjects in India had a more transient mindset. Many came to the subcontinent to earn money before returning home to Britain to retire. While there were generations of families in India (the Anglo-Indians), these were the minority, and these families often treated British Institutions in India such as the military and the Indian Civil Service as if they were hereditary titles.

In this way, British Imperialism, especially after the Sepoy Mutiny, resembled that of the Roman Empire. Most Indians were able to go about their lives in ignorance of their English rulers, and Indians in many rural communities never saw an Englishman throughout their entire lives. The English allowed them to keep their own customs, religion, and traditions, so long as they did not clash with English morality or law. Governmental institutions were expected to conform to British models.



A BRIEF HISTORY OF BRITISH INDIA

THE BRITISH EAST INDIA COMPANY

By the time the British took direct control in the nineteenth century, India had already weathered many invasions. The Aryans (Iranians), the Greeks (under Alexander the Great), the Huns, the Turks, and the Mongols took turns invading the subcontinent and influencing Indian culture. Portuguese traders came in the 16th century, and over the next two centuries the Dutch, the French, and the English would vie for control.

At stake was control of the East Indies spice trade, as well as indigo and cotton. Since fierce competition amongst the European traders often led to hostile action, the English decided to establish a base of operations in India. They did this largely through negotiation with the local governments rather than outright conquest, although the English were prepared to fight when necessary to protect their interests.

English, and later British, influence prior to 1857 was primarily the province of the British East India Company (which underwent a few name changes). The Company was granted a monopoly on trade by Queen Elizabeth and extended its influence over time through careful negotiation and military might. After the Battle of Plassey in 1757, in which the Company defeated a Bengal army, the Company began to exert political control over the entire subcontinent during the century that followed.

This period of Company rule saw rapid westernisation and forcible assimilation. British officers encouraged their sepoy (native Indian soldiers) to convert to Christianity. The judicial system favoured British subjects, and Indians were not even admitted into the civil service until 1853. Many local rulers found themselves dethroned.

The Sepoy Mutiny in 1857, which was primarily limited to Bengal and the northern part of the subcontinent, brought an end to Company rule. While the British put down the Mutiny by 1858, stories of massacred Englishmen, women, and children horrified the British public and government at home. Feeling some guilt and responsibility for the mutiny, the government replaced the British East India Company with direct rule.

IMPERIAL INDIA

Prior to the Sepoy Mutiny, the British attempted to assimilate Indian culture. British men consorted with Indian women, English was promoted as the official language, Indian customs were expected to be changed to conform to English social mores, and missionaries attempted to convert the mostly Hindu and Muslim peoples to Christianity. The British mingled freely with the natives; there were no segregated districts. Partly due to the Crimean War, British troops had dwindled to the point where there were five or six sepoy for every British soldier.

While the Sepoy Mutiny failed, it did have a lasting impact on how the British would treat Indians. Attempts at assimilation stalled as the British started to keep Indian culture at arm's length. Queen Victoria announced a policy of support for the native rulers and non-intervention in religious worship. Attempts to convert the Indian populace to Christianity, perceived as partly responsible for the mutiny, practically ceased. New military bases were constructed for British soldiers near the cities. These bases encouraged de facto segregation, as the British tended to remain within their walls rather than among the native population. The opening of the Suez Canal also had a huge impact, as British soldiers found it easier to take British wives and spend their leaves at home rather than in India.

The last two decades of the nineteenth century were ones of gradual transition to notions of self-government. Perhaps ironically, the British consolidation of India, its governmental and economic policies, and western culture gave many Indians a true sense of a national identity. At first, Indians thought to control India from within the existing British structure. Many felt that, through western education and loyalty to the crown, Indians would begin to replace Englishmen in governmental positions. Unfortunately, Indian admission and promotion within the Indian Civil Service was rare, and those that did get in were often fired on the flimsiest of excuses.

It didn't take long for Indian resentment at this process to percolate into agitation for self-rule. The Indian National Congress (INC) held its first meeting in Bombay in 1885. As the INC was primarily driven by Hindu Indians, Muslim Indians tended initially to support the peace of British Rule (the independence-minded Muslim League would not organize until 1906). These independence movements were often fragmented by culture as well as religion. Some Indians wanted to return to traditional methods and values, while others embraced Western ideas. During the Imperial Age, the English often dismissed the influence of the INC, but continued repressive policies stoke the fires of independence.

EMPRESS OF INDIA

Perhaps no nation defines the Imperial Age better than the British Empire. Oddly, while emperors ruled the considerably smaller nations of Austria, Germany, Russia, and, for a time, France, the head of the British Empire remained a queen. No attempts were made to elevate Victoria throughout her reign.

While Queen Victoria never set foot on India soil, she had a special fascination with India. She lobbied for and received the title of Empress of India, although she remained a queen throughout the rest of her realm. It is believed that this action helped bring the Queen out of her long mourning period and into a more active role in her public life. Her title also enabled Britain to more effectively oppose Russian expansionism, as her new title was equivalent to the Russian Czar's.

As monarch and empress, Victoria instituted three orders of chivalry regarding India throughout her reign. The first, the Most Exalted Order of the Star of India, was founded in 1861 to honour native princes and British officers. The Viceroy of India was the Grand Master of the Order. A less exclusive order, the Most Eminent Order of the Indian Empire, is created in 1877 after Victoria is crowned Empress. Both orders granted the right for the member to use "Sir" in front of his name, and "Lady" for his wife. These orders were, with few exceptions, exclusively male. An all-female order, the Imperial Order of the Crown of India, was established in 1878, but granted no status.

It is unlikely that a player character will receive the Star of India unless the Game Master is running a high-powered campaign. Players that wish to start the campaign as a member of the Order of the Indian Empire should take the Gentry feat.

Queen Victoria promotes racial equality, but in practice the increasingly suspicious and fearful British officials do all they can to maintain the status quo. While the Indian Civil Service has theoretically been open to Indians since 1853, the process is extremely difficult, requiring Indians to learn Greek and Latin as well as travel to England for the test. As a result, only five Indians had been promoted by 1869.



IMPERIAL AGE BRITISH PRIME MINISTERS

The following is a list of British Prime Ministers during the Imperial Age. Each name is followed by his time in office and his political party affiliation. In British government, the Prime Minister is always the head of the majority party in Parliament.

Benjamin Disraeli (until 21 April 1880)
Conservative

William E. Gladstone (pictured at left) (23 April 1880 - 9 June 1885) Liberal

Marquess of Salisbury (23 June 1885 - 28 January 1886) Conservative

William E. Gladstone (1 February 1886 - 20 July 1886) Liberal

Marquess of Salisbury (25 July 1886 - 11 August 1892) Conservative

William E. Gladstone (15 August 1892 - 2 March 1894) Liberal

Earl of Rosebery (5 March 1894 - 22 June 1895) Liberal

Marquess of Salisbury (25 June 1895 - end) Conservative

MILITARY

The British Military is one of the largest concentrations of Englishmen in India. The military is a prime way for an Englishman to improve his lot in life and see the world. The British military offers opportunity for advancement, as the Cardwell Reforms have abolished the purchase of officer's commissions by the Imperial Age. Advancement is now based on merit and seniority. This benefit seems only available to the English, Eurasians and Indians are very limited on how far they can advance.

The British military has undergone some ranking restructuring in 1871 under the Cardwell Reforms, leading to the replacement of the ranks of Ensign (infantry) and Cornet (cavalry) with Second Lieutenant. As this is a recent change, Second Lieutenants may be addressed by their old titles.

Prior to the Sepoy Mutiny, the ratio of sepoys to British soldiers was about six to one. After 1858, this ratio would be closed to two to one, as the British took measures to ensure that such a rebellion would never happen again. Also, sepoys of various religions, castes and regions were mixed together, so that no one distinct group would dominate a garrison. Garrisons tend to be segregated from their cities, and it is possible for a soldier to never set foot outside his garrison except as part of a patrol.

IMPERIAL AGE BRITISH MILITARY RANKS

INFANTRY (CAVALRY) RANKS

Field Marshal
General
Lieutenant-General
Major-General
Brigadier-General
Colonel
Lieutenant-Colonel
Major
Captain
Lieutenant
Second Lieutenant
Colour/Staff Sergeant (Staff Corporal)
Sergeant (Corporal of Horse)
Corporal (Lance Corporal of Horse)
Private (Lance Corporal)

NAVAL RANKS

Admiral of the Fleet
Admiral
Vice-Admiral
Rear Admiral
Commodore
Captain
Commander
Lieutenant-Commander
Lieutenant
Second Lieutenant
Midshipman
Chief Petty Officer
Petty Officer
Leading Rate
Ordinary Seaman

GOVERNMENT

Glancing at a map of Imperial India, one might get the impression that the entire Indian subcontinent was unified under a single political entity. Nothing could be further from the truth. While the British did control the subcontinent, there were literally hundreds (over 500) autonomous regions. The leaders of these areas were collectively known as "princes."

The native princes were encouraged and supported by the British government, especially after 1858. The support of many of these rulers was critical in putting down the mutiny, and it was hoped that keeping these autonomous regions interspersed throughout India would protect against further such mutinies. English residents are placed in the capital cities of each of these regions to act as overights.

The British head of government in India was the Governor-General, or Viceroy (title used when dealing with a native prince), who sat in Calcutta. Bombay and Madras had their own governors, answerable to the Governor-General, and there were a number of Lieutenant-Generals in various regions of India, such as Bengal and Punjab.

A Council advises the Governor-General. The Indian Councils Act of 1861 created five departments under the Viceroy: finances, home, law, military, and revenue. Public Works was added in 1874. The Viceroy kept control of the foreign department and had the right to overrule any of the other departments (this power rarely needed to be exercised). Three of these Councillors were appointed by the Secretary of State for India, while the other two were appointed by Queen Victoria. The Viceroy had the power to appoint six to twelve (increased to ten to sixteen in 1892) additional Councillors to debate on legislative matters.

IMPERIAL AGE GOVERNOR GENERAL AND VICEROYS OF INDIA

The Governor General and Viceroy of India (often shortened to Viceroy) is appointed by Queen Victoria on the counsel of the British government. The Secretary of State for India would instruct new Viceroys of their duties. The Viceroy rules from the Government House in Calcutta.

- **Robert Bulwer-Lytton**, Baron of Lytton (until 8 June 1880)
- **George Frederick Samuel Robinson**, Marquess of Ripon (8 June 1880 – 13 December 1884)
- **Frederick Hamilton-Temple-Blackwood**, Earl of Dufferin (13 December 1884 – 10 December 1888)
- **Henry Petty-Fitzmaurice**, Marquess of Lansdowne (10 December 1888 – 11 October 1894)
- **Victor Alexander Bruce**, Earl of Elgin (11 October 1894 – 6 January 1899)
- **George Curzon**, Lord Curzon of Kedleston (6 January 1899 – end)



INDIAN CIVIL SERVICE

The Civil Service of India is the agency that administrates British India. It was informally known as the Indian Civil Service (ICS). Prior to 1878, there were three distinct groups, one for each of the Presidencies (Bengal, Bombay, and Madras). In 1878, transfers among the groups became more common and the ICS became more of a unified organization. Members of the ICS were known as Civilians.

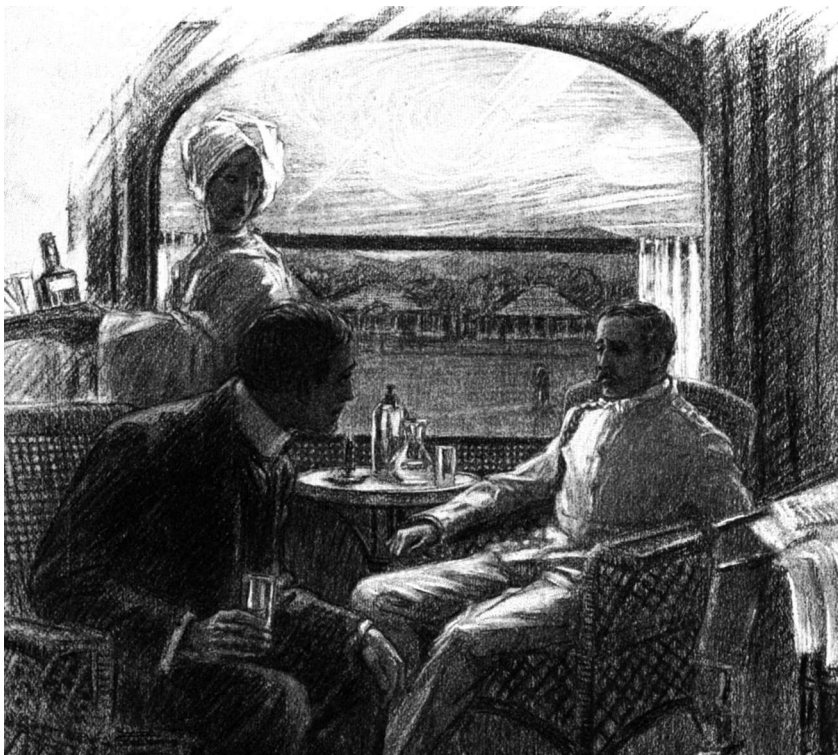
During the Imperial Age, both the British (home country) Civil Service and the ICS recruit new members through competitive examinations. Since the exam was primarily based on factual knowledge, many candidates in the early Imperial Age skipped college and took professional cramming courses. When Lord Salisbury became Secretary for India in 1874, he decided to encourage participation in college by allowing candidates to take the test right out of school and then spend two probationary years at a university after passing the exam. This reform went into effect in 1870. Successful candidates were able to choose their postings, with the highest scorer getting first selection.

While many Indians (and Eurasians) filled out the lower ranks of the ICS, very few were able to meet the requirements of a covenanted (contracted) position. As a result, while the vast majority of the ICS' duties were actually carried out by Indians, they were subordinated to an elite few Englishmen. Less than 20 Indians became covenanted Civilians by the end of the Imperial Age. The Statutory Civil Service was established in 1879 to award Indians one-sixth of ICS positions. Unfortunately, this scheme was never popular, in part because only junior positions were offered with a glass ceiling.

A Civilian's term was usually about eight years. While the trip to England is about three weeks in the Imperial Age, many Civilians still would not go home until their term was up. Fiancés were often left behind in the early years of a Civilian's term and brought to India once he could afford it.

Griffins usually spent their first months studying and doing minor jobs for their District Officers. Once he passed his departmental exams, he would be placed accordingly. The life of a District Officer could be a lonely one, as the District Officer did paperwork during monsoon season and travelling around his district conducting inspections and settling disputes throughout the remainder of the year.

While Indians vastly outnumber English officials, the mere presence of an English official is enough to forestall a riot or calm a dispute.



ICS ADVENTURES

The life of a District Officer involves lots of travelling and visiting villages. This could make for an interesting campaign, as each village will have its own problems to solve. Districts often have mixed populations, meaning that a DO might have to be sensitive to Islam in one village and sensitive to Sikhism in another. In a mystical campaign, a DO may encounter a variety of supernatural creatures.

Travelling adventures are very conducive to the traditional RPG scenario of a few protagonists having to overcome a foe without outside help.

ENGLISH SOCIETY IN INDIA

Victorian society is defined by its social classes. In England, especially in and around London, three broad classes dominate: the lower class, the middle class and the upper class. There are subdivisions among these three, and their boundaries change and blur with time, but it is a society where everyone is expected to know his place. Social conventions and etiquette are to be followed to the letter.

By contrast, English life in India is rather homogenous. The main social distinction is race; one is either European or Indian. India attracted civil servants, merchants, and soldiers, and these were often temporary situations. Their pay was good, and the exchange rate ensured that they could live comfortable lifestyles. One travelled to India to seek his fortune and then went home once that fortune was made. English children born in India were sent to England as soon as they were ready for school. Retirement also usually meant a trip back to England, and as a result virtually all of English society in England was made up of adult professionals. One would think that similarly situated Englishmen among a population overwhelmingly Indian would forge an almost egalitarian bond. Nothing would be further from the truth.

If anything, English Society in India became even more stratified than in England. With no real social class distinctions, Englishmen in India began to use their titles as a way to rank status. This was formalized into *The Warrant of Governance*, an official publication. Everyone was expected to follow this system, and as a result dinner parties often became more rigid, formal affairs than their London counterparts. Even the occasional knight or baronet would do little to disrupt this ranking, as they often held high ranks in the *Warrant* anyway.

Griffins (English newcomers to India) are expected to hand out their cards to everyone in society as soon as possible after their arrival. Failure to do so is a major slight and the griffins may find themselves excluded from invitations.

British wives did their best to approximate English society in India. If the marriage was to take place on the subcontinent, every effort was made to ensure that it would be a proper English wedding. An Anglican Church and a white wedding dress were musts. Some British wives would loan out their dresses to new brides. Garden parties and dinner parties were treated even more formally than in England, with full evening dress and live entertainment. Military officers would arrange for formal balls, concerts, and theatrical productions to provide social entertainment for British military families.

The biggest problem for a British wife in India was loneliness. While British wives frequently called on each other, there was often little else for a wife to do to pass the time. Children were normally sent to England when they reached school age, and spent most of their time before that with their nanny. As a result of increasing isolation between the British and Indian, wives were not allowed to do volunteer work in close proximity with Indians. Finally, British wives were expected to have lots of servants, leaving little housework for them to perform.

ANGLO-INDIANS AND EURASIANS

Anglo-Indians and Eurasians are two terms that are sometimes interchangeable. In the Imperial Age, an Anglo-Indian refers to a full-blooded European living in India, whether or not he was born there. A Eurasian is a person of mixed European and Indian blood.

Prior to the Sepoy Mutiny, English Officers and Civil Servants found Englishwomen to be in short supply so they began to consort with Indian women. There was a real fear among those in English society that these Englishmen were being corrupted by their consorts, even to the point of partaking in Hindu or Muslim rituals. In an effort to discourage this, the Eurasian children of such unions were banned from attaining high posts in the ICS and high ranks in the military. An Englishman who would legitimise his union with a marriage to an Indian woman would find himself ostracized from society.

With the influx of Englishwomen coming to the subcontinent after the opening of the Suez Canal, the distinction between Anglo-Indian and Eurasian has sharpened. Anglo-Indians are now perceived as doing a better job of maintaining English traditions, especially as they are now marrying Englishwomen. Eurasians, however, are still kept out of society, and Englishwomen regard Indian women with contempt and suspicion, as many Englishmen still keep Indian mistresses.

Sadly, Eurasians also aren't fully accepted among Indians, putting them at a distance from both of their heritages. While Eurasians can walk freely between both groups and have things in common with each of them, the Eurasian feels like a perennial outsider. There are occasional exceptions to this, especially if a Eurasian's parent wields influence.

SKILLS IN SOCIETY

Due to their relative isolation, English characters in India tend to treat other Englishmen as Friendly. If a griffin fails to make the proper social calls, that attitude will drop to Indifferent and grant the character a -2 circumstance penalty to Diplomacy checks.

A DC 10 Knowledge (civics) check is required to follow proper etiquette when seating and serving guests. This check can be reduced to DC 5 if the character actually consults the Warrant. Failure to follow proper etiquette can lead to a drop in attitude from those offended.

Characters may receive a +2 synergy bonus to Diplomacy checks by applying an appropriate Knowledge skill when dealing with someone who falls into that category: Business (merchants), Civics (ICS), and Tactics (military). Griffins or other recently arrived characters may use Knowledge (current events) for their synergy bonus, as they bring new information on topics of interest with them from their previous locations.

RELIGION

When the Europeans first arrived in India, they discovered multiple religions among the native people, including Hinduism, Islam, Jainism, and Sikhism. While it is not possible to do justice to a full treatment of each religion here, there are a number of things a Game Master should keep in mind when taking religion into consideration.

The one element common amongst each of these religions and the most important to the British is that they are not Christian. None of the native religions accept Jesus Christ as the Son of God and Saviour (Islam explicitly denies this). Up until the Sepoy Mutiny, many Britons felt it their Christian duty to convert the natives, attempts that were largely unsuccessful. It is believed that one of the causes of the Sepoy Mutiny was due to religion (see above). After Britain took direct control in 1858, the official policy was of non-intervention, as long as interfaith respect was observed and human life protected.

One practical, daily ritual that showcases the differences amongst the faiths is the dinner table. A Christian and a Sikh may eat any meat at the table, while a Hindu may not eat beef and a Muslim may not eat pork (this can be further subdivided according to Muslim and Sikh rules regarding ritual slaughter; suffice it to say each prefers meat slaughtered according to their own laws). As a vegetarian, a Jain will not touch any meat as well as onions and garlic. These distinctions are important to British families who employ Indian servants, as no Indian chef will handle meat that is forbidden to them.

Minority religions can be used to spice up a British India adventure. A newly arrived griffin might be surprised to see a synagogue in Bombay, while a wandering Buddhist monk (searching for his English brother?) could make an entertaining road encounter.

For Game Masters desiring more information, the basics of each religion is outlined below. Please note that these are oversimplifications designed to aid in roleplaying. References in the back of this supplement provide more information for Game Masters preferring a more in-depth description of each faith.

HINDUISM

The largest religion in India, Hinduism is a religion rooted in the idea of reincarnation; that following a moral code (dharma) in one life will lead to a better next life. This belief has supported the caste system, since a member of a lower caste may ensure that he rises in caste after reincarnation. Hindus aspire to reunite with God (Brahman) one day, which is reached if the Hindu leads a good life as a Brahmin (the highest caste). It is possible for a Hindu to be demoted to a lower caste in the next life.

There are four basic castes in Hinduism. These are the priests (Brahmin), warrior, merchants/tradesmen, and labourers. A fifth caste, the untouchables, also exists. The untouchables get their name from the work they perform, such as killing animals or dealing with corpses. This work is thought to poison them, and that poison is contagious.

To the British eye, Hinduism seems to be polytheistic. However, the many gods and goddesses of Hinduism can be folded into three, Brahma, Vishnu, and Shiva, and in turn these three are all part of the One (Brahman).

Oddly enough, many Hindus appreciate British rule because the previous rulers were Muslim. Hindu practice saw a marked increase under the British raj, ironic due to early British attempts to introduce Christianity.

ISLAM

Islam is the second largest faith on the Indian subcontinent, introduced by the Turkish invasions and resulting sultanates. It is a monotheistic faith based on the Koran, the word of God as revealed to Mohammed, the greatest prophet.

Islam shares many of the beliefs and prophets of Judaism and Christianity. Muslims do not believe in the divinity of Jesus Christ, but consider him a prophet. Muslims also believe that, while the Koran is flawless, the Bible contains many inaccuracies.

JAINISM

Jainism developed in India around the 6th century BCE and it shares many of the gods and concepts of Hinduism. It is an extremely non-violent faith, to the point in which all Jains are vegetarians. Jainism also teaches that one should eschew worldly possessions; monks of one branch of Jainism will not even wear clothes. They also believe in forgiveness and try not to hold grudges. The ultimate goal of a Jain is to become a perfected human being. Jains are welcoming and tolerant of other faiths.

SIKHISM

Sikhism is often classified as a blending of Hinduism and Islam. Primarily practiced in Punjab, Sikhism is derived from the teachings of the Ten Gurus.

Sikhs must wear five symbols of faith with them at all times. First, they are not allowed to cut their hair. Instead, it is usually wrapped under a turban. They must also carry a small comb, a heavy metal bracelet, a short sword and a special undergarment.

BUDDHISM

An outgrowth of Hinduism, Buddhism is much more popular outside of India (especially in East and Southeast Asia) than within it. Siddhartha Gautama's teachings are encompassed in the Four Noble Truths and the Eightfold Path, instructing that denial and overindulgence are both to be avoided, and that one should follow a moderate, middle path to enlightenment. Buddhism rejects the Hindu caste system, teaching that everyone can achieve moksha (or nirvana) within a single lifetime.

In British India, Buddhism is primarily practiced in Burma. Outside of British India, Buddhism is the main religion of Bhutan, Siam, and Tibet. Buddhism is also experiencing a resurgence in Ceylon, and will eventually become the dominant religion there.

CHRISTIANITY

While most attempts at conversion failed on the Indian subcontinent, there are some enclaves of Christianity. Many Indians in Portuguese Goa are Roman Catholic (Goan chefs are prized amongst the English in India due to their lack of Hindu or Muslim food taboos). Many Eurasian children were taught the religion of their English parent, and some Indians saw Christianity as an opportunity for advancement.

JUDAISM

Enclaves of Judaism have existed in India long before the British came, largely due to medieval trade routes. Mainly settling in and around Bombay, Calcutta, and Cochin, Jewish immigrants to the Indian subcontinent were welcomed with a large degree of tolerance. As a result, these Jewish communities have integrated themselves into Indian culture while maintaining their separate identity. Persecution arrived with the Europeans, especially in Goa (where the Goan Inquisition would try them for the crimes of being pagans *and* being Jewish).

USING THE CASTE SYSTEM

In addition to respect, the caste system also creates social barriers. A Hindu is expected to marry within his own caste, and some will not even associate with members of other castes. These problems are compounded by the fact that there are many "sub-castes" within each caste.

In a mystical campaign, a character's past lives or current caste could have an effect on what paranormal or supernatural resources he can draw upon. Perhaps the higher castes really are more enlightened than lower caste members. Devout Hindus will also have to struggle with the question of how and why non-Hindus have access to great powers.

CULTURE

When Europeans first arrived in India, they encountered many strange customs. The British found some of these customs to be offensive and tried to eradicate them. Indian reformers agree with some of the British positions.

The Hindu custom of sati was especially horrifying to the British. Under this custom, a widow was expected to commit suicide by throwing herself on the funeral pyre of her dead husband. While this practice was supposed to be voluntary, some Hindu widows felt a great deal of pressure to perform the act. Sati was banned in the British-controlled areas of India in the 1830s. Jaipur was the last of the autonomous states to ban the practice in 1846.

One contributing factor of voluntary sati was the forbidding of a widowed woman to remarry. Since many Hindu marriages were arranged between a young woman (or child) and a much older man, this often resulted in a very young widow with very little to look forward to for the rest of her life, especially if she had no children to care for her. Faced with such a bleak future, some widows found the prospect of sati appealing.

An Islamic custom that has gained some popularity among affluent Hindus is the concept of purdah. Women are not to be seen and are kept in a separate part of the home.

FOOD

India is a subcontinent with many different regions with differing geography. As such, there are a multitude of foods and recipes throughout India, rather than a single distinctive cuisine. Also, contact with Europeans over the last three centuries has resulted in a cultural fusion at the table, especially by Indian chefs eager to please their English employers. Traditional Indian dishes have been adapted for the English palate. One prime example is mulligatawny soup, a meaty soup that is derived from a Tamil "pepper water" dish. The dish is so popular among the English in south India that Civilians from northern India refer to their southern counterparts as "Mulls."

A griffin's introduction to Indian cuisine will probably be of this Anglo-Indian fusion. Englishmen like thick and hearty soups and stews and the Indian chefs have tried to compensate, using local spices and condiments to enhance the flavour. As a result, most Englishmen tend to think of Indian cuisine as "curry," which in their minds includes any meat or vegetable covered in a spicy sauce ("curry" is more accurately a powder). This includes vindaloo, which was originally a Portuguese pork dish accented with local spices in Goa, and Rogan Josh, an extremely spicy lamb dish from Kashmir.

This cultural fusion has affected the home islands as well. English versions of curry are made with local (or international) ingredients, and one curry recipe became the foundation of Lea & Perrins Worcestershire sauce. Chutney, a term for any sweet and spicy mix of ingredients crushed together, is derived from the Indian *chatni*.

While most English tea is imported from India and Ceylon, it actually originates from China. As a reaction to the contested East Indies (and China), British merchants have been importing the seeds over the last century and now grow it in India.

Englishmen visiting the princely states will find purer forms of Indian cuisine, although a raja may request his chefs to cook something more familiar to his guests. Legumes and rice are staples of Indian cuisine. Regional examples include kofta (Bengal), meat or vegetable balls; sambhar (Tamil) a spicy lentil and vegetable stew; and Naan (Northern India), a flatbread.

There are also certain food taboos among Indians, as covered under the Religion section. Europeans may bring their own taboos, such as refraining from meat on Fridays among Catholics.

DEATH & NECROMANCY

Corpse animation and resurrection may be possible in mystical or superscience campaigns. Hindus would be very intolerant of zombie-type spells, as proper burial requires cremation. Animating a corpse only keeps the soul that inhabited it from reincarnating.

Hindus may also be very resistant to resurrection-type spells, as they would cheat the Hindu from reincarnating into a better caste. Perhaps an evil wizard would use these spells to spare himself from divine wrath in his next life by keeping his current one extended.

TRAVEL

By the Imperial Age railroads connect all of the major cities. This makes it easier for ICS transfers, military deployment, and recreational excursions. Locomotives had to be imported, as India would not manufacture its own locomotives until 1895.

Transport back and forth from England to India was made faster in the Imperial Age by two developments, the introduction of the steamship and the opening of the Suez Canal in 1869. Previously, a one-way trip could take up to four months sailing around the coast of Africa (most travellers from England simply went to Cairo and transferred to a ship in the Red Sea), but these innovations cut the time to three weeks.

CURRENCY

The main unit of currency in India is the rupee. Up to 1873 ten rupees are the equivalent of a British pound, but after that its value begins to slide. For simplicity's sake, Imperial Age campaigns should set the value of the rupee at about 15 rupees to the British pound. Sixteen annas make one rupee. The anna can be further divided into two paise or twelve pies.

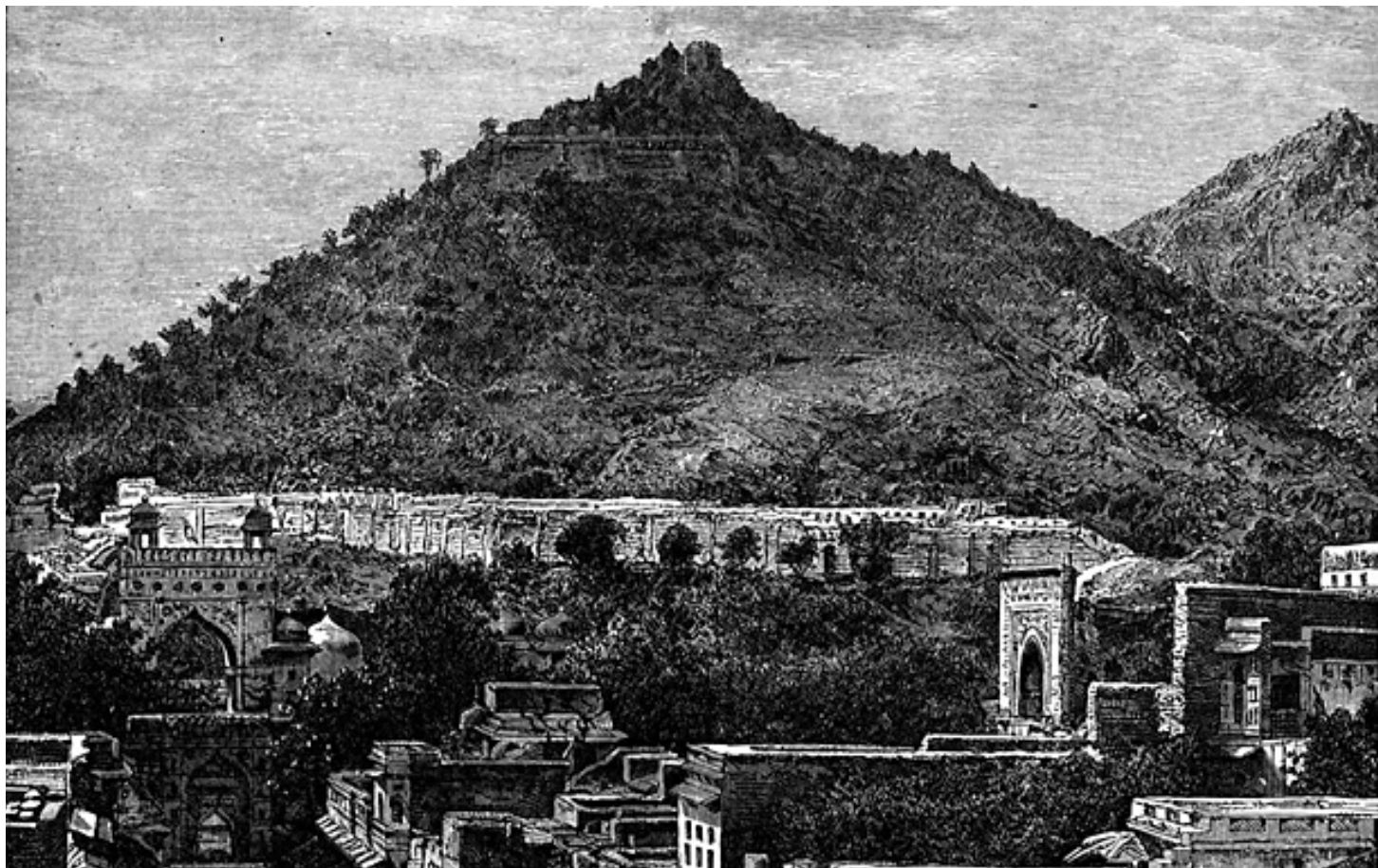
The major reason for the slide in value was that the rupee was based on a silver standard, rather than the gold standard common among major economies. The discovery of large amounts of silver around the world drove down the silver market, carrying the rupee with it.

CROSSROADS

India's position in the world has made it a crossroads for travellers from Europe, Africa, and Asia. Not only is this reflected in India's cultural blending, but it also allows for a cosmopolitan setting in the port cities. British PCs may end up negotiating with Japanese samurai, Arabian merchants, or American tourists.

BEER & TRANSPORTATION

Prior to the Suez Canal, beer transport was a tricky process. Long voyages through hot climates made the beer arrive in India flat and sour. English brewer George Hodgson solved this problem in the late 18th century by adding hops and raising the alcohol content of his pale ale. The resulting concoction, India Pale Ale, proved a hit and dramatically increased beer consumption in India. In 1855, Edward Dyer set up a brewery in Kasuali and produced Asia's first beer, Lion Beer. Lion Beer is the most popular beer in India during the Imperial Age.



GEOGRAPHY

The Indian subcontinent has a varied geography. While most people think of India as a jungle, the entire spectrum of climates can be found on the subcontinent. The British typically divided the subcontinent into northern and southern India, with the Vindhya and Satpura mountain ranges acting as a natural dividing line.

Northern India is bordered by mountain ranges along most of its borders. The largest of the northern ranges is the Himalayas, which India shares with Bhutan, Nepal, and Tibet. The highest peaks in the world are found here, including Mt. Everest, the tallest mountain in the world. It is named for the British Surveyor General, Sir George Everest, who first spotted it. To the west are the Hindu-Kush Mountains that separate British India from Afghanistan. The Vindhya and Saptura mountains, as mentioned, border the south.

Three major rivers dominate Northern India: the Brahmaputra, the Ganges, and the Indus. These rivers deposit rich, fertile soil during frequent flooding, and are densely populated as a result (although the Indus is threatened by the Thar Desert to the east).

Southern India is home to two environments, the coastal regions and the Deccan Plateau. The Deccan Plateau is separated from the coast by two mountain ranges known collectively as the Ghats. These mountain ranges keep the plateau hot all year long. The coastal regions, like northern India, have rich soil. Coastal India usually has a mild winter, then a short hot season, a rainy season, and then another hot season before winter.

Most of India is subject to the rainy season between June and September. This is the period of monsoons, a seasonal wind that brings heavy rains and flooding. While the Indian people welcome the rains after a hot season, the resultant flooding can cause loss of life and crop damage.

The British Empire politically separated British-run India into three Presidencies: Bengal, Bombay, and Madras. These three regions acted almost independently of each other, and up until the late 1870s Civilians considered themselves exclusively belonging to one of the Presidencies (e.g. the Bengal Civil Service), rather than India in general (older Civilians still make these distinctions in the Imperial Age). Among these regions were also many autonomous "native states," the princes of which were left to run their own affairs providing that they cooperated with British rule.

This section will describe some of the major regions of British India that player characters are likely to encounter. The accompanying maps which follow the section are taken from the 1893 Edition of **Constable's Hand Atlas of India**.

IMAGINARY STATES

British India is a patchwork of political and cultural entities of varying sizes. It is very easy for a GM to slip in a few fictional states if so desired. Creating a fictional Indian state involves the following steps:

1. Is the state under British rule or independent? If under British rule, is it administrated directly or is it autonomous?
2. What is the dominant religion of the ruling class? What is the dominant religion of the commoners?
3. How do the natives (and the rulers) feel about the British? How do they feel about their neighbours?

Politics plays a key role in these decisions. An independent state with Muslim rulers and primarily Hindu subjects may be open to British aid, especially if an autonomous Hindu state sits on the border.

BENGAL PRESIDENCY

BENGAL

Bengal has its own distinct history and culture owing to its isolation by the Brahmaputra, Ganges, and Meghna Rivers. Most of Bengal sits on a delta formed by these three rivers. The natives speak their own language, Bengali.

The delta provides good soil for farming. Unfortunately, the land is also very close to sea level, allowing for easy flooding. Although part of "northern India," Bengal is exposed to the sea and has a tropical climate, with hot, humid summers and mild winters. As a result, Bengal is highly susceptible to the monsoons that cause major flooding almost every year. Bengal has also been hard hit by famines. A famine in 1770 wiped out a third of the Bengal population. Bengal suffers another famine during the early Imperial Age.

Bengal is the seat of British power in India as well as being one of the three Presidencies. The Governor-General sits in Calcutta. The British have had a presence in Bengal since 1690, when the nawabs granted the British East India Company the right to establish a trading post in Calcutta (a similar grant was given to the French in 1673 in the nearby city of Chandernagore). The French encouraged the local nawab to attack the British in 1757. The British won at the Battle of Plassey and installed their own nawab after the previous pro-French nawab was assassinated. The British also exerted direct control in the southern part of Bengal, which infuriated some Bengalis. A Bengali attempt to retake their territories in 1763 led to another British victory and its control of Bengal.

Interestingly, the British East India Company's control of the region would last a century from the Battle of Plassey, when an Indian prophet predicted that British rule would end in 100 years. The Sepoy Mutiny of 1857, although defeated by the British, would lead to the end of the British East India Company and Bengal (and the rest of British India) would be placed under direct control of the British Crown.

During the Imperial Age, Bengal is in the midst a renaissance. Prominent Bengalis are beginning to question traditional practices, especially concerning women's rights and the caste system.

Religiously, Bengal is divided between a mostly Hindu west and a mostly Muslim east. This will lead to an administrative partition in 1905, and the eastern partition would later form the modern nation of Bangladesh.

CALCUTTA

Calcutta is the capital of the Bengal Presidency and the entirety of British India. It is also the second largest city in the Empire after London. Industrialization has led to the establishment of an Indian middle class, professional Indians that admire and emulate English culture. It is the location of Medical College, Bengal, the oldest college of European medicine in Asia. There is also a growing independence movement that will cause the capital to be moved to New Delhi in 1911.

Ishwar Chandra Vidyasagar (1820-1891) is a high caste Brahmin in Calcutta who promotes many reforms, among these are abolishing polygamy, child marriage, and his successful campaign to allow widows to remarry. He was head schoolteacher at Fort William College in 1850, and became principal of Sanskrit College in 1851. Unsurprisingly, orthodox Hindus do not share his reformist zeal. He also refined the Bengali writing system using techniques learned from English.

NORTHWEST PROVINCES

The site of the major battles of the Sepoy Mutiny of 1857, the Northwest Provinces (later called the United Provinces) are under direct British administration as part of the Bengal Presidency. The region is the most popular choice among ICS recruits, largely because of its dry climate and the social life of the garrisons there. Virtually all of the villages are under the control of Indian landlords. Unfortunately, many of these landlords heavily tax their charges in order to support extravagant lifestyles.

PUNJAB

The Punjab region has the distinction of being the location of the original Indus Valley Civilization. The majority of the population is Sikh. The Punjab is under direct British rule as a consequence of the Sikh Wars in the middle of the century. The Punjab is a very important strategic location for the British, as it enables them to oversee and control the many princely states in central India. Punjabi is the primary language of the region. Flat plains make up most of the region, with a few foothills in the northeast. This makes for a hot, humid climate that gets very wet during monsoon season and extremely hot in the months prior to it.

DELHI

It is believed that the site on which Delhi was founded had been continuously settled for almost 7000 years. The city has had many names, and it is home to the oldest mosque in India. The British took control of the city during the Sepoy Mutiny. Formerly a capital of the previous Mughal Empire, Delhi is currently part of the Punjab. It will not become the capital of India until eleven years after the Imperial Age.

LAHORE

Lahore has become a centre for learning under British rule. Many schools are established, including Rang Mahal (1847), which was the first English-speaking school in northern India; Lahore Medical School (1850), the second British medical school in India; Forman Christian College (1865); University of the Punjab (1882); and Aichison College (1888). Lahore is also the site of Shalimar Gardens, a 300-year-old terraced landscape filled with flowers, fountains, canals, buildings, and cascades, as well as the Lahore Zoo (1872), which may be the largest zoo in Asia.

Rudyard Kipling (1865-) is a resident of Lahore in the Imperial Age. Born in Bombay to high status Anglo-Indian parents, Kipling moved with them to Lahore in 1882 where he worked as a sub-editor for a local newspaper. He makes his first professional sales in poetry in 1883. He publishes a number of short fictional prose works throughout the rest of the Imperial Age, including the short story "The Man Who Would Be King." He leaves India in 1889, never to return. His first novel, *The Light that Failed*, would be published in 1890. By this point, Kipling was regarded as one of the greatest prose writers in England.

BOMBAY PRESIDENCY

Bombay is both a province and city of British India. The Bombay Presidency, as it is called, incorporates a number of western Indian states. The Bombay Presidency's economy, spurred on by a hot, humid climate, is rooted in agriculture. Many grains, such as rice, wheat, and barley, are staple crops. Cotton, chickpeas, mustard, and even some American crops such as potatoes and tobacco are also grown. The primary languages of Bombay are Marathi, Gajurati, and Sindhi.

The Bombay Presidency is ruled by a governor-in-council that consists of a president (usually known as the "governor") and two ordinary members selected from the ICS. They also formed part of a larger legislative council of between 8 to 20 members for the purposes of making laws. Justice was dispensed from the High Court in Bombay.

The establishment of an orderly system under the Raj has led to such lower prices and economic prosperity that sympathy for the Sepoy Mutiny was not felt in this part of India. Exports such as cotton became lucrative during the American Civil War, and despite a drop in cotton prices when the war ended, the Bombay economy has continued to thrive.

Aga Khan I (1800-1881) was the spiritual leader of Ismaili Muslims (a branch of the Shiite sect). He is a staunch supporter of the British raj and is considered an important ally. His son succeeds him in 1881. Aga Khan II is knighted as a member of the Order of the Indian Empire and given a seat in the Bombay legislature. Aga Khan III (1877-), grandson to Aga Khan I, assumes the position upon his father's death in 1885 at the age of seven. Aga Khan III, unlike his forebears, receives a European education in addition to his traditional one. Queen Victoria knights him as a Knight Commander of the Indian Empire in 1897.

Mohandas Gandhi (1869-) was born in the Gajurat region of the Bombay Presidency. While he was born into the Hindu business caste, the high concentration of Jains in this region had an effect on his lifestyle, especially concerning life (he was a vegetarian) and tolerance. He will leave for London toward the end of the Imperial Age (1888) to become a barrister. He will return to lead a non-violent revolution to free India from British rule.

BOMBAY

The city of Bombay was once seven islands, but aggressive reclamation projects are in the process of joining the seven islands into one great island (it will be completed in 1888). This has also created a beautiful harbour between the city and the mainland. Bombay gets its name from a corruption of the Portuguese words for "Good Bay," and was a Portuguese city prior its cession to Britain. Bombay has close to a million residents; about one percent of these are English.

Bombay has become larger and more prosperous with the opening of the Suez Canal. This has made Bombay the gateway to India for many British travellers, a position formerly occupied by Calcutta. Calcutta-bound travellers now travel first

to Bombay, and then catch a train for the remainder of the journey. Bombay has also become a prominent seaport, as many goods that formerly went to Calcutta now stop here. This prosperity comes at a price, as its rapid growth has led to unsanitary conditions and slums that facilitates a plague in 1896.

The Indian National Congress will hold its first meeting here in 1885.

DREDGING BOMBAY

What hidden treasures lie beneath the islands of Bombay? With the dredging of the sea, many sunken treasures can be dug up. Perhaps an ancient curse could be unleashed, or important lost documents or treasure could be found. Perhaps there is something the Goa Inquisition wants within the remains of an old Portuguese ship.

MADRAS PRESIDENCY

The Madras Presidency constitutes most of southern India. It is ruled by a governor-general and two ICS members. The native population is overwhelmingly Hindu, with Telugu and Tamil the dominant languages. Madras is not a popular destination for the ICS; so many low-scoring recruits tend to see the region as a consolation prize. Since the Madras Presidency weaves through much of southern India, Englishmen tend to refer to all of south India as "Madras," whether appropriate or not.

Madame Blavatsky (1831-) is the founder of the Theosophical Society (see the Esoteric Societies section). Born in the Russian Empire, Helena Blavatsky fled from her first marriage and travelled the world. While in New York, Madame Blavatsky formed the Theosophical Society in 1875. In 1879, she travelled to Bombay and would headquarter the Society in Adyar in 1882.

MADRAS

Madras was built around Fort St. George, which was built by the British in the mid-17th century. It was a strategic naval base to combat the other European powers in the region. It is the capital of the Madras Presidency. Four thousand English residents live in Madras.

PRINCELY STATES

British India encompasses hundreds of “princely states,” autonomous nations subject to British rule. Unlike the three presidencies, these princely states are primarily run by Indian dynasties. The Civilian presence in these states is very small, providing a bit of British oversight and clerical administration. A few princely states are outlined below.

HYDERABAD

Comprising most of the Deccan Plateau, this princely state is the wealthiest in India. While its ruler (the Nizam) is a Muslim, his over 16 million subjects are overwhelmingly Hindu. The Nizam enjoys good relations with England. Urdu is the local language.

Hyderabad

One of the largest cities in India, Hyderabad was built in a Persian architectural style. It is also predominantly Muslim and virtually all of the government posts were Muslim as well. The city’s society is not based on caste, but more closely resembles Victorian England with three distinct social classes. Both the upper and middle classes employ servants, again almost exclusively Muslim.

Roleplaying in Hyderabad

Hyderabad is an established Muslim state smack in the middle of southern India. Its stable, familiar society may come as a culture shock to player characters used to dealing with Hindus and the caste system.

KASHMIR

Kashmir is a northern, mountainous Indian princely state. The British see it as a buffer state to check Russian ambition. The climate in Kashmir varies according to its geography. The lowlands south of the mountains can be reached by the monsoon winds and creates a subtropical climate, while the northern regions can get extremely cold. Kashmiri and Punjabi are the dominant languages.

The boundaries of Kashmir are ill defined, especially along the northern border. This will be rectified in the final years of the Imperial age when Britain negotiates agreements with Afghanistan and Russia.

The people of Kashmir are primarily Muslim, although a Hindu dynasty (a vassal of the British after the Sikh Wars in the Punjab) rules over them. The princely title is Maharaja. This causes a lot of tension between Hindu and Muslim, a conflict that will last long after the Imperial Age ends.

“Cashmere” is an archaic spelling of Kashmir. This region is famous for introducing the goat wool to Europeans, although Kashmir goats are found in greater numbers in other parts of central Asia, such as Afghanistan and Tibet.



MYSORE

Mysore is interesting because it is under direct British Rule in the first decade of the Imperial Age, regaining its princely state status in 1881 after the Maharaja argued and won his case in British court (although it took more than a decade from decision to implementation). Prior to 1881, British Commissioners ran Mysore. Since then, Mysore has become a model state, with a constitution and representative assembly. Government employees receive life insurance and there is financing for farmers.

Bangalore

The capital city of Mysore, Bangalore is also home to a British military garrison in a 13 square mile area known as the Bangalore Cantonment (this area is under direct British control).

RAJPUTANA

Rajputana encompasses a large part of northwestern India. The northwestern portion is covered by the Thar Desert. The rest of the region, however, is more fertile. Rajputana is comprised of over twenty native states that were under the control of a Deputy to the Governor-General (Viceroy). Hinduism is the dominant faith, and most of the princes practiced it. Rajputana is an agricultural region, and its primary exports are cotton, wool, grains, salt, and opium.

Roleplaying in Rajputana

Rajputana is a good place to send the player characters to get a taste of native administration. With its large territory and many states, a Game Master could use one of the historical states or even make up one of his own to insert within it. Rajputana is an excellent choice for an Indian PC to shine.

THE CURSE OF THE WODEYARS

One interesting local ballad concerns a curse put upon the Wodeyar dynasty. According to the curse, no Wodeyar ruler is capable of producing an heir. Interestingly, with only an occasional exception, most Maharajas lost their sons before they could inherit the throne, leaving adopted heirs or other relatives to succeed them. This curse is extremely relevant to the current maharaja, who fathers a son in 1884.

The curse dates back to 1614, when the Mysore army conquered a neighbouring kingdom. The wife of the defeated ruler uttered the curse as she fled with the crown jewels. A repentant maharaja made an idol of her and worshiped it as a goddess in an effort to avoid the curse, but to no avail.

Game Masters running a mystical campaign can determine the truth behind the curse and develop an adventure around solving it (in 1894, the current maharaja dies and his son does take the throne, suggesting at least an abatement of the curse). Does a god back the curse, or is an asura behind the untimely deaths of heirs? Perhaps a remnant of the Thugee cult is involved, carrying out the will of Kali, who promotes the curse.



TRAVANCORE

Travancore is a princely state on the southwest tip of India. Since allying itself with Britain, Travancore has instituted many reforms, including the abolition of slavery, caste dress codes, the institution of a post office, and the establishment of many schools. The primary language of Travancore is Malayalam.

NEIGHBORS

AFGHANISTAN

Afghanistan has been the battleground for the “Great Game,” a conflict fought between Great Britain and Russia over control of Central Asia. The First Afghan War (1838-1842) would end in a humiliating defeat for the British, and although guaranteed free passage the British Army was slaughtered during its retreat. Meanwhile, the Russian army steadily advanced southward into Afghanistan. During the Imperial Age, the British would try again, sparking the Second Afghan War in 1878. After getting a good part of its army annihilated in Kabul, Britain managed to put an Emir on the throne that both Britain and Russia could live with. During the 1880s, Emir Abdur Rahman Khan would consolidate his power in Afghanistan, strengthening military control and modernizing the nation.

Adventures in Afghanistan

Game Masters can make good use of the Great Game between Great Britain and Russia, playing on British fears that Russia would dominate the region. Player characters could be British spies or envoys attempting to slow the Russian advance and ensure that the Russians aren't whispering in the Emir's ear.

Player characters can also get involved in the Second Afghan War, as the British forces were brought in from India.

BHUTAN

Bhutan is a small country nestled in the Himalayas and battered by civil war during the Imperial Age. Governors of different territories within Bhutan are vying for power through skirmishes with the others. This comes to an end in 1885, when Britain backs Ugyan Wangchuck, the Governor of Trongsa. He will consolidate his power through the rest of the Imperial Age (and is destined to be crowned king in 1907).

Ironically, although Bhutan is strengthening its ties with Britain, it conducts most of its trade with its northern neighbour Tibet. Tibet actually sided with a rival governor against Wangchuck. A treaty with Britain in 1865 allows Britain to control Bhutan's southern border passes with India.

BURMA

Although not part of the Indian subcontinent, Burma was slowly incorporated into British India during the Imperial Age. Burma shares its northeast border with China, and successfully repulsed four Chinese invasions in the 18th century before being absorbed into British India during the next century. The lowlands of Burma have a tropical climate similar to neighbouring Bengal, while the highlands can range all the way up to heavy snowfall and arctic conditions depending on elevation. Like Bengal, Burma is also prone to floods and droughts.

It was Burma's territorial expansion that concerned both the Chinese and the British. Ill-defined borders were part of the problem, as military operations and refugees challenged territorial assumptions. Britain fought Burma in a series of three wars during the 19th century, resulting in total control of Burma in 1886. Burma then became a province of India.

Burma would thrive economically in rice production, but at great cost. When the opening of the Suez Canal increased demand for rice, Burmese farmers needed to borrow money to meet it, but often defaulted on their high-interest loans. As a result, the beneficiaries of the Burmese rice trade were British and Indian firms and migrant workers. Many Burmese became unemployed, and neither the ICS nor the British military would accept them into their ranks.

Rangoon

The British annexed Rangoon in 1852. The British immediately went to work on modernizing the city, building colleges and bringing western education to the Burmese people. Rangoon primarily exports rice and timber. This stands in stark contrast to the impoverished villages surrounding it. Rangoon was made the capital of the Burmese Province in 1886.

Adventures in Burma

The British control Rangoon throughout the default timeframe of The Imperial Age. There are plenty of opportunities for the player characters to get involved in enforcing property foreclosures on Burmese farms or protecting migrant workers. After 1886, a number of Burmese guerrilla forces spring up and need to be put down to protect British interests.

CEYLON

Originally a Portuguese and then Dutch colony, Ceylon was given to the British as part of a treaty with France in 1802. Unlike British India, Ceylon was converted into a Crown colony and the natives were forced out of their fertile lands so that the British could plant coffee, tea, and rubber. Tamils (Indians) were imported to work the fields and soon made up 10% of the Ceylon population.

Roleplaying in Ceylon

Ceylon provides an interesting contrast with British India, as colonialism takes precedence over imperialism. American roleplayers will find this familiar, as it reflects early American treatment of the native peoples. Indian player characters accustomed to British Imperialism may be shocked by the treatment of their southern neighbours.

FRENCH POSSESSIONS

France holds a handful of small possessions in India during the Imperial Age, spread out along the coastlines. These are governed from Pondicherry, one of the settlements.

Pondicherry

Pondicherry is designed in a French grid pattern with many French-style buildings. The city is divided between a French section and an Indian section. During the early Imperial Age many Civilians bought light claret from the French vineyards (a practice ended when a plague destroyed the vineyards in the late 1870s). Tamil is the indigenous language.

Pondicherry is also the site of an ancient settlement that had ties to Rome. It is believed that Roman traders set up shop here and “Romanised” the marketplace. Archaeological evidence unearthed in the next century will confirm that trade with Rome existed here.

Roleplaying in Pondicherry

Obviously, a French colony provides a cultural diversion for British player characters. The French lack the society of the British, although there is still a line between French and Indian. The Third Republic rules during the Imperial Age, although a player character could get caught up in a discussion of whether France should restore the monarchy.

The Roman connection provides an interesting hook for mystical campaigns. What Roman gods, monsters, or magic lies buried beneath Pondicherry?

NEPAL

Nepal is cradled in the Himalayas between British India and Tibet. It is perhaps most famous for being the birthplace of Siddhartha Gautama, a Hindu monk that would become the founder of Buddhism. The Rana Dynasty currently runs the government. Nepal has been a staunch ally of Britain, even sending troops to help put down the Sepoy Rebellion. Technically, Nepal swears fealty to China, but China’s own troubles have forced it to ignore Nepal. The capital of Nepal is Kathmandu.

Nepal is best known in British India as the provider of Gurkhas, soldiers that became part of the British Army after the Sepoy Mutiny.

PORTUGUESE POSSESSIONS

Britain doesn’t rule the entire subcontinent. Portugal still maintains three small colonies throughout the Imperial Age, Daman, Diu, and Goa. All three are located along the western coast of the sub-continent (Diu is an island). Goa is expanded below.

Goa

Goa is a Portuguese colony that sits on the west coast of India. In contrast to the Anglo-Indians, Portuguese settlers in Goa were encouraged to marry local women and the Eurasian population exploded. Goa became an important part of the Portuguese trade, and many items from east and west can be found in city markets. Today, one must make a distinction between Old Goa, which is in decline, and New Goa, a city built by the Portuguese just north of the old city. New Goa is the

seat of government and many Europeans have moved into the new city.

Goa is a symbol of decadence to Anglo-Indian Society, especially on the issue of intermarriage. Still, many Anglo-Indian women employ Christian chefs from Goa to get around the prohibitions of a Hindu or Muslim kitchen. Goa's Christianity was enforced by the Goa Inquisition, which was finally ended in the early part of this century.

Goa's economy is largely agricultural, with rice, legumes, and cashews among its staple crops.

SIAM

Siam is a Southeast Asian kingdom that borders Burma. For quite some time, Siam's rulers have been concerned by European colonial ambitions. They see France as a greater threat than Britain, and over the course of the middle of the 19th century have been strengthening ties with Great Britain. The King of Siam during the Imperial Age is Rama V. He is introducing reforms to Siam, including a formal court system and an end to slavery. Bangkok is the capital city of Siam.

TIBET

Technically part of China, Tibet has enjoyed an almost autonomous status. Relations between British India and Tibet have been limited to exploration and trade. Britain will make treaties with China during the Imperial Age (starting in 1886) regarding Tibet, but the local Tibetan leaders will not recognize the treaties. It remains unclear whether Tibet is a sovereign state or whether China still exerts control.

Roleplaying in Tibet

The Tibetan political situation allows for subterfuge and intrigue, as the British and Chinese wage a secret war for Tibetan influence. Even Russian agents may be involved (as the British felt moved to invade Tibet because of Russian influence just after the Imperial Age in 1903), allowing for old wounds between aging British and Russian officers over Afghanistan to reopen.



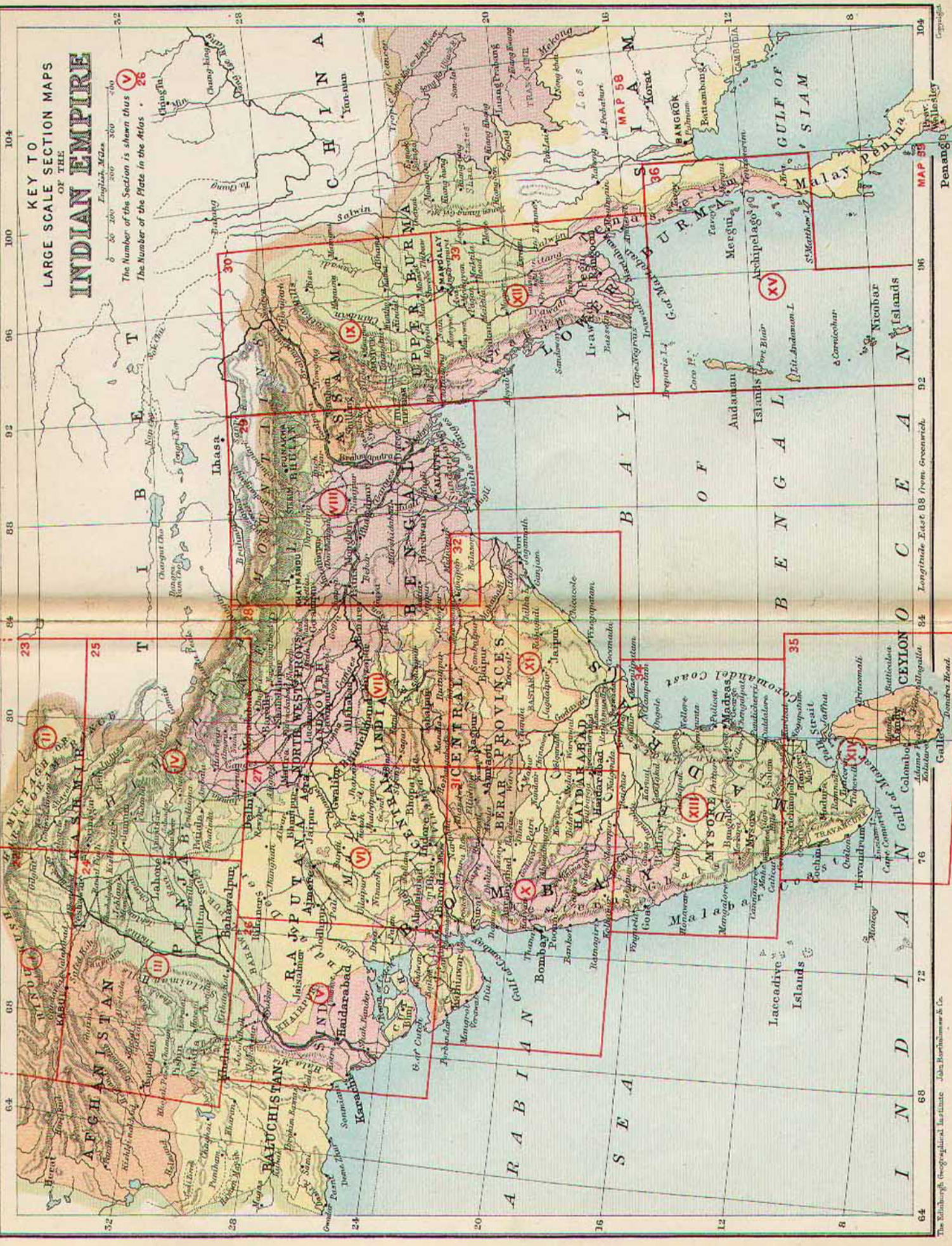
CONSTABLE'S HAND ATLAS OF INDIA, 1983 EDITION

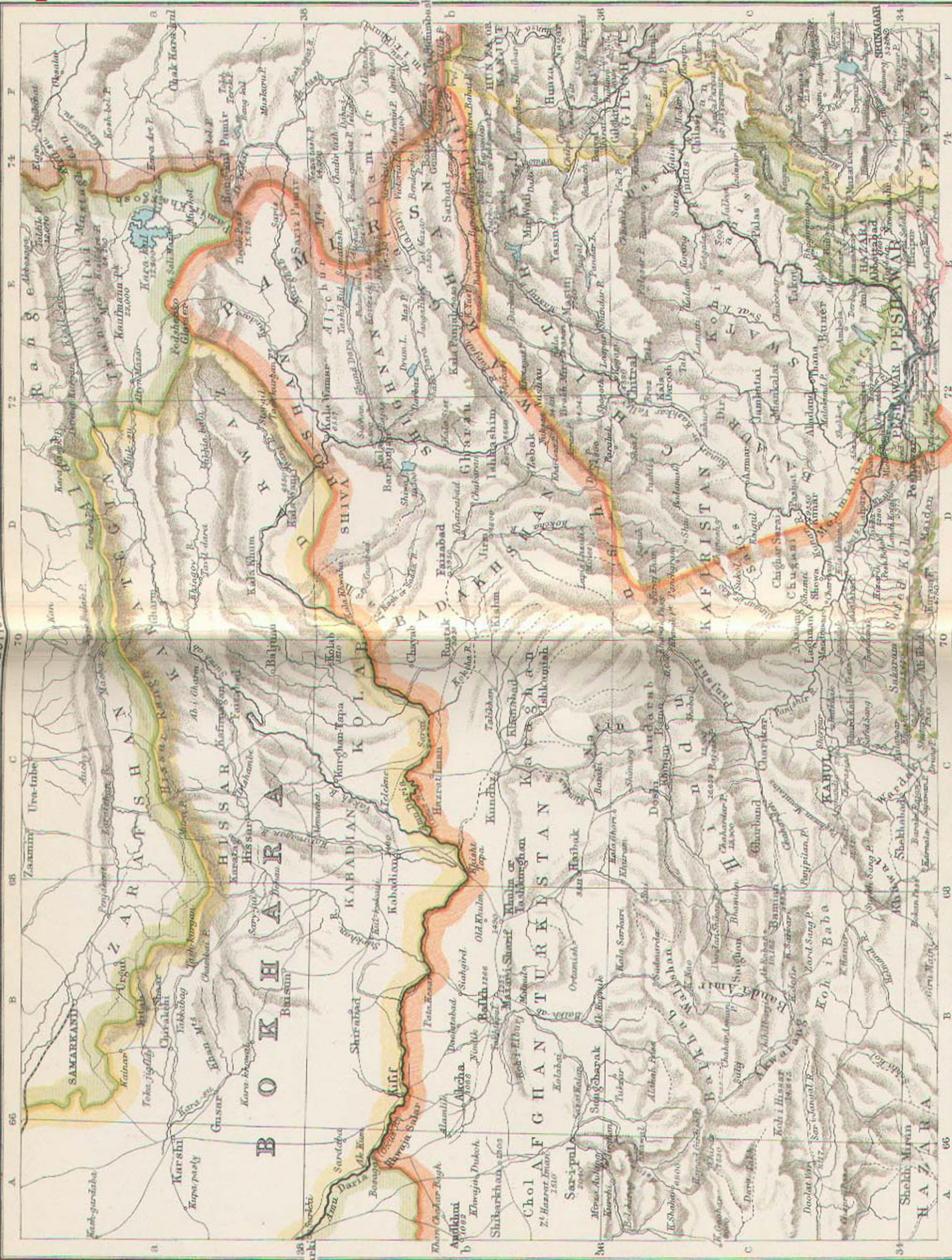
The pages that follow are reprinted from a genuine Imperial Age source: Constable's Hand Atlas. This was an indispensable tool for European visitors to the subcontinent.

The first page is an overview of British India, with sub-section maps marked in red. The sub-section maps then follow in numerical order, I to XV.

KEY TO
LARGE SCALE SECTION MAPS
OF THE
INDIAN EMPIRE

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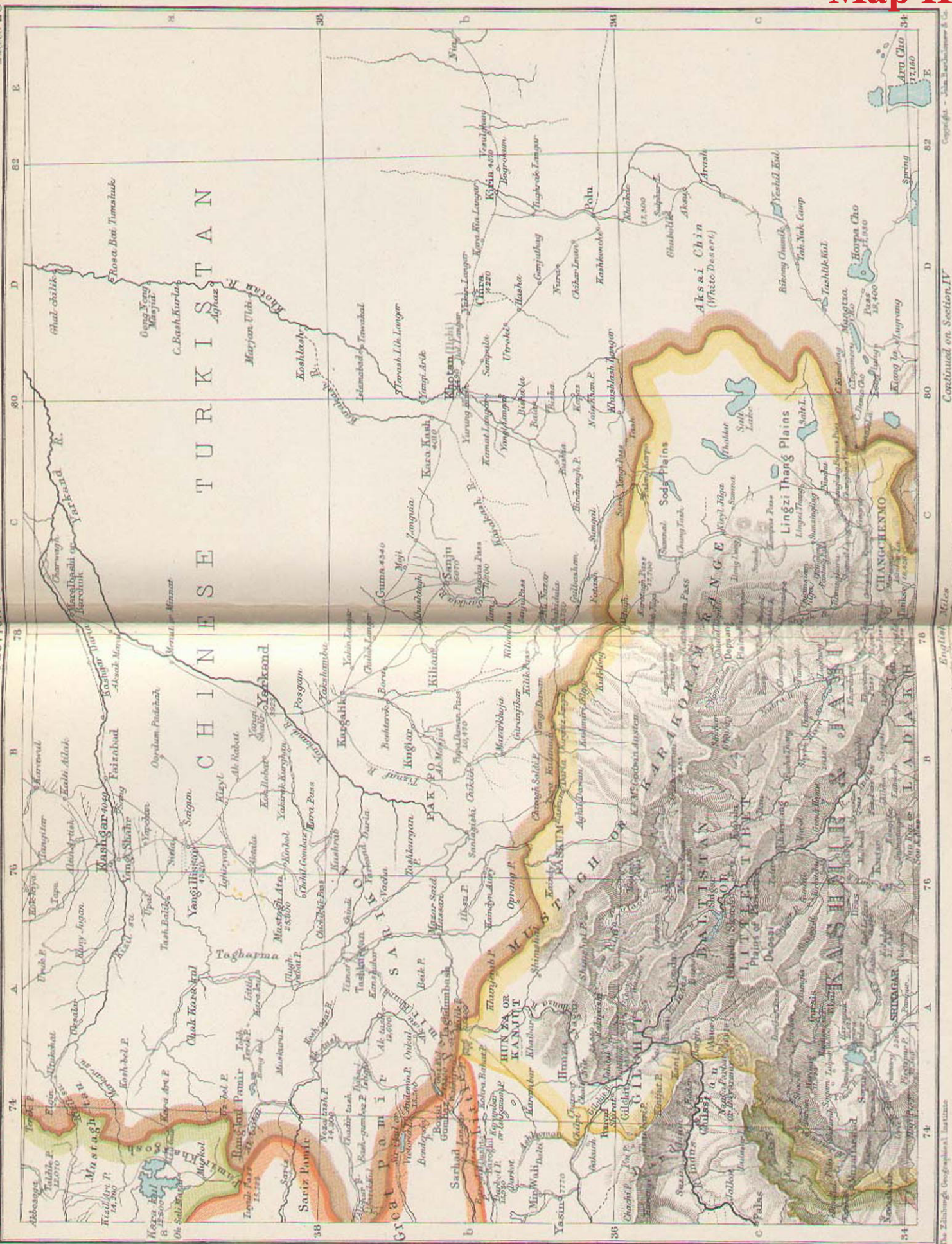


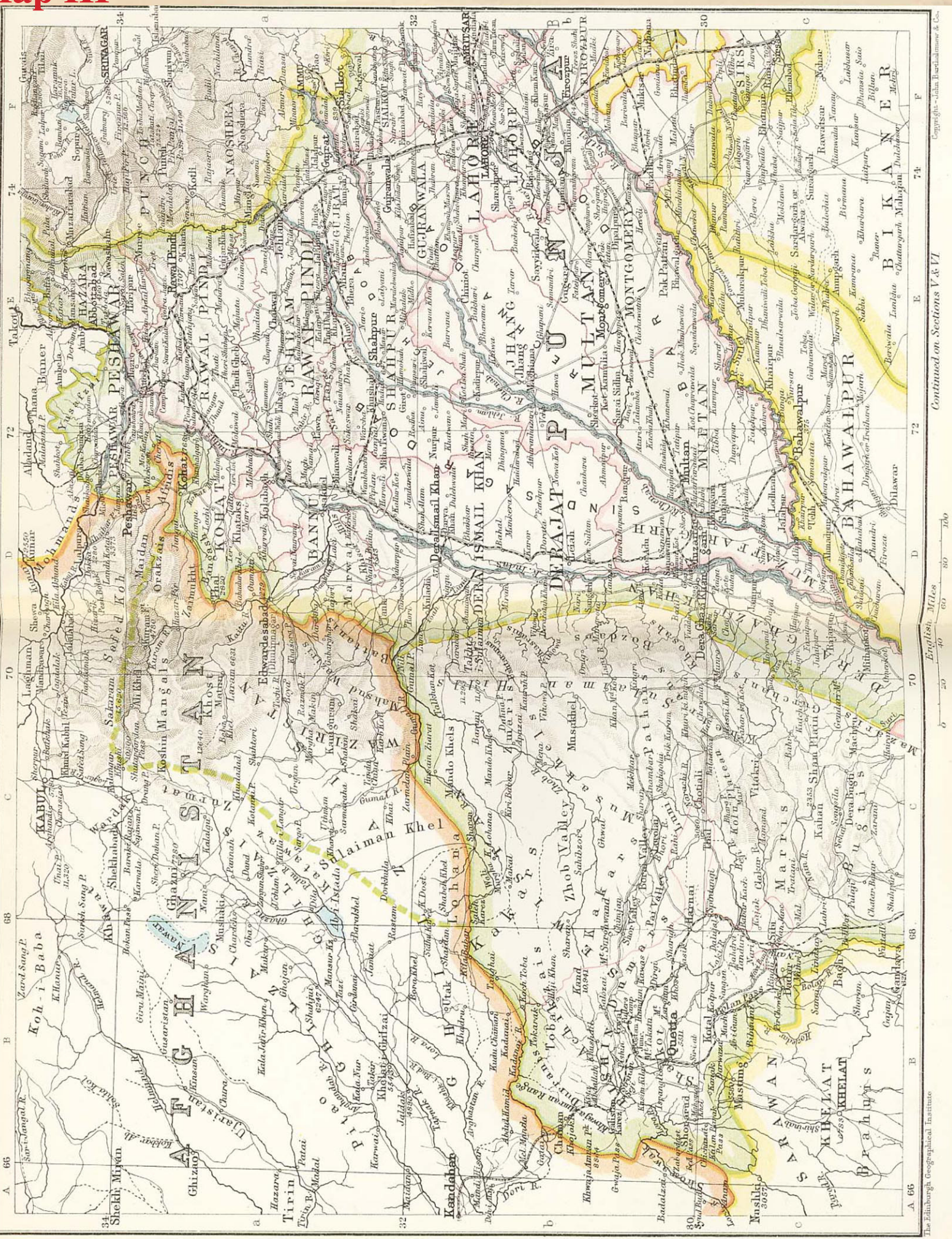


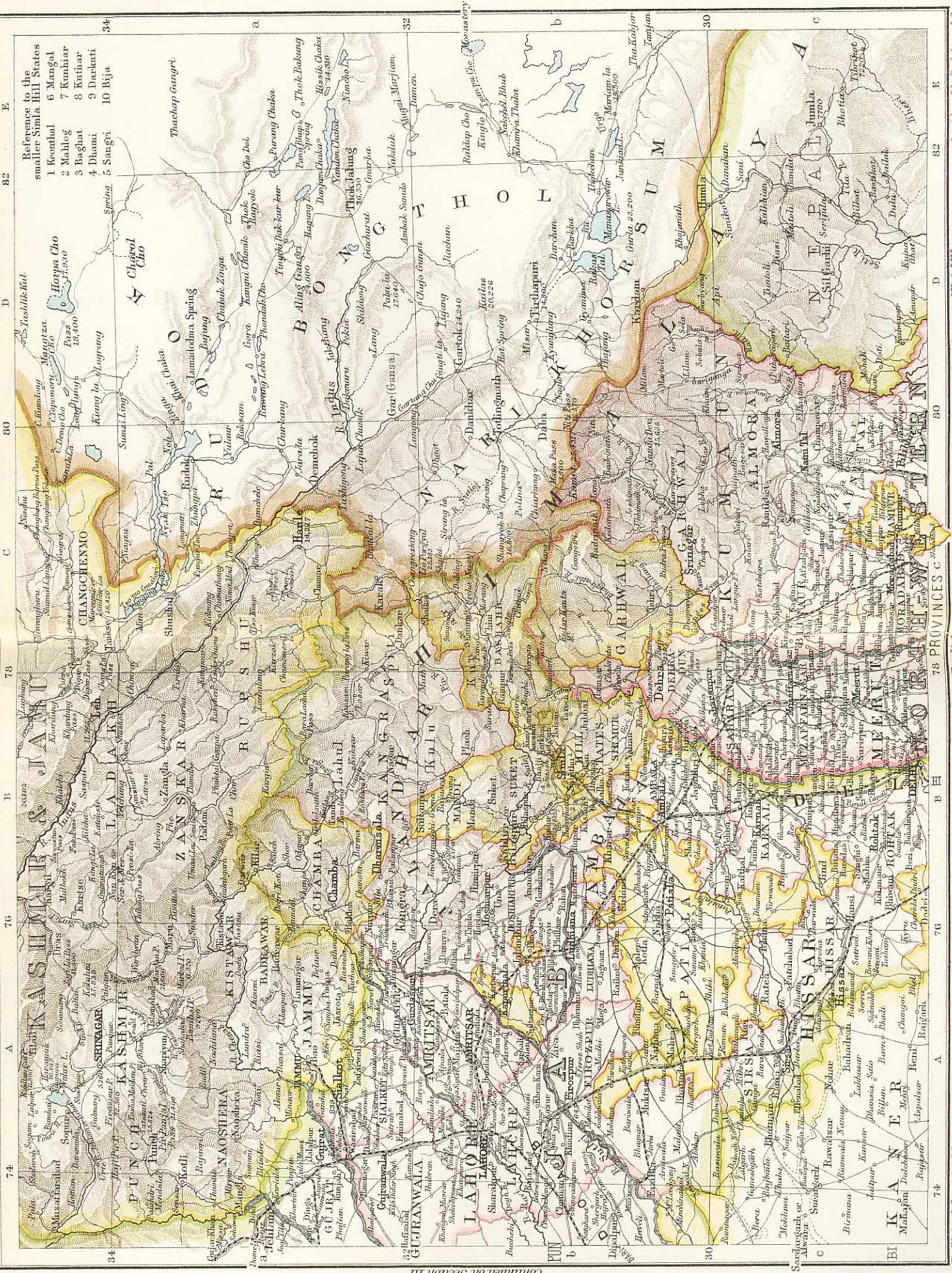
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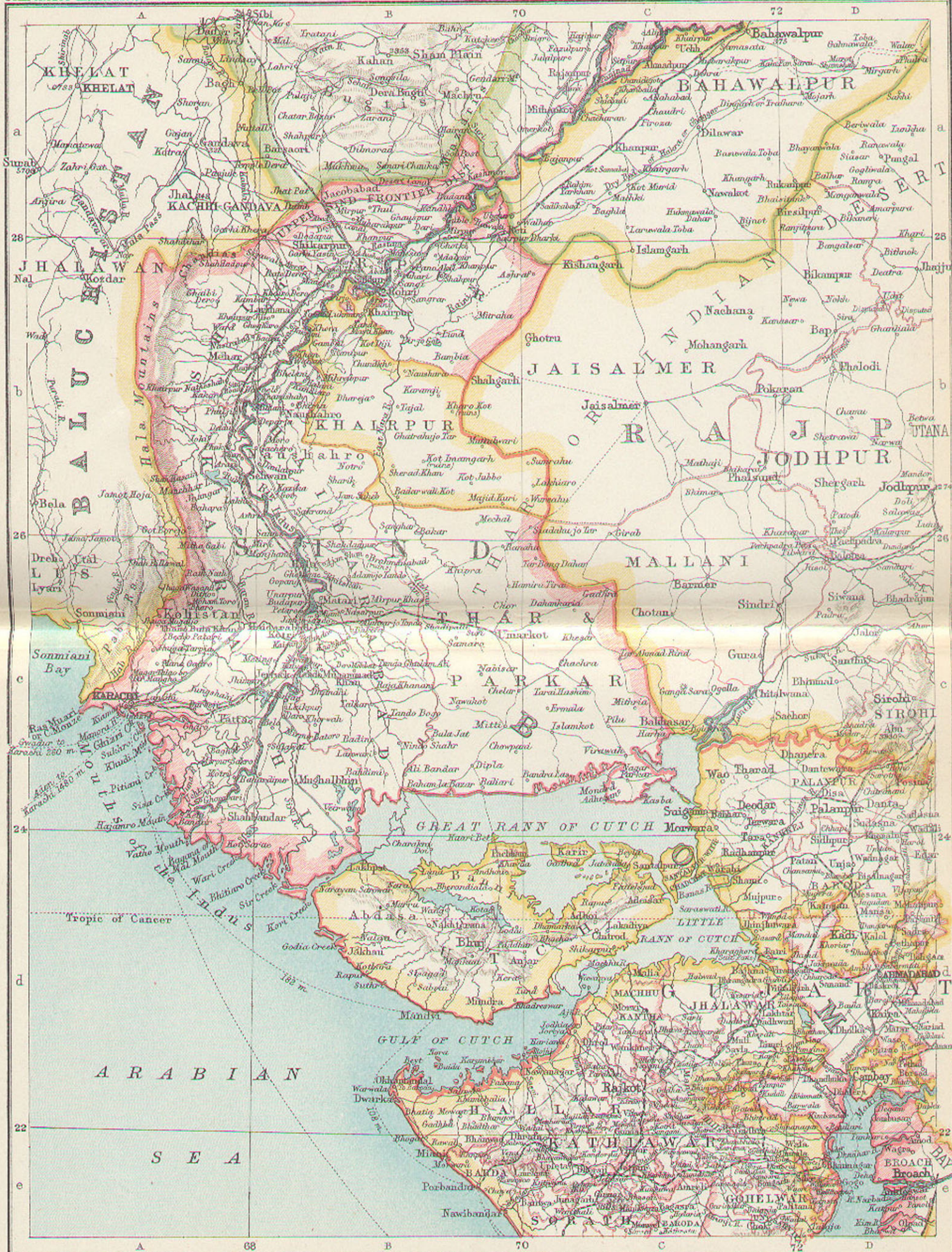
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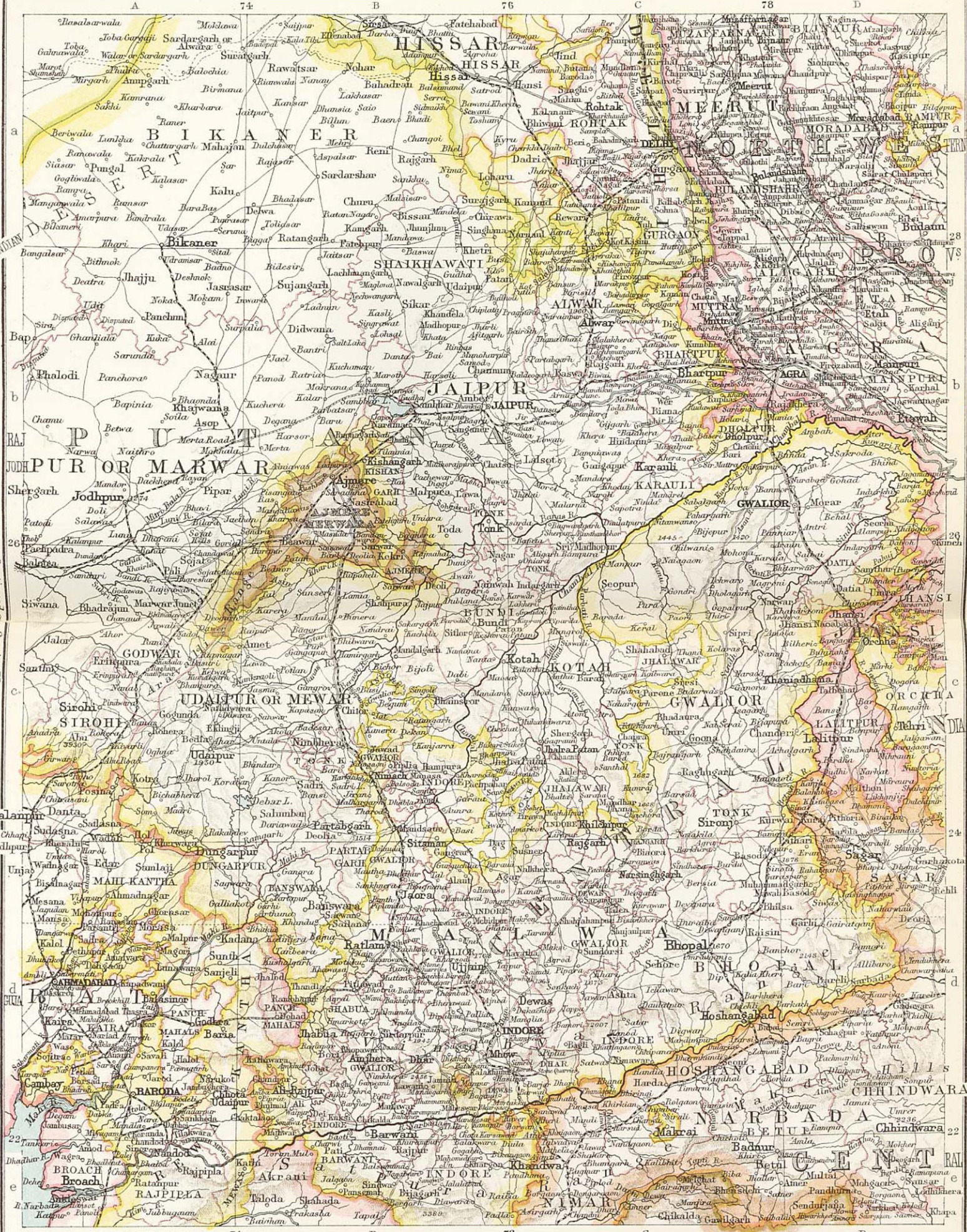


- Reference to the smaller Simla Hill States
- 1 Koonthal
 - 2 Mahlog
 - 3 Baghat
 - 4 Dhamsi
 - 5 Sangri
 - 6 Mangal
 - 7 Kunihar
 - 8 Kuthar
 - 9 Darlenti
 - 10 Bija



Continued on Section VI

Plate 26



Continued on Section VII

Plate 27



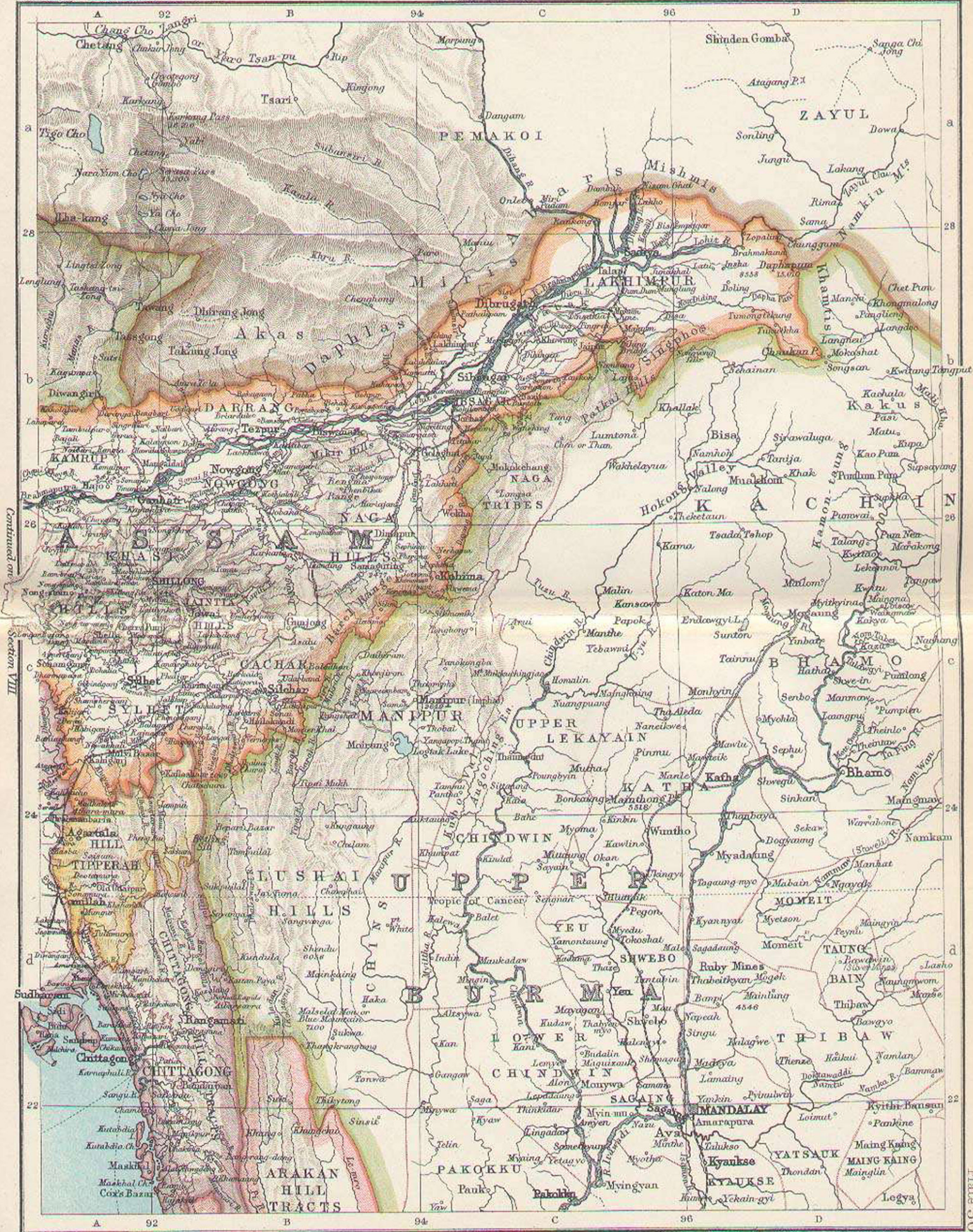
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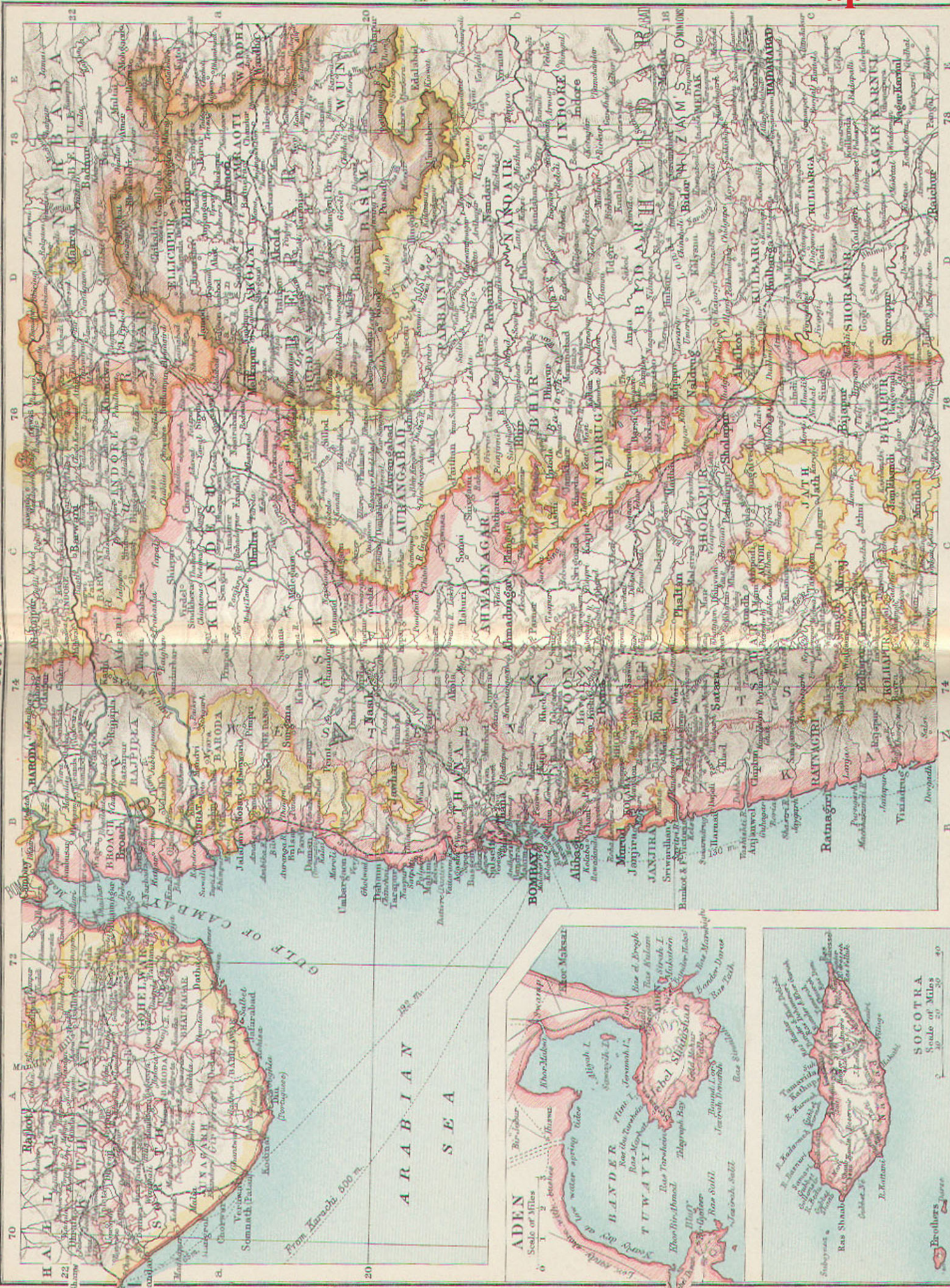
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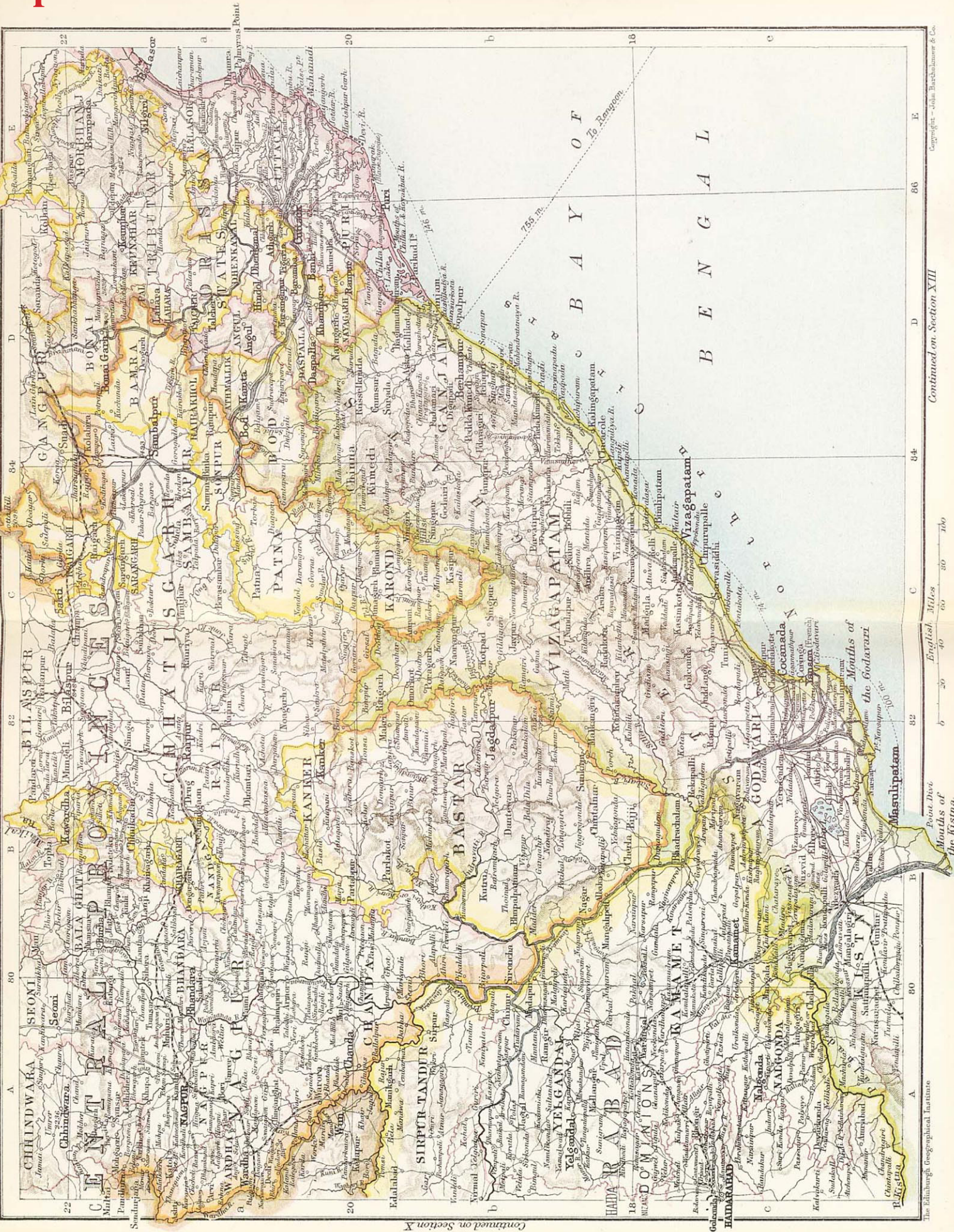
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Plate 30





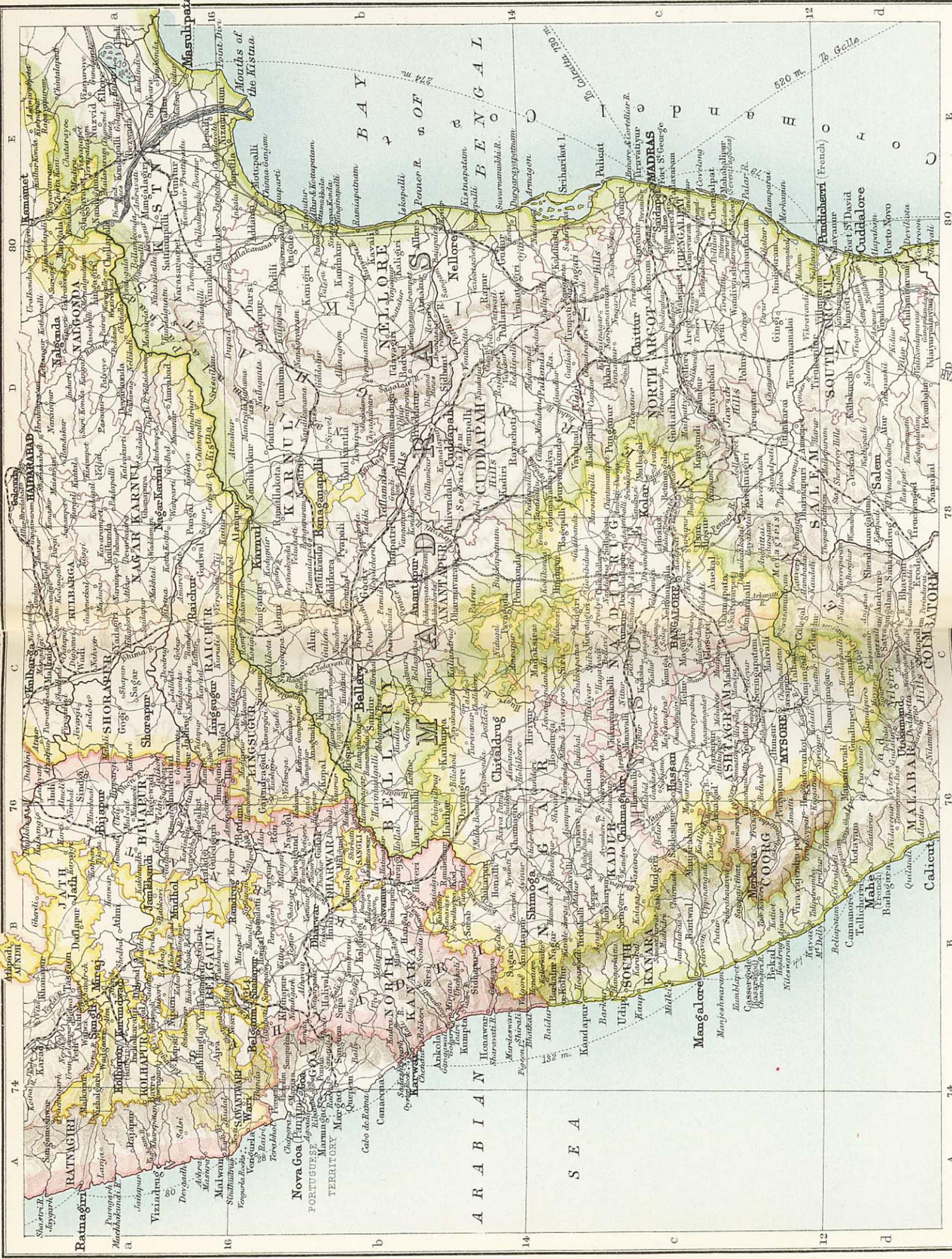
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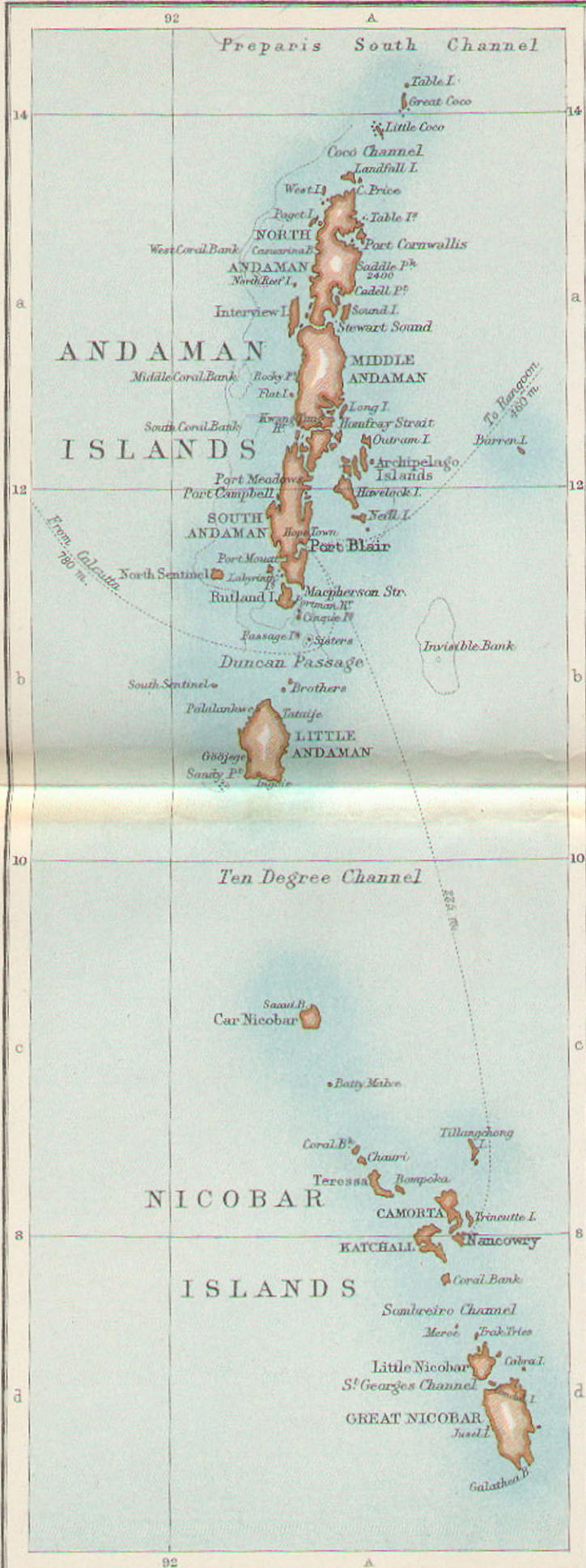
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ESOTERIC SOCIETIES

GOAN INQUISITION

While the Goan Inquisition formally dissolved in 1812, its effects still resonate in Goa. Thousands of Hindus were tortured and murdered during the almost three centuries of its existence. While most Inquisitions limited themselves to punishing wayward converts, the Goan Inquisition extended its reach to unconverted Hindus as well. The Goan Inquisition used many brutal tactics to convert the native population, destroying temples, burning Hindu texts, and threatening torture. Many Hindus (and others) fled Goa to escape the Inquisition's wrath.

It is possible that the Goan Inquisition remains as a secret society, dedicated to tracking down wayward converts who fled to other parts of India. They may even go after their descendants. In a mystical campaign, the Inquisitors may have F/X powers.

HERMETIC ORDER OF THE GOLDEN DAWN

The Hermetic Order of the Golden Dawn is the most famous occult organization in the Imperial Age, although it was only officially founded in 1888. The Order focused on western occult traditions (Hebrew/Kabala being considered "western") and dismissed most Eastern philosophies. While the Order will not become fashionable until the next decade, it is possible that an early member of the Order may find himself or herself in India.

There can be interesting encounters between a player character Theosophist (see Theosophical Society below) and a recently arrived member of the Order. In the view of the Order, Theosophy has been poisoned by Eastern ideas and is no longer a "proper" hermetic tradition.

TANTRA

Modern popular culture has infused tantra with sexual activity; in truth, the vast majority of tantra has nothing to do with sex. In Hinduism, tantra is about purification. It contains exercises designed to relax the mind and body so that the practitioner can receive truth. In Hindu popular culture, these ritual practices are associated with spells, rituals, and symbols. Sexual activity can play a part.

In a historical campaign, tantric rituals are just interesting exercises that may seem quite foreign to a British soldier. In a steampunk campaign, a Hindu scientist may use tantra to focus his mind for inspiration on a new steam design. In a mystical campaign, tantric rituals may provide the participants with magical energy. In all campaigns, the sexual activity can be played up to embarrass and frustrate the Victorian mind.

THEOSOPHICAL SOCIETY

Madame Blavatsky created one of the most influential occult societies in the 19th century, the Theosophical Society in 1875. The core belief of the Society is that there is a universal truth of which all religions hold a portion. Theosophy merges science with faith, proclaiming that all human advances help "evolve" mankind closer to the Divine.

Prior to Madame Blavatsky's coming to India, the Theosophical Society was rooted in Western occult tradition. In Blavatsky's own *Isis Unveiled* (1877) she rejects Eastern ideas such as reincarnation. During her stay in India from 1879 to 1884, Madame Blavatsky retracts some of her previous positions and will integrate Eastern philosophy in *The Secret Doctrine* (1888).

Just after Blavatsky and her husband leave India, her former housekeeper causes a stir by insisting that the couple had faked a number of miracles. This leads to an investigation by the Society for Psychical Research that produces evidence of the frauds. While this leads to worldwide headlines, the Theosophical Society weathers the storm and continues to grow.

In a mystical campaign, the Theosophical Society would be a true magical society. Its members would have F/X powers available to them.

THUGEE

The historical Thuggee were a cult made up of robbers and highwaymen. Their modus operandi would be to befriend an unsuspecting traveller and later strangle him to death, robbing him of his belongings in the process. The Thuggee claimed that this was a religious act in the service of the Hindu goddess Kali, although the Thuggee allowed Sikhs and Muslims into their ranks.

The Thuggee Cult vanished after a concerted British effort to destroy it in the 1830s. However, many of the Thuggee might simply have gone into hiding, and copycat groups are bound to spring up. Nationalist fervour among Indians could spur a new Thuggee movement, devoted to striking terror in the hearts of the British.

In a purely historical game, the Thuggee may be used as a surprise encounter on a journey across India. Many Thuggee had infiltrated various occupations in order to get close to victims, and it would not be out of place for Indian passengers on board a train to murder one of the occupants, take his belongings, and flee the train. In a mystical campaign, the Thuggee could have F/X powers similar to that of the cinematic ninja. For a more information on the Thuggee, see *Pulp Villains: Thuggee* by Adamant Entertainment.



INDIAN CAMPAIGNS

There are many ways to approach an Indian campaign. Some Game Masters may wish to run a straight historical, while others may wish to add a little F/X. Some common types of campaigns are outlined below. See *Imperial Age: Magick*, *Imperial Age: Spiritualism*, *Imperial Age Alienist* and *Imperial Age Engines* for rules on incorporating magic and machines into British Indian campaigns.

HISTORICAL

A historical campaign attempts to capture the essence of what it was really like in British India during the Imperial Age. Player characters could be civilians working for an Indian station (perhaps riding the circuit). Military characters could either be stationed in a garrison or sent into battle in Afghanistan or Burma.

The key to maintaining interest in a historical campaign is to play up the cultural backgrounds. British India is exotic enough without any F/X elements. Highlight the unique social class structure of the English in India (and contrast it with a trip back home, where a prominent civilian suddenly finds himself ignored by the upper class). Emphasize the tension and conflicts between Hindus and Muslims. Play up the differences between an English soldier, a Sepoy, and a Ghurkha. Send the player characters to Goa or Pondicherry (or even Ceylon) to showcase the differences between colonialism and imperialism.

Historical campaigns need not leave out the esoteric. Just because there are no monsters and magic does not mean that the Thugee don't believe they have a divine mandate. English officers may be surprised to see tantra in action. Theosophists really do believe in ritual magic and will still perform it. There is nothing more unsettling than a civilian investigating a village murder only to discover that there is a ritual significance to it.

Historical Seeds

1. A passenger train leaves from Bombay for Calcutta. Along the way, the train disappears before making it into a station. A cavalry unit is sent to investigate and they find the train, but no passengers. The player characters must investigate what happened to them. (They were kidnapped by the rival of a native prince, who wishes to use them as bargaining chips to gain the throne).

2. A Bengali thief has taken something of great value from a high-ranking civilian. The player characters track the thief to a nearby village. Unfortunately, the civilian is not well liked amongst the village population, so the thief has many places to hide. On top of that, a raging monsoon threatens to wipe away the village just as the player characters are in the thick of things. Can they find the object and get out in time?

3. A high-ranking civilian is a good friend of the player characters. He is generally a good soul, but he's been acting very strange lately. The player characters find evidence that he is being blackmailed, but the civilian refuses any assistance. Worse, his new decisions and appointments are adversely affecting the player characters. Who is behind the blackmail? (Someone has discovered that the civilian is Eurasian and is using that information to extract money and favours).



OCCULT

At first glance, an occult campaign looks like a historical campaign. It's only when the player characters start to delve into the dark corners of India that they discover preternatural events beneath the surface. Secret magical rituals really do have consequences, and monsters really do come out at night.

Magic in an occult campaign is rarely flashy. Rather, it manifests as long rituals and coincidental effects. Characters with F/X abilities rarely throw around fireballs and fly. Instead, they operate in the shadows, influencing the thoughts and actions of key figures, healing incurable diseases, and manipulating probability. Religion plays a large role in the occult world. Perhaps Hindu occultists really can tap their memories and skills from previous incarnations. Perhaps a Muslim cleric will lose his F/X abilities if he touches pork. Magical relics and places of power also become very important as necessary components for powerful magic.

Creatures will be rare, hidden in remote places and terrorizing villagers. Some creatures may infiltrate urban areas (especially among the Untouchable caste), but they always operate in secret. This is the province of Monster Hunters, stalking their prey amongst the native population. English Monster Hunters will be regarded with suspicion, especially those bearing Christian holy relics to combat their foes.

Occult Seeds

1. Two neighbouring villages, one Hindu, one Muslim, have always had strained relations. Recently, a couple of cows disappeared from a Muslim ranch, and three dead pigs were found in their place. The Muslims threaten revenge for the insult, while a Hindu rancher accuses them of butchering his pigs. Can the player character civilians sort it out? (A Daitya has entered the area and stole the pigs. On the way back to his camp, he spotted the tastier cows and took them instead).
2. A snakebite epidemic rocks the Bombay Presidency. Villagers fear for their lives and have been purchasing snake-warding charms from a travelling boxwallah. (The boxwallah is in league with a snake charmer to create demand).
3. There are rumours of a new Thuggee cult in the Punjab. Worse, large shipments of magical ingredients are disappearing into the region. Can the player characters discover what is going on in time? (The cultists are trying to summon an outerworldly creature to drive the British out of India).

HORROR

A subset of the occult campaign is the horror campaign. The difference is one of mood and atmosphere. Creatures and magic are rarely seen, but their effects are felt. An atmosphere of fear and foreboding must be maintained for a good horror adventure. Without them, the horror element is lost and the campaign will be best described by one of the other categories. It is important to stress that a horror campaign need not have any F/X elements at all; a Jack-the-Ripper style serial killer in Bombay can be just as suspenseful and terrorizing as a vampire in Calcutta (especially if the killings seem preternatural at first glance).

A key theme in horror is isolation. A lone civilian officer investigating cattle mutilations in the Northwest provinces will feel the terror much stronger than a cavalry commander with an entire regiment to back him up. Player characters should be made to feel that, whatever the danger, they will have to find a way to stop it on their own.

Horror campaigns are difficult to maintain. Tracking down an asura can be nerve-racking the first time around, but the third asura will become routine. Game Masters may wish to combine elements of a Horror campaign with another (perhaps historical) in order to maintain the suspense. It is far more suspenseful for the player characters to spend a couple of adventures hunting Thuggee killers, only to find that this time around there is something different about the Thuggee murderer.

Horror Seeds

1. Members of a Hindu family are being strangled to death in their own homes, even when they take precautions. The player characters are brought in to investigate a possible Thuggee connection. (Two centuries ago, a noble slew a Thuggee. With his dying breath, the Thuggee cursed the noble's entire family. During a religious ceremony,

the reincarnated Thuggee's old personality resurfaces. He is now a member of the noble family. While the noble sleeps, the old personality takes over. The Thuggee will continue until every last member of the family is dead, and then he will kill himself in Kali's name.

2. A Himalayan hunting party goes in search of a yeti. While isolated in the mountains, members of the expeditions start to die violent deaths. Is the abominable snowman hunting them? (A rakshasa disguised as a Ghurkha guide is responsible for the deaths).

3. While patrolling the Madras region around Pondicherry, the player characters meet a frightened European woman who speaks Greek and Latin. She claims to be shipwrecked, and that others in her party were taken by a native tribe. Can the player characters help her? (She is a recently awakened Roman vampire and needs to feed to recover her full strength).

FANTASY

Fantasy campaigns have the F/X abilities turned way up. Magic is everywhere and may even compete against or be infused with technology. Chabahu and Daityas walk among humans in cities and villages. British officers may count elves and dwarves among the officers. Military campaigns may be mounted against a Daitya kingdom in the foothills of the Himalayas. A player character may be a captain in the 14th Wizard Regiment.

Almost all characters in a fantasy campaign are aware of the existence and application of magic. Hindu priests may help crops grow in flooded or parched areas. Muslim clerics may throw fireballs at advancing British forces. Russian mages may participate in a secret war against their British counterparts in Kabul. Perhaps the Hindu insistence on bodily cremation has its roots in combating necromancy.

A fantasy campaign with multiple races or distinct magic-wielding classes will have to be factored into the Hindu caste system. The creature entry on the Chabahu discusses some possibilities. In addition, a Game Master may allow players to create characters using a race from this supplement or elsewhere. No matter how fantastic the campaign, it is important to maintain an Imperial tone.

Fantasy Seeds

1. A band of Chabahu have bought a ton of rifles and learned how to shoot them. They have recently taken control of Bolan Pass and demand high tolls for travellers to pass through it. The player characters must find a way to subdue a gang that can fire three times as much as fast as they.
2. The Third Burmese War is taking a bad turn. Rumour has it that the Burmese have a powerful wizard on their side. Can the player characters sneak behind enemy lines and eliminate him?
3. A Hindu necromancer claims to be able to take the soul of a ritually slaughtered person and impregnate it into a higher caste. He has been making a lot of money from desperate people eager to improve their lot or those of loved ones in life. So what happens to the corpses of the dead? And just where do the original spirits of the unborn go when he replaces them?

ENGINES

The primary difference between an engines campaign and a fantasy campaign is what powers the F/X. Fantastic science and technology has produced marvels that have impacted the world. Most of these inventions are bulky and powered by steam, as the age of electricity is in its infancy.

An engines campaign is usually either steampulp or steampunk. The difference is one of attitude. Steampulp campaigns focus on adventure, with fantastic engines substituting for more modern conveniences. A steampulp submersible allows the PCs to have aquatic adventures, while a steam-powered spacecraft might take them to the moon.

A steampunk campaign focuses on the dark side of English dominance in India. Grand engines are introduced to promote industry and progress, yet the average native Indian has yet to see the benefits. Ancestral lands are ploughed under to

make way for railroads and automated tea farms. Many become sepoy to increase their standard of living, only to come home with prosthetics. The English use Indian agents in their machinations against each other. Pregnant concubines suddenly disappear and English officers in the ICS are assassinated to make way for ambitious underlings.

An engines campaign may have an airship line from Bombay to Calcutta, more advanced steamships cutting the time from London to Bombay in half, or bulky, artificial, functional limbs for wounded soldiers. Indian scientists may invent or copy steampunk gadgets of their own. The Nautilus is a prime example (as well as the most widely known steampunk invention in existence). Cavalry soldiers may ride iron horses that pull sophisticated artillery pieces to the Afghan or Burmese frontiers.

Engines Seeds

1. A powerful daitya native state refuses to bow to the British Crown and their soldiers have resisted every attempt to conquer them. A military inventor claims to have a solution: giant steam-powered suits of armour. All he needs are a few brave player characters to field-test them.
2. While travelling to Madras from Calcutta via airship, the player characters find themselves skyjacked. The skyjackers demand the Viceroy acknowledge Russia's claim to Afghanistan or the Viceroy's daughter (who is on the flight) and everyone else will be killed. Can the player characters rescue her and stop the skyjackers?
3. British ships are sinking in the Bay of Bengal. Captain Nemo claims responsibility, demanding that Britain leave India. Unbeknownst to the Captain, England has its own prototype submarine. A game of cat and mouse ensues.



THE KITCHEN SINK

Anything goes in a Kitchen Sink campaign. Sikh Daitya hurl magical chakram against armoured infantry. Theosophist mages seal and power submarines. Oxford-schooled elvish mages help repair flooded villages during monsoon season. A Burmese acolyte outfits zombies with artificial limbs to combat the British invaders. British soldiers fire exploding bullets from their rifles.

While a kitchen sink campaign can be fun and unpredictable, it is important to keep the overall themes of the campaign intact. The Game Master will also have to answer some questions. Does magic and technology work side by side, or do they interfere with each other? Can they be combined to create steam magic items? How do the different religions see magic and technology? Who has access to what?

GLOSSARY

Anglo-Indian: A white British person living in India.

Boxwallah: A British businessman in India.

Brahmin: A member of the Hindu priestly caste.

Dharma: Hindu religious and moral law.

Eurasian: A person of white British and Indian descent (this group would later be incorporated into the term “Anglo-Indian”).

Griffin: A European newcomer to the East.

Ghurkha: A Nepalese soldier in the Indian Army

Karma: Hindu concept that what one does in one life will influence his next life.

Koran: Sacred text of Islam

Maharaja: The ruler of a strong princely state.

Moksha: Release from the cycle of reincarnation (also called Nirvana).

Monsoon: Seasonal winds that bring large amounts of rainfall.

Mull: Slang term used by Northern Anglo-Indians to refer to Southern Anglo-Indians.

Nabob: From the Bengali pronunciation of Nawab; refers to a wealthy commoner, usually a merchant.

Native Prince: Term denoting the Indian ruler of an autonomous state, regardless of actual title.

Nawab: Muslim ruler of a princely state.

Princely State: One of the autonomous regions ruled by a native prince.

Purdah: A Muslim practice of secluding women from public observation. Upper class Hindus in northern India also followed this practice.

Raj: Empire

Raja: Hindu ruler of a princely state.

Sahib: An honorific used by Indians to address Englishmen. It means “master.”

Sepoy: A native Indian soldier of the British army.

Vedas: Sacred texts of Hinduism

Viceroy: Official title for the Governor-General of India when acting as envoy to the princely states. Informally used by all most of the time.

Zenana: A separate part of a house where the women are secluded.

TIMELINE OF BRITISH INDIA IN THE IMPERIAL AGE

- 1880** Britain installs pro-British Emir in Afghanistan and ends conflict.
Famine Codes established.
Indian population at over 250 million.
First telephone exchange in Calcutta.
- 1882** Bill introduced to allow Indian judges to try offences committed by Europeans.
Vernacular Press Act repealed.
- 1884** All five islands of Bombay now completely connected as one.
Viceroy Ripon introduces bill to give Indians more rights; bill is gutted.
British Somaliland added to British India.
- 1885** Third Burmese War begins.
Indian National Congress holds first meeting in Bombay.
- 1886** Third Burmese War ends with British annexing northern Burma.
Muslim Education Conference founded.
Colonial and Indian Exhibition opens in South Kensington, England.
- 1887** British Army conquers Baluchistan.
Tata's Empress cotton mill started in Nagpur.
First modern steel plant opens in Kulti.
- 1889** Oil discovered in northeast India.
Zhub Pass in Baluchistan taken by British forces.
- 1890** British expeditionary forces sent to Northern India.
- 1892** Indian Councils Act passed. Natives allowed to be elected to Indian legislative councils.
- 1893** Border settled with Afghanistan.
Siam cedes all territory east of Mekong River to France.
- 1896** Britain and France guarantee Siamese independence.
Plague and famine in India (until end of Imperial Age).
- 1897** NW Frontier rebels against British rule.
- 1898** British Somaliland no longer under British Indian rule.
- 1900** NW Frontier Province created.

GAME MASTER CHARACTERS

ANGLO-INDIAN MERCHANT

Known locally as boxwallahs, the Anglo-Indian merchant is the third major classification of Europeans in India, next to the military and the ICS. Anglo-Indian merchants often come from generations of families, but many also come here from Great Britain to seek their fortunes. Anglo-Indian merchants learn the prevailing native language in which they do business.

Merchant (Charismatic Ordinary 2): CR 1; Medium-size human; HD 2d6+2; HP 8; Mas 12; Init +0; Spd 30 ft; Defence 11, touch 11, flatfooted 11 (+0 Dex, +1 class); BAB +1; Grap +0; Atk +0 melee (1d4-1 nonlethal, unarmed strike or by weapon at -1) or +1 ranged (2d6, pistol); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL Himself; SV Fort +3, Ref +2, Will +2; AP 0; Rep +3; Str 8, Dex 10, Con 12, Int 13, Wis 14, Cha 15.

Occupation: Entrepreneur (Bluff, Knowledge [Business])

Skills: Bluff +8, Diplomacy +9, Gather Information +9, Knowledge (Business) +7, Knowledge (Civics) +6, Knowledge (Current Events) +4, Knowledge (Popular Culture) +4, Knowledge (Streetwise) +6, Knowledge (Theology and Philosophy) +3, Profession +7, Read/Write Sanskrit, Speak Hindi or Regional Language

Feats: Personal Firearms Proficiency, Simple Weapons Proficiency, Trustworthy

Possessions: Business clothes, pistol, knife, wares



BRITISH CAVALRY SOLDIER

The British Cavalry Soldier is a fearsome sight on the battlefield. Many still use cavalry sabres, although carbines are increasingly common.

Cavalry Soldier (Tough Ordinary 1/Fast Ordinary 1): CR 1; Medium-size human; HD 1d10+2 plus 1d8+2; HP 18; Mas 15; Init +2; Spd 30 ft; Defence 16, touch 16, flatfooted 14 (+2 Dex, +4 class); BAB +0; Grap +1; Atk +1 melee (1d4+1 nonlethal, unarmed strike or 1d6+1 cavalry sabre), or +2 ranged (2d10, carbine); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL Queen; SV Fort +3, Ref +3, Will +1; AP 1; Rep +0; Str 13, Dex 14, Con 15, Int 10, Wis 12, Cha 8.

Occupation: Military (Knowledge [Tactics], Survival)

Skills: Intimidate +3, Knowledge (Tactics) +4, Listen +3, Ride +7, Spot +3, Survival +6

Feats: Alertness, Archaic Weapons Proficiency, Personal Firearms Proficiency, Simple Weapons Proficiency.

Possessions: Horse, uniform, cavalry sabre or carbine, military gear.

BRITISH INFANTRY SOLDIER

This is the typical English soldier. They are usually found within garrison walls or patrolling the city.

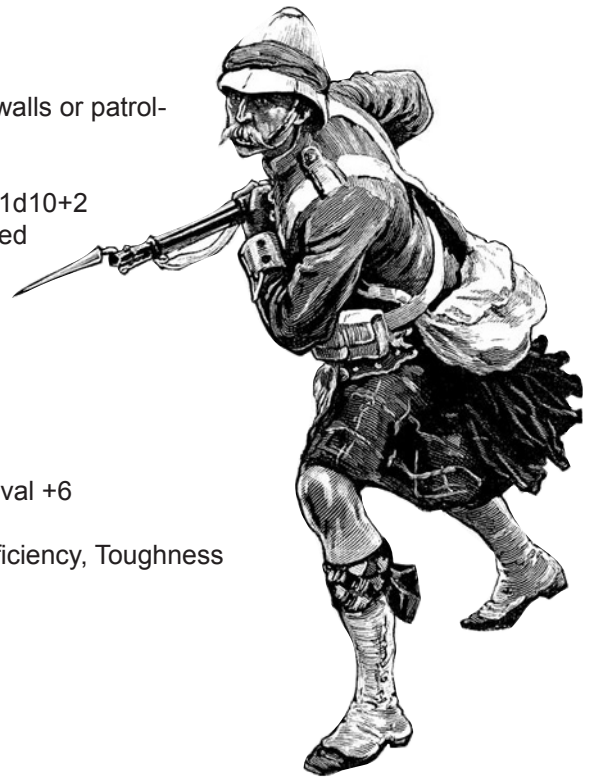
Infantry Soldier (Tough Ordinary 1): CR 0; Medium-size human; HD 1d10+2 plus 3; HP 15; Mas 15; Init +2; Spd 30 ft; Defence 13, touch 13, flatfooted 11 (+2 Dex, +1 class); BAB +0; Grap +1; Atk +1 melee (1d4+1), or +2 ranged (2d10, rifle); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL Queen; SV Fort +3, Ref +2, Will +1; AP 0; Rep +0; Str 13, Dex 14, Con 15, Int 10, Wis 12, Cha 8.

Occupation: Military (Knowledge [Tactics], Survival)

Skills: Intimidate +3, Knowledge (Tactics) +4, Listen +3, Spot +3, Survival +6

Feats: Alertness, Personal Firearms Proficiency, Simple Weapons Proficiency, Toughness

Possessions: Uniform, rifle, military gear.



BRITISH OFFICER

This is a typical Anglo-Indian Army Officer. He is seasoned and adjusted to the climate. British officers hope to serve the Empire well and look forward to a pleasant retirement in England.

Officer (Dedicated Hero 3/Tough Hero 2/Soldier 4): CR 9; Medium-size human; HD 3d6+6d10+9; HP 52; Mas 13; Init +1; Spd 30 ft; Defence 17, touch 17, flatfooted 16 (+1 Dex, +6 class); BAB +6; Grap +5; Atk +5 melee (1d6-1 nonlethal, unarmed strike or 1d6-1 sabre), or +7 ranged (2d6 pistol); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL Queen; SV Fort +7, Ref +4, Will +5; AP 4; Rep +1; Str 8, Dex 12, Con 13, Int 10, Wis 14, Cha 15.

Occupation: Military (Knowledge [Tactics], Navigate)

Skills: Diplomacy +8, Forgery +2, Gamble +4, Gather Information +4, Intimidate +8, Investigate +2, Knowledge (Tactics) +12, Listen +10, Profession +6, Ride +4, Search +2, Sense Motive +8, Spot +8, Survival +8

Feats: Archaic Weapons Proficiency, Attentive, Brawl, Confident, Leadership, Meticulous, Personal Firearms Proficiency, Simple Weapons Proficiency, Trustworthy, Weapon Finesse

Talents : Faith, Remain Conscious, Skill Emphasis (Diplomacy), Tactical Aid, Weapon Focus, Weapon Specialization

Possessions: Horse, uniform, service pistol, cavalry sabre or carbine, military gear.

GHURKHA

The Gurkhas are greatly respected Nepalese soldiers in the British army. They have their own regiments and see active service all along the troublesome borders of British India.

Ghurkha (Strong Ordinary 1/Tough Ordinary 1): CR 1; Medium-size human; HD 1d8+1d10+4; HP 17; Mas 15; Init +1; Spd 30 ft; Defence 13, touch 13, flatfooted 12 (+1 Dex, +2 class); BAB +1; Grap +3; Atk +3 melee (1d4+2 lethal or nonlethal, unarmed strike) or +3 melee (weapon +2), or +2 ranged (by weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL British Army; SV Fort +4, Ref +1, Will +1; AP 1; Rep +0; Str 14, Dex 13, Con 15, Int 10, Wis 12, Cha 8.

Occupation: Military (Knowledge [Tactics], Survival)

Skills: Climb +6, Intimidate +2, Knowledge (Tactics) +5, Survival +6

Feats: Combat Martial Arts, Defensive Martial Arts, Personal Firearms Proficiency, Simple Weapons Proficiency

Possessions: Rifle, kukri, climbing gear, military gear

INDIAN CIVIL SERVICE AGENT

This is a typical civilian, possibly a griffin, who is filling the lower posts of the ICS.

ICS Agent (Dedicated Ordinary 1): CR 1; Medium-size human; HD 1d6+1; HP 5; Mas 13; Init +0; Spd 30 ft; Defence 11, touch 11, flatfooted 11 (+0 size, +0 Dex, +1 class); BAB +0; Grap -1; Atk -1 melee (1d4-1 nonlethal, unarmed strike) or -1 (weapon-1), or +0 ranged (weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL none; SV Fort +2, Ref +0, Will +3; AP 0; Rep +1; Str 8, Dex 10, Con 13, Int 14, Wis 15, Cha 12.

Occupation: Law Enforcement (Diplomacy, Gather Information)

Skills: Diplomacy +5, Gather Information +5, Investigate +4, Knowledge (Civics) +8, Knowledge (Current Events) +8, Profession +6, Read/Write Sanskrit, Sense Motive +8, Speak Regional Language, Spot +4

Feats: Attentive, Educated (Knowledge [Civics], Knowledge [Current Events]), Personal Firearms Proficiency, Simple Weapons Proficiency

Possessions: Service Pistol, business attire, office supplies.

SEPOY

Sepoy is the term given to Indian soldiers in the British army. Sepoy is more accurately an infantry soldier. Their cavalry counterparts are officially called sowars.

Sepoy (Tough Ordinary 1): CR 0; Medium-size human; HD 1d10+2 plus 3; HP 15; Mas 15; Init +2; Spd 30 ft; Defence 13, touch 13, flatfooted 11 (+0 size, +2 Dex, +1 class); BAB +0; Grap +1; Atk +1 melee (1d4+1 nonlethal, unarmed strike) or +1 (weapon+1), or +2 ranged (weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL Queen; SV Fort +3, Ref +2, Will +1; AP 0; Rep +0; Str 13, Dex 14, Con 15, Int 10, Wis 12, Cha 8.

Occupation: Military (Knowledge [Tactics], Survival)

Skills: Knowledge (Tactics) +4, Listen +2, Navigate +4, Speak English, Spot +3, Survival +6

Feats: Alertness, Personal Firearms Proficiency, Simple Weapons Proficiency, Toughness

Possessions: Uniform, rifle, military gear.

Sowar (Tough Ordinary 1/Fast Ordinary 1): CR 1; Medium-size human; HD 1d10+2 plus 1d8+2; HP 18; Mas 15; Init +2; Spd 30 ft; Defence 16, touch 16, flatfooted 14 (+0 size, +2 Dex, +4 class); BAB +0; Grap +1; Atk +1 melee (1d4+1 nonlethal, unarmed strike) or +1 (weapon+1), or +2 ranged (weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL Queen; SV Fort +3, Ref +3, Will +1; AP 1; Rep +0; Str 13, Dex 14, Con 15, Int 10, Wis 12, Cha 8.

Occupation: Military (Knowledge [Tactics], Survival)

Skills: Knowledge (Tactics) +4, Listen +2, Navigate +4, Ride +7, Speak English, Spot +3, Survival +6

Feats: Alertness, Archaic Weapons Proficiency, Personal Firearms Proficiency, Simple Weapons Proficiency.

Possessions: Horse, uniform, cavalry sabre or tulwar, military gear.

SNAKE CHARMER

The snake charmer is a travelling entertainer. He is popular at festivals and in small villages where distractions from daily routines are rare. Snakes are carried in baskets and “charmed” out of them when the snake charmer plays his gourd (similar to a flute). The snake, typically a cobra, will appear docile, swaying to the music before returning to the basket.

In a mystical campaign, a snake charmer may have true control over snakes, using them for protection or to commit crimes. In any campaign, a snake charmer is considered a knowledgeable healer.

Snake Charmer (Charismatic Ordinary 4): CR 3; Medium-size human; HD 4d6; HP 12; Mas 10; Init +1; Spd 30 ft; Defence 12, touch 12, flatfooted 11 (+1 Dex, +1 class); BAB +2; Grap +1; Atk +1 melee (1d4+1, weapon), or +3 ranged (1d6+0, weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL himself; SV Fort +2, Ref +3, Will +2; AP 0; Rep +4; Str 8, Dex 13, Con 10, Int 14, Wis 12, Cha 15.

Occupation: Celebrity (Perform)

Skills: Balance +3, Bluff +9, Concentration +7, Craft (pharmaceutical) +8, Diplomacy +9, Handle Animal +11, Knowledge (Arcane Lore) +9, Perform +10, Profession +8, Ride +3, Treat Injury +8

Feats: Animal Affinity, Focused, Medical Expert, Simple Weapons Proficiency

Possessions: Travelling clothes and gear, baskets, snakes.

Mystical Snake Charmer (Charismatic Hero 4/Wildlord 4): CR 8; Medium-size human; HD 4d6 plus 4d8; HP 31; Mas 10; Init +1; Spd 30 ft; Defence 14, touch 14, flatfooted 13 (+1 Dex, +3 class); BAB +5; Grap +4; Atk +4 melee (1d6+1, weapon), or +6 ranged (1d6+0, weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL varies; SV Fort +6, Ref +6, Will +6; AP 4; Rep +8; Str 8, Dex 13, Con 10, Int 14, Wis 12, Cha 15.

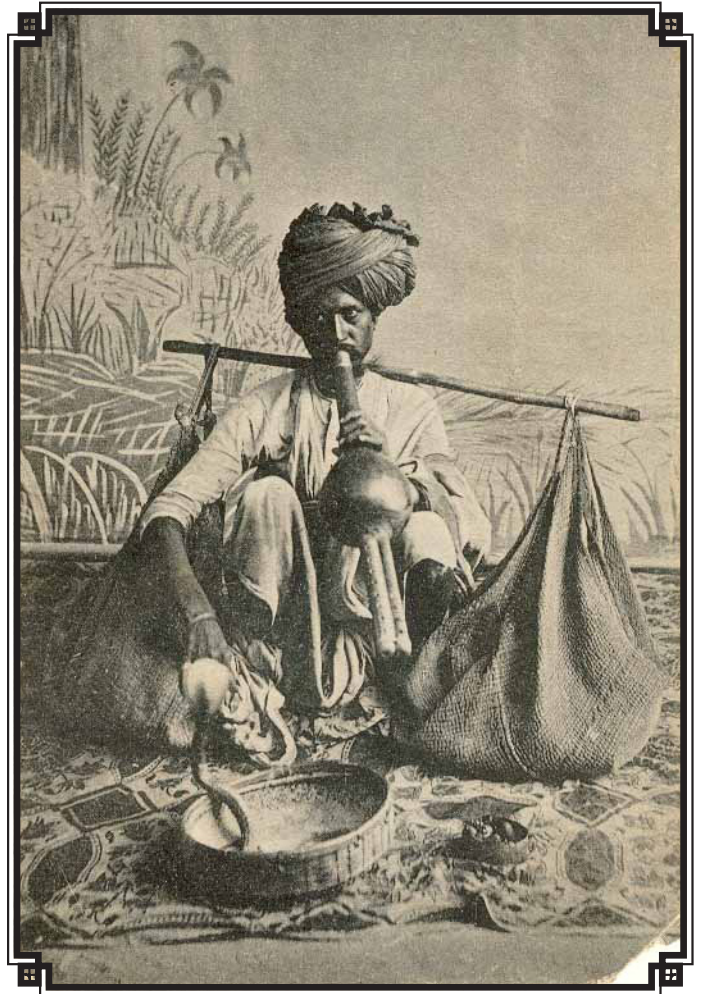
Occupation: Adventurer (Survival, Treat Injury)

Skills: Balance +3, Bluff +9, Concentration +13, Craft (pharmaceutical) +8, Diplomacy +13, Handle Animal +15, Hide +5, Intimidate +9, Knowledge (Arcane Lore) +9, Perform +9, Profession +8, Ride +3, Spot +5, Survival +13, Treat Injury +15

Feats: Animal Affinity, Archaic Weapons Proficiency, Brawl, Dodge, Focused, Lightning Reflexes, Medical Expert, Renown, Simple Weapons Proficiency

Talents: Animal Empathy, Animal Partner, Call Companion, Charm, Fast Climb, Favour, Resist Venom, Track (all animal talents use the snake as the favoured animal).

Possessions: Travelling clothes and gear, baskets, snakes.



THUGEE

While the Thugee were destroyed prior to the Imperial Age, some of their members continue killing and teaching their techniques to others. The typical Thugee method is to gain the trust of their victim in order to get close enough to kill them. Some Thugee will wait weeks as they befriend their victims, striking at the most unlikely time.

Because of their religious fervour, Thugee are dangerous foes, especially now that they must work alone. This means that Thugee are rarely Ordinary characters. The Acolyte of Kali is presented for mystical Imperial Age games and should not be used in a non-magical campaign.

The Thugee stat blocks, new feats, and F/X are taken from *Pulp Villains: Thugee* by Adamant Entertainment. Game Masters wanting more information on designing Thugee cults and characters should consult that product.

Thug (Human Charismatic Hero 1/Fast Hero 1): CR 2; Medium human; HD 1d6+2 plus 1d8+2; hp: 11; Mas 14; Init +0; Spd 30 ft.; Defence 13, touch 13, flat-footed 13; BAB: +0; Grap +1; Atk +1 melee garrotte grapple (1d4+1); Full Atk +1 melee garrotte grapple (1d4+1); FS 5 ft. by 5 ft.; Reach 5 ft.; AL Kali; SV Fort +3, Ref +2, Will +0; AP 1; Rep 2; Str 12, Dex 10, Con 14, Int 9, Wis 11, Cha 13

Skills: Bluff +8, Diplomacy +6, Disguise +7, Gather Information +5, Move Silently +4, Perform (any one) +5, Profession +4

Feats: Cant, Deceptive

Talents: Evasion, Fast Talk

Possessions: Garrotte, normal clothes

Cant: You can speak and read a secret or forbidden language. Prerequisite: None. Benefit: When you select this feat you select one cult or occult society. You can communicate with other members of the cult who also have this feat using a secret language that others do not know. Those overhearing your conversation cannot decipher it, though they may record it for later decoding. Decoding a conversation requires a Decipher Script skill check (DC 25). Special: You must be a member of the cult whose cant you wish to select.

Thug Strangler (Human Charismatic Hero 3/Fast Hero 2): CR 5; Medium human; HD 3d6+6 plus 2d8+4; hp: 27; Mas 14; Init +0; Spd 30 ft.; Defence 15, touch 15, flat-footed 15; BAB: +3; Grap +4; Atk +4 melee garrotte grapple (1d4); Full Atk +4 melee garrotte grapple (1d4); FS 5 ft. by 5 ft.; Reach 5 ft.; AL Kali; SV Fort +4, Ref +4, Will +2; AP 1; Rep 2; Str 12, Dex 10, Con 14, Int 9, Wis 12, Cha 14

Skills: Bluff +13, Diplomacy +13, Disguise +10, Gather Information +10, Hide +6, Move Silently +6, Perform (any one) +8, Profession +7

Feats: Cant, Coordinated Strike, Deceptive, Stealthy, Trustworthy

Talents: Evasion, Fast Talk, Dazzle

Possessions: garrotte, normal clothes

Coordinated Strike: You can coordinate your sneak attacks with others who have the same gift. Prerequisite: Evasion. Benefit: When two or more characters with this feat attack the same target they are always considered to be flanking even if they are not directly opposite one another. Normal: The ability to perform a sneak attack is evaluated on an attacker-by-attacker basis. Special: A Fast Hero may select Coordinated Strike as one of his bonus feats.

Acolyte of Kali (Human Charismatic Hero 2/Dedicated Hero 3/Acolyte 5): CR 10; Medium human; HD 2d6+2 plus 3d6+3 plus 5d8+5; hp: 45; Mas 13; Init +0; Spd 30 ft.; Defence 16, touch 16, flat-footed 16; BAB: +6; Grap +7; Atk +7 melee garrote grapple (1d4+1); Full Atk +7/+1 melee garrote grapple (1d4+1); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ Divine skills, divine spells, rebuke unread, combat casting; AL Kali; SV Fort +9, Ref +4, Will +8; AP 1; Rep 6; Str 12, Dex 10, Con 13, Int 10, Wis 14, Cha 14

Acolyte Spells Prepared (5/5/4/2, save DC 12+ spell level): 0 – detect magical aura x2, read magic x2, virtue; 1st – command x2, cure light wounds, shield of faith x2 ; 2nd –augury, hand of the goddess x2, ritual dedication; 3rd – animate dead, bestow curse

Skills: Bluff +9, Concentration +9, Diplomacy +9, Disguise +4, Gather Information +9, Handle Animal +7, Knowledge (arcane lore) +8, Knowledge (theology and philosophy) +8, Listen +8, Perform +7, Read/Write (Hindi, Sanskrit), Sense Motive +6, Speak Language (Hindi, Sanskrit), Spellcraft +7

Feats: Alertness, Archaic Weapon Proficiency, Cant, Deceptive, Educated, Knee and Cord, Reading, Trustworthy

Talents: Empathy, Fast Talk, Improved Aid Another

Possessions: ceremonial robes, garrote, holy symbol

Knee and Cord: You have mastered the art of strangling. Prerequisite: +3 base attack bonus. Benefit: When you succeed in a grappling attack and use a strangling cord you automatically inflict an additional +1d6 damage.

Hand of the Goddess (Conjuration)

Level: Acolyte 3; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Touch; **Target:** One creature; **Duration:** 1 round/level; **Saving Throw:** Will negates; **Spell Resistance:** Yes

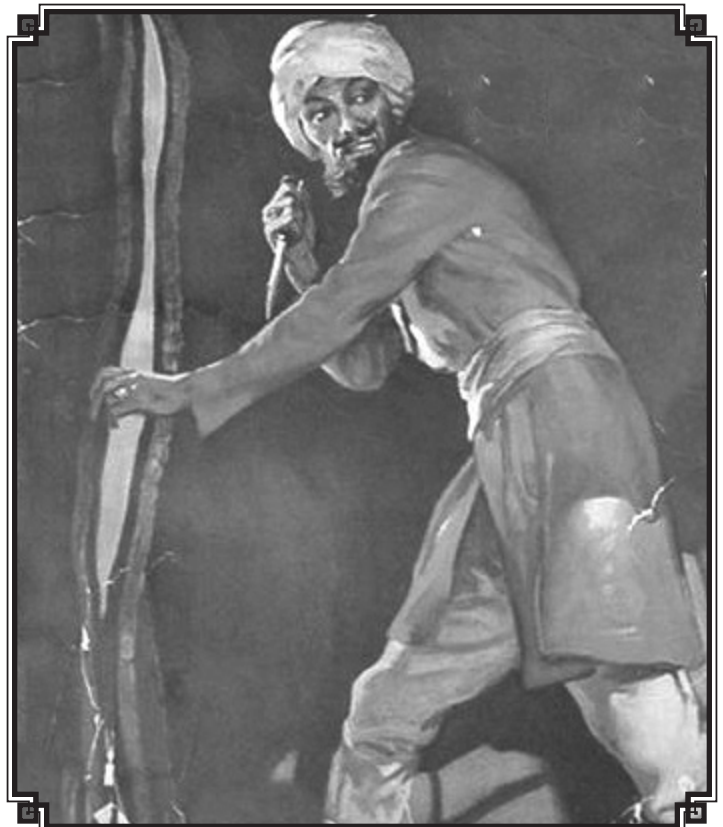
When an acolyte invokes the hand of the goddess he calls upon Kali's own might to assist him in his attack. Any one medium size or smaller target he touches (with a touch attack) within a number of rounds equal to his acolyte level enters into a grappling contest with an invisible foe. The foe possesses unlimited hit points, a base attack bonus equal to the acolytes, and Strength equal to the acolytes level + his Wisdom. The two continue to grapple until the spell's duration elapses.

Ritual Dedication (Illusion)

Level: Acolyte 2; **Components:** V, S, M; **Casting Time:** 1 hour; **Range:** Touch; **Area:** 30 ft. emanation from touched point; **Duration:** Permanent; **Saving Throw:** None; **Spell Resistance:** No

Kali gives her servants the ability to conceal their crimes. The ritual dedication creates a subtle illusion, serving to turn aside those who would discover the murders committed by her devotes. After slaughtering his targets the acolyte must pray for Kali's blessing for one hour.

Once complete, the spell creates an illusion that masks the crime's traces. Increase the DC of any Investigation, Research, or Search skill check to investigate the crime by the acolyte's Wisdom modifier. Spells and psionic abilities attempting to probe the action fail if the caster fails to beat a DC equal to the acolyte's level +10 on a caster level check.



CREATURES

The following creatures are suitable for fantastic Imperial Age India campaigns. The term “creature” is used loosely, as some entries, such as the Nautilus, aren’t really creatures. All of these entries are inspired by mythology and literature.

Foreign “Devils”

India is a crossroads between Europe, Africa, and Asia. As a result, creatures from different parts of the world may find themselves in India. A new civilian may be the thrall of a vampire that took the journey with him. Perhaps a French trader is inflicted with lycanthropy. A Chinese traveller may be a powerful dragon.

Asuras and Devas

Asuras and Devas are lesser deities or avatars in Indian mythology. Asuras are generally considered “evil” and Devas “good.” Asuras and Devas come in many sizes and varieties. Game Masters wishing to use them in his campaign can use the Celestial or Fiend templates to create them, but they should be enormously powerful. Among Muslims, Asuras are called Shaitans and Devas are angels. Christians would call Asuras “devils” or “demons.”

Game Masters can make any of the creatures in this section an Asura by applying the Fiend template.

ABOMINABLE SNOWMAN (YETI)

The abominable snowman is a large, white-furred, human-shaped creature that stands about 8 feet tall and weighs approximately 300 pounds. Its long fur is heaviest around the head and shoulders, and its hands and feet are wide and flat. Layers of fat insulate its body, allowing it to survive and even thrive in subzero conditions. Although an abominable snowman can stand and walk upright, it tends to hunch over and use its hands and feet, in the manner of a gorilla, to navigate ice floes and rocky terrain. Its eyes are either blue or colourless, and it has an extra pair of transparent eyelids that allow it to see even in blowing snow.

Abominable Snowman (Yeti): CR 6; Huge monstrous humanoid (cold); HD 12d8+36; hp 90; Mas 16; Init +0; Spd 40 ft.; Defence 15, touch 8, flat-footed 15 (–2 size, +7 natural); BAB +12; Grap +28; Atk +18 melee (2d4+8, claw); Full Atk +18 melee (2d4+8, 2 claws); FS 15 ft. by 15 ft.; Reach 10 ft.; SQ cold subtype, constrict, darkvision 60 ft., improved grab; AL any; SV Fort +7, Ref +8, Will +9; AP 0; Rep +0; Str 26, Dex 11, Con 16, Int 9, Wis 12, Cha 11.

Skills: Climb +14, Hide +3 (+18 in snowy conditions), Move Silently +10, Speak Giant, Survival +12.

Feats: Power Attack, Track.

Cold Subtype (Ex): An abominable snowman is immune to cold damage. It takes 50% more damage from fire attacks.

Constrict (Ex): An abominable snowman deals normal claw damage (treat as bludgeoning damage) plus 2d6 points of cold damage with a successful grapple check against a target at least one size category smaller than itself.

Improved Grab (Ex): To use this ability, the abominable snowman must hit an opponent at least one size category smaller than itself with its claw attack. If it gets a hold, it automatically deals claw damage each round that the hold is maintained, and it can constrict in the same round.



APSARA

Apsaras are beautiful water nymphs that enjoy games of chance. Playing games near a river or large body of water is a sure way to attract an apsara's attention. Prospective suitors can woo an apsara with beauty and wit. If an apsara falls in love with a human, she will remain with him as long as he observes a taboo. These taboos can be very strange and in some cases counter-intuitive (such as not being able to allow the apsara to see a consort naked). If the taboo is broken, the apsara and any progeny disappear.

There are no instances of male apsaras. Children are human, but possessed of great beauty (and almost always Charismatic heroes or ordinaries). Once they are old enough, the children are able to venture into the world on their own (daughters are given the choice of full conversion to apsara).

Apsara: CR 3; Medium fey humanoid; HD 4; hp 12; Mas 10; Init +1; Spd 30 ft.; Defence 11, touch 10, flat-footed 10 (+0 size, +0 natural); BAB +2; Grap +2; Atk +2 melee (1d3 nonlethal, unarmed strike); Full Atk +2 melee (1d3 nonlethal, unarmed strike); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ; AL none; SV Fort +1, Ref +2, Will +6; AP 0; Rep +0; Str 10, Dex 13, Con 10, Int 10, Wis 14, Cha 18.

Skills: Diplomacy +8, Gambling +8, Intimidate +12, Perform (dance) +12, Sense Motive +4, Swim +8.

Feats: Exotic Features, Simple Weapons Proficiency

Charm: Apsaras are naturally charming and seductive creatures. They have the equivalent of the Charm Person F/X ability. This ability normally only works on men, and requires a DC 18 Will saving throw to resist. Once the duration is over, the attitude of the affected character may change depending on the circumstances. Apsaras can only use this ability once against a particular victim in a given scene (they may, however, attempt to charm as many men as they'd like within a given scene).

Taboo: Apsaras that fall in love with a human may consort with him and even bear his children. When this happens, the Apsara will assign a taboo to the relationship. If the man ever breaks the taboo, then the Apsara and any progeny will leave him. At the GM's discretion, the man may go on a quest to win her back. The taboo itself may be of any nature, but should require infrequent Will saves on the part of the man not to break it. Taboo examples include never seeing a consort naked, never removing a certain article of clothing, or never uttering a sound during intimacy.

BHUTA

Bhutas are evil ghosts, the restless soul of someone who died for his crimes or was killed in a way abhorrent to his religion (such as suicide). Bhuta harass anyone that comes within its place of execution (even if the body had been properly cremated).

Bhuta: CR 3; Medium undead; HD 2d12; hp 13; Mas —; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft., fly 30 ft. (good); Defence 12, touch 12, flat-footed 11 (+1 Dex, +1 deflection); BAB +0; Grap —; Atk +1 melee touch (1d6, corrupting touch); Full Atk +1 melee touch (1d6, corrupting touch); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ unread, incorporeal, corrupting touch, horrific appearance (DC 12), invisibility, rejuvenation, +4 turn resistance, imprisonment, darkvision 60 ft.; AL none or varies; SV Fort +0, Ref +1, Will +4; AP 0; Rep +0; Str —, Dex 12, Con —, Int 12, Wis 12, Cha 11.

Skills: Bluff +4, Diplomacy +4, Hide +14, Intimidate +5, Listen +14, Search +14, Sense Motive +6, Spot +14.

Feat: Improved Initiative.

Advancement: 3–5 HD (Medium); 6–9 HD (Large).

Corrupting Touch (Su): A bhuta that hits a living target with its incorporeal touch attack deals 1d6 points of damage. The bhuta adds its Dexterity modifier to the attack roll.

Horrific Appearance (Su): Any living creature within 60 feet that views the frightful bhuta must succeed at a Fortitude save (DC 10 + bhuta's Hit Dice + bhuta's Charisma modifier) or immediately suffer 1d4 points of temporary Strength damage, 1d4 points of temporary Dexterity damage, and 1d4 points of temporary Constitution damage. A creature

that successfully saves against this effect cannot be affected by the same bhuta's horrific appearance for one day.

Imprisonment (Ex): Bhutas are bound to the areas in which they died. Within this area, they may use their abilities as normal. Bhutas may not touch the ground.

Incorporeal (Ex): A bhuta can be harmed only by other incorporeal creatures, +1 or better magic weapons, and spells, spell-like abilities, and supernatural abilities. It is immune to nonmagical attack forms. Even when hit by spells or magic weapons, it has a 50% chance to ignore damage from a corporeal source (except for force effects, such as magic missile, or attacks made with ghost touch weapons). It can pass through solid objects at will, but not force effects (such as a wall of force). Its attacks ignore natural armour, armour, and shields, although deflection bonuses and force effects (such as mage armour) work normally against it. A bhuta moves silently and cannot be heard with Listen checks (unless it wished to be heard). It has no Strength score, so its Dexterity modifier applies both to its melee and ranged attacks. Nonvisual senses, such as blind sight and scent, do not function against an ash wraith. A bhuta cannot be tripped or grappled by a corporeal attacker, nor can a bhuta make trip or grapple attacks. A Bhuta cannot use its incorporeal ability to travel through the ground.

Invisibility (Ex): Bhutas are naturally invisible but may be detected by spells that detect or reveal invisible creatures and objects. A bhuta may reveal itself willingly, but normally does so only during the night.

Rejuvenation (Su): In most cases, it's difficult to destroy a bhuta through simple combat; the "destroyed" bhuta will often restore itself in 2d4 days. As a rule, the only way to get rid of a bhuta forever is to give its original body the proper funeral rites.

Undead: Bhutas are immune to poison, sleep, paralysis, stunning, disease, necromantic effects, and mind-affecting effects. They are not subject to critical hits, nonlethal damage, ability damage, ability drain, energy drain, or effects of massive damage, or any effect requiring a Fortitude save unless the effect also works on objects or is harmless. They may be healed by application of negative energy (such as an inflict light wounds spell). They are destroyed if reduced to 0 hit points or less (but may be rejuvenated, as noted below).



CHABAHU

The Chabahu are six-armed humans. They usually guard temples or go on sacred missions. They are a devout race, almost exclusively Hindu. They consider themselves to be of the highest caste (above even Brahmin), although Brahmins place them beneath them but above the warriors. In fantastic campaigns, Chabahu live in human communities, and it is possible for two human parents to give birth to a Chabahu (children of Chabahu are always Chabahu and a Chabahu would never mate with a human).

Player Character note: Chabahu make formidable warriors. If a Game Master chooses to allow Chabahu player characters, they will receive a +2 to dexterity, the multiattack feat, and a +3 level adjustment.

Chabahu: CR 3; Medium Aberration; HD 1d8+1; hp 5; Mas 12; Init +2; Spd 30 ft.; Defence 12, touch 10, flat-footed 10 (+0 size, +0 natural); BAB +1; Grap +3; Atk +3 melee (1d3+2 nonlethal, unarmed strike); Full Atk +3 melee (by weapon +2); +3 ranged (by weapon); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ extra attacks; AL Deity; SV Fort +1, Ref +2, Will +3; AP 0; Rep +0; Str 14, Dex 14, Con 12, Int 10, Wis 12, Cha 10.

Skills: Climb +6, Diplomacy +4, Intimidate +4, Knowledge (philosophy & theology) +4, Read/Write Regional, Speak Regional, Swim +4

Feats: Archaic Weapons Proficiency

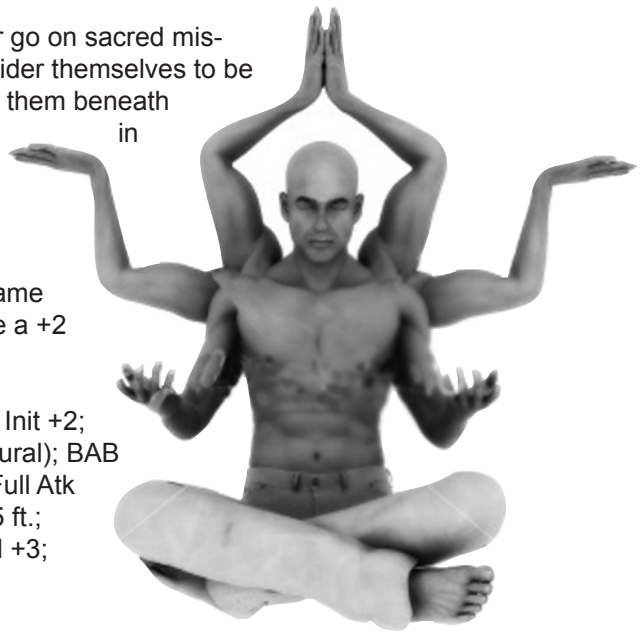
Advancement: By character class.

Extra Attacks: A Chabahu has six arms. He may strike with three of them at once independently. Chabahu usually use katars or chakram with their lower arms; using medium sized weapons in either of those hands incurs a –2 penalty on all attacks due to awkward manoeuvring. This does not apply to firearms, although the lower arms will occur penalties for not aiming.

Chabahu Strong Ordinary 2: CR 4; Medium Aberration; HD 3d8+3; hp 15; Mas 12; Init +2; Spd 30 ft.; Defence 14, touch 12, flat-footed 10 (+0 size, +0 natural); BAB +3; Grap +5; Atk +5 melee (1d3+2 nonlethal, unarmed strike); Full Atk +5 melee (by weapon +2); +5 ranged (by weapon); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ extra attacks; AL Deity; SV Fort +3, Ref +2, Will +3; AP 0; Rep +0; Str 14, Dex 14, Con 12, Int 10, Wis 12, Cha 10.

Skills: Climb +6, Diplomacy +4, Handle Animal +4, Intimidate +4, Jump +4, Knowledge (philosophy & theology) +5, Knowledge (tactics) +5, Read/Write Regional, Speak Regional, Swim +5.

Feats: Archaic Weapons Proficiency, Simple Weapons Proficiency



DAITYA

The Daitya are a race of giants with bluish skin. They are a warlike race, and in a fantasy version of India may even have their own princely states. In a horrific campaign they live in hidden places, venturing out only to hunt or join in battle.

Daitya: **CR 10;** Huge Giant; HD 10d8+60; hp 100; Mas 22; Init -2; Spd 30 ft.; Defence 18, touch 13, flat-footed 20 (-2 size, -2 Dex, +10 natural); BAB +5; Grap +23; Atk +13 melee 1d4+10 lethal or nonlethal, unarmed strike); Full Atk +13 melee (by weapon +10), +3 ranged (by weapon, +10 where applicable); FS 15 ft. by 15 ft.; Reach 10 ft.; SQ Low-light vision, Natural Armour (5); AL war; SV Fort +13, Ref +1, Will +3; AP 0; Rep +0; Str 30, Dex 6, Con 22, Int 10, Wis 10, Cha 10.



Skills: Intimidate +9, Listen +4, Read/Write Daityi, Read/Write Regional, Speak Daityi, Speak Regional, Spot +4, Survival +4.

Feats: Archaic Weapons Proficiency, Armour Proficiency (light), Armour Proficiency (medium), Combat Martial Arts, Simple Weapons Proficiency

Possessions: Daitya usually wear armour similar to chain mail and carry weapons appropriate to their region. Some Daitya are starting to use firearms.

GAJASURI

The Gajasuri are giant white elephants. They are fearsome in battle and commonly used in asura/deva conflicts.

Gajasuri: **CR 17;** Gargantuan animal; HD 20d8+220; hp 300; Mas 24; Init +0; Spd 40 ft.; Defence 13, touch 6, flat-footed 13 (-4 size, +7 natural); BAB +6; Grap +30; Atk +14 melee (1d8+15, slam) or +14 melee (2d8+15, gore); Full Atk +14 melee (1d8+10, slam), +9 melee (2d8+15, 2 stamps) or +14 melee (2d8+15, gore); FS 15 ft. by 15 ft.; Reach 10 ft.; SQ trample 2d8+15, scent, low-light vision; AL None or owner; SV Fort +17, Ref +12, Will +7; AP 0; Rep +0; Str 40, Dex 10, Con 24, Int 2, Wis 13, Cha 7.

Skills: Hide -8, Listen +6, Spot +6.

Feats: None.

Trample (Ex): An gajasuri can trample Medium or smaller creatures for 2d8+15 points of damage. Opponents who do not make attacks of opportunity against the gajasuri can attempt a Reflex save (DC 25) to halve the damage.

Scent (Ex): This ability allows the gajasuri to detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Low-Light Vision (Ex): Gajasuri can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish colour and detail under these conditions.

NAGA

All nagas have long, snakelike bodies covered with glistening scales, and more or less human faces. They range in length from 10 to 20 feet and weigh from 200 to 500 pounds. The eyes of a naga are bright and intelligent, burning with an almost hypnotic inner light.

Naga: CR 10; Large Aberration; HD 11d8+44; hp 88; Mas 19; Init +2; Spd 40 ft.; Defence 18, touch 11, flat-footed 16 (–1 size, +2 Dex, +7 natural); BAB +8; Grap +17; Atk +12 melee (2d6+7 plus poison); Full Atk +12 melee (2d6+7 plus poison) or +9 ranged touch (spit poison); FS 10 ft. by 10 ft.; Reach 5 ft.; SA poison, spit, spells; SQ Darkvision (60'); AL guarding object; SV Fort +7, Ref +7, Will +13; AP 0; Rep +0; Str 21, Dex 14, Con 19, Int 16, Wis 19, Cha 18.

Skills: Concentration +13, Intimidate +12, Knowledge (arcane lore) +10, Listen +12, Spellcraft +14, Spot +12.

Feats: Alertness, Dodge, Elusive Target, Iron Will, Lightning Reflexes

Spit (Ex): A guardian naga can spit its venom up to 30 feet as a standard action. This is a ranged touch attack with no range increment. Opponents hit by this attack must make successful saves (see above) to avoid the effect.

Spells: Guardian nagas cast spells as 9th-level mages, and can also cast spells from the cleric list and from the Good and Law domains. The cleric spells and domain spells are considered arcane spells for a guardian naga, meaning that the creature does not need a divine focus to cast them.

Typical Spells Known (4/5/5/4/2/1; save DC 14 + spell level): 0—daze, detect magic, mage hand, read magic; 1st—cause fear, comprehend languages, mage armour, magic missile, sleep; 2nd—arcane lock, see invisibility, levitate, protection from arrows/bullets, resist energy; 3rd—dispel magic, haste, lightning bolt, tongues; 4th—fear, wall of fire; 5th—wall of force.



NAUTILUS & NEMO

Captain Nemo, a Hindu prince, was horrified by the British occupation of India. The Sepoy Mutiny inspired him to build a ship to battle injustice all over the world. The Nautilus is an early submarine. Its primary ability is to ram ships with a ramming prow. The Nautilus is powered by electricity, using salt from the water to charge the batteries. While Captain Nemo strives to keep the crew self-sufficient and divorced from the world above, the Nautilus has to surface in order to refresh the air.

The Nautilus can be outfitted with more exotic weaponry in a more fantastic steampunk campaign.

Nautilus: Crew: 30; Pass: 10; Cargo: 2k; Init: -4 (-2 submerged); Man: -4 (-2 submerged), Top Spd: 101 (10); Defence: 6 (8 submerged); Hardness: 6; Hit Points: 60; Size: G

Captain Nemo (Smart Hero 4/Dedicated Hero 4): CR 8; Medium-size human; HD 8d6+8; HP 37; Mas 13; Init +1; Spd 30 ft; Defence 15, touch 15, flatfooted 14 (+0 size, +1 Dex, +4 class); BAB +5; Grap +6; Atk +6 melee (1d4+1 lethal or nonlethal, unarmed strike); Full Atk +6 melee (weapon +1), or +6 ranged (weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL none; SV Fort +4, Ref +3, Will +5; AP 4; Rep +2; Str 12, Dex 12, Con 13, Int 15, Wis 12, Cha 14.

Occupation: Dilettante (Speak Language)

Skills: Craft (electronic) +15, Craft (mechanical) +12, Craft (pharmaceutical) +10, Demolitions +7, Investigate +4, Knowledge (Current Events) +10, Knowledge (Earth and Life Sciences) +12, Knowledge (Physical Sciences) +10, Knowledge (Tactics) +10, Knowledge (Technology) +12, Listen +9, Read/Write Language (English, French, German, Latin), Sense Motive +11, Speak Language (English, French, German, Latin), Spot +5, Survival +10

Feats: Archaic Weapons Proficiency, Attentive, Builder (Craft [electronic], Craft [mechanical]), Combat Martial Arts, Defensive Martial Arts, Educated (Knowledge [Earth and Life Sciences], Knowledge [Technology]), Low Profile, Personal Firearms Proficiency, Simple Weapons Proficiency

Talents: Aware, Linguist, Plan, Skill Emphasis (Craft [electronic])

Possessions: Captain's uniform. Captain Nemo will carry a service pistol if expecting trouble.

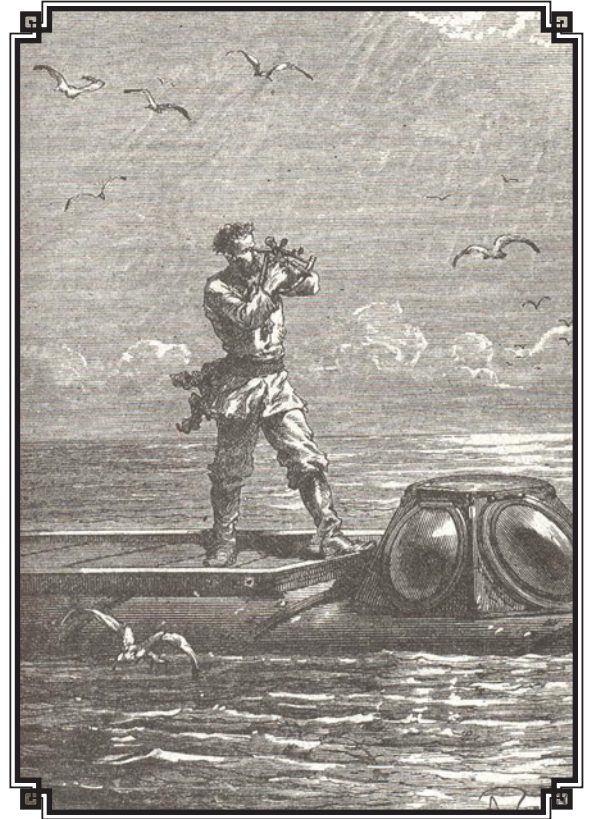
Nautilus Crewman (Tough Ordinary 1/Dedicated Ordinary 1): CR 1; Medium-size human; HD 1d10+1d6+4; HP 12; Mas 15; Init +2; Spd 30 ft; Defence 14, touch 14, flatfooted 12 (+0 size, +2 Dex, +2 class); BAB +0; Grap +1; Atk +1 melee (1d6+1 nonlethal, unarmed strike); Full Atk +1 melee (by weapon +1) or +2 ranged (weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL none; SV Fort +4, Ref +2, Will +2; AP 0; Rep +1; Str 13, Dex 14, Con 15, Int 10, Wis 12, Cha 8.

Occupation: Blue Collar (Craft [mechanical], Intimidate, Repair)

Skills: Craft (mechanical) +3, Intimidate +5, Repair +3, Spot +3, Survival +6

Feats: Brawl, Personal Firearms Proficiency, Simple Weapons Proficiency

Possessions: sailor suit and tools. Crewmen expecting trouble will carry a service pistol and a knife.



PISHACHA

A Pishacha is an Indian ghoul. It has a dark complexion, bulging veins, and red-colored protruding eyes. Pishachas are nocturnal and typically haunt cremation grounds. They can assume different forms or even become invisible. Pishachas can also cause disease.

Pishacha (Human Strong Ordinary 1/Tough Ordinary 1): CR 4; Medium-size unread; HD 2d12; hp 13; Mas —; Init +2; Spd 30 ft.; Defence 14, touch 12, flat-footed 12 (+2 Dex, +2 natural); BAB +1; Grap +4; Atk +4 melee (1d3+3, claw); Full Atk +4 melee (1d3+3, 2 claws) and +2 melee (1d6+1 plus disease, bite) or +3 ranged; FS 5 ft. by 5 ft.; Reach 5 ft.; SQ change self, darkvision 60 ft., disease, invisibility, scent, unread; AL chaos, evil; SV Fort +4, Ref +2, Will +0; AP 0; Rep +0; Str 16, Dex 14, Con —, Int 13, Wis 10, Cha 8.

Occupation: Rural (class skills: Handle Animal, Survival)

Skills: Handle Animal +5, Knowledge (earth and life sciences) +3, Profession +4, Read/ Write Regional, Repair +2, Speak Regional, Swim +4, Survival +5.

Feats: Brawl, Multiattack, Personal Firearms Proficiency, Simple Weapons Proficiency.

Special Qualities: A Pishacha retains all the special qualities of the base creature and gains the additional special qualities described below.

Change Self (Su): A Pishacha can change itself to look as it did in life or even as another person. The Pishacha can change its appearance at will per the Change Self F/X power in the core book. The Pishacha is considered an 8th level mage when using this ability.

Disease (Su): A Pishacha's bite infects the victim with a supernatural version of streptococcal gangrene (injury; Fort DC 14; incubation period 1d3 days; initial damage 1d3 Con; secondary damage 1d3 Con. If Con damage is sustained, a second saving throw at the same DC is required; failure indicates that 1 point of the Con damage becomes Con drain instead). This disease, known as advanced necrotizing fasciitis, first manifests as an area of redness on the skin near the wound. Over the course of a few days, the redness becomes severe inflammation. The skin gradually turns dark purple and forms bloody blisters as the disease devours more and more of the victim's flesh. The disease can be arrested completely through amputation of the affected limb, but most doctors prefer to combat it by surgical removal of all the affected tissue as well as some nearby healthy tissue. A cure disease spell or a successful Treat Injury check (surgery, DC 25) halts the disease. The GM should roll the check secretly; if it fails, the disease returns again in 1d3 days.

Invisibility (Su): The Pishacha can render itself invisible at will per the Invisibility F/X power in the core book. The Pishacha is considered an 8th level mage when using this ability.

Scent (Ex): This ability allows a Pishacha to detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Undead: Pishacha are immune to poison, sleep, paralysis, stunning, disease, necromantic effects, and mind-affecting effects. They are not subject to critical hits, nonlethal damage, ability damage, ability drain, energy drain, or effects of massive damage, or any effect requiring a Fortitude save unless the effect also works on objects or is harmless. They may be healed by application of negative energy (such as an inflict light wounds spell). They are destroyed if reduced to 0 hit points or less (but may be rejuvenated, as noted below).

RAKSHASA

The Rakshasa is a demon (lower than an asura) that is capable of casting spells and changing shape. In some sense, the Rakshasa is a sort of lich; it is the reincarnated spirit of a particularly evil human soul. Due to their shapechanging ability, no one is even certain what the “true form” of a Rakshasa looks like.

Rakshasa enjoy causing problems. They disturb sacrifices and rituals, cause fear (which could result in a pregnant woman’s miscarriage). They also enjoy human flesh, particularly after playing with their food.

Rakshasa: CR 10; Medium Outsider (Native); HD 7d8+21; hp 49; Mas 16; Init +2; Spd 40 ft.; Defence 21, touch 12, flat-footed 19 (+2 Dex, +9 natural); BAB +7; Grap +8; Atk +8 melee (1d4+1, claw); Full Atk +8 melee (1d4+1, claws) or +3 melee (1d6, bite); FS 5 ft. by 5 ft.; Reach 5 ft.; SA: detect thoughts, spells; SQ change shape, damage reduction 15/good and piercing, darkvision 60', spell resistance 27; AL none; SV Fort +8, Ref +7, Will +6; AP 0; Rep +0; Str 12, Dex 14, Con 16, Int 13, Wis 13, Cha 17.

Skills: Bluff +8, Concentration +8, Diplomacy +7, Disguise +9, Intimidate +5, Knowledge (arcane lore) +9, Listen +6, Move Silently +5, Perform (oratory) +5, Sense Motive +6, Spellcraft +12, Spot +8.

Feats: Alertness, Dodge, Simple Weapons Proficiency.

Detect Thoughts (Su): A rakshasa can continuously use detect thoughts as the spell (caster level 18th; Will DC 15 negates). It can suppress or resume this ability as a free action. The save DC is Charisma-based.

Spells: A rakshasa casts spells as a 7th-level mage.

Typical Mage Spells Known (4/5/3/2/1; save DC 11 + spell level): 0—detect magical aura, light, mage hand, read magic; 1st—cause fear, mage armour, magic missile, shield, sleep; 2nd—enhance ability, invisibility, protection from arrows/bullets; 3rd—dispel magic, haste; 4th—fear.

Change Shape (Su): A rakshasa can assume any humanoid form, or revert to its own form, as a standard action. In humanoid form, a rakshasa loses its claw and bite attacks (although it often equips itself with weapons and armour instead). A rakshasa remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, but the rakshasa reverts to its natural form when killed. A true seeing spell reveals its natural form.

Skill Bonus: A rakshasa has a +4 racial bonus on Bluff and Disguise checks. *When using change shape, a rakshasa gains an additional +10 circumstance bonus on Disguise checks. If reading an opponent’s mind, its circumstance bonus on Bluff and Disguise checks increases by a further +4.



VETALA

Vetalas are vampiric wraiths created when the body of a Hindu is not given a proper burial (cremation). The Vetala must reside in other corpses by day; these rotting corpses are identifiable as vetala-possessed by their hands and feet being twisted backwards (this does not seem to trouble the vetala).

Vetala: CR 5; Medium undead; HD 5d12; hp 32; Mas —; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft., fly 30 ft. (good); Defence 14, touch 14, flat-footed 12 (+2 Dex, +2 deflection); BAB +2; Grap —; Atk +4 melee touch (1d6, corrupting touch), Full Atk +4 melee touch (1d6, corrupting touch); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ possess corpse, unread, incorporeal, corrupting touch, invisibility, rejuvenation, +4 turn resistance, imprisonment, darkvision 60 ft.; AL none or varies; SV Fort +1, Ref +3, Will +6; AP 0; Rep +0; Str —, Dex 15, Con —, Int 15, Wis 15, Cha 14.

Skills: Bluff +8, Diplomacy +8, Hide +17, Intimidate +9, Listen +17, Search +17, Sense Motive +8, Spot +17.

Feat: Combat Reflexes, Improved Initiative.

Corrupting Touch (Su): A vetala that hits a living target with its incorporeal touch attack deals 1d6 points of damage. The vetala adds its Dexterity modifier to the attack roll.

Imprisonment (Ex): During the day, vetalas must reside in a corpse. If the occupying corpse is destroyed, the vetala will flee to the nearest corpse. The vetala will never inhabit its original body. If the original body is given a proper funeral, the vetala will be released from this plane of existence.

Incorporeal (Ex): A vetala can be harmed only by other incorporeal creatures, +1 or better magic weapons, and spells, spell-like abilities, and supernatural abilities. It is immune to nonmagical attack forms. Even when hit by spells or magic weapons, it has a 50% chance to ignore damage from a corporeal source (except for force effects, such as magic missile, or attacks made with ghost touch weapons). It can pass through solid objects at will, but not force effects (such as a wall of force). Its attacks ignore natural armour, armour, and shields, although deflection bonuses and force effects (such as mage armour) work normally against it. A vetala moves silently and cannot be heard with Listen checks (unless it wished to be heard). It has no Strength score, so its Dexterity modifier applies both to its melee and ranged attacks. Nonvisual senses, such as blind sight and scent, do not function against an ash wraith. A vetala cannot be tripped or grappled by a corporeal attacker, nor can a vetala make trip or grapple attacks.

Invisibility (Ex): Vetalas are naturally invisible but may be detected by spells that detect or reveal invisible creatures and objects. A vetala may reveal itself willingly, but normally does so only during the night.

Possess Corpse (Su): Vetalas must inhabit a corpse during the day. Any corpse not given a proper burial will do (including those of other religions) and the mark of the possession is the twisting of wrists and ankles. Corpses use the zombie rules in the core book.

Rejuvenation (Su): In most cases, it's difficult to destroy a vetala through simple combat; the "destroyed" vetala will often restore itself in 2d4 days. As a rule, the only way to get rid of a vetala forever is to give its original body the proper funeral rites.

Undead: Vetalas are immune to poison, sleep, paralysis, stunning, disease, necromantic effects, and mind-affecting effects. They are not subject to critical hits, nonlethal damage, ability damage, ability drain, energy drain, or effects of massive damage, or any effect requiring a Fortitude save unless the effect also works on objects or is harmless. They may be healed by application of negative energy (such as an inflict light wounds spell). They are destroyed if reduced to 0 hit points or less (but may be rejuvenated, as noted below).

WEAPONS

Firearms	Dmg	Crit	Type	Range	ROF	Mag	Size	Weight	Pur. DC
Adams 1854 Revolver	2d8	20	Ballistic	30 ft	S	5 cyl	Small	2 lbs.	15
Service Revolver	2d6	20	Ballistic	30 ft	S	6 cyl	Small	2.lbs.	15
Martini-Henry Carbine	2d10	20	Ballistic	60 ft	S	Single	Large	7.5 lbs	14
Martini-Henry Rifle	2d10	20	Ballistic	80 ft	S	Single	Large	8.5 lbs	15

Melee Weapon	Dmg	Crit	Type	Range	Size	Weight	Pur. DC
Chakram	1d6	20	Slashing	10 ft	Small	.5 lbs	8
Katar	1d6	19-20	Piercing	---	Small	1 lb	8
Rampuri	1d4	19-20	Piercing	10 ft	Tiny	1 lb	7
Sabre, Cavalry	1d6	18-20	Piercing	---		3 lbs	10
Sabre, Infantry (Shamshir)	1d6	19-20	Piercing, Slashing	---	Medium	3 lbs	10
Tulwar	1d8	19-20	Slashing	---	Medium	4 lbs	11

Adams 1854 Revolver

This early Adams revolver was rejected by the British military but nonetheless purchased privately by many British officers. It proved itself in the Crimean War. The most distinctive feature of the Adams Revolver is the lack of an external hammer, a result of its double-action design.

Service Revolver

This is the standard sidearm of the British military. There were three official pistols in the Imperial Age: the Adams .450 (until 1880), the Enfield Mark 1 (until 1888) and the Webley revolver. All three have identical game statistics.

Martini-Henry Carbine

This is the slimmed-down cavalry version of the Martini-Henry rifle.

Martini-Henry Rifle

Introduced in 1871, this is the standard British breech-loading rifle of the Imperial Age. It replaced the Snyder-Enfield rifle, although many are still in circulation (use the same statistics). Bayonets are a standard accoutrement.

Chakram

This Sikh weapon is a small (only up to a foot in diameter) flat metal ring that has a sharp outer edge. It is a ranged weapon and difficult to use in melee without cutting one's own fingers.

Katar

The katar is a "punching dagger." The handle is perpendicular to the blade, allowing the user to put more force behind the blow.

Rampuri

A favoured weapon of Indian criminals, the rampuri is a gravity knife with a foot-long blade. The blade is concealed in the handle until it is pointed downward, at which point the knife slides down and locks into place.

Sabre, Cavalry

Cavalry Sabres are longer than their infantry counterparts and designed for piercing.

Sabre, Infantry

Infantry sabres are designed as slashing and piercing weapons. A native version of the infantry sabre is called a shamshir (scimitar) and can still be found among Indians and Afghanis.

Tulwar

The Tulwar is an Indian sword. It is for all intents and purposes a longsword.

NEW FEATS

EXOTIC FEATURES

Indian women can seem very exotic and enchanting to Englishmen (and even other Indians). Men feel overprotective of you and tend to underestimate you.

Prerequisites: Female only, Cha 13+, can only be taken at 1st level.

Benefit: When dealing with a male PC or NPC, you gain a +2 to Bluff, Diplomacy, and Sense Motive checks.

GENTRY

You have a noble title. While not considered part of the Peerage, you are addressed as “Sir” or “Dame” and are granted certain noble privileges. Baronets and Knights are considered gentry; only Baronet is an inherited title.

Benefit: Characters with this feat gain a +2 to Diplomacy checks. In addition, they are considered members of the upper class, and are awarded all perks appropriate to their station.

Special: Characters that choose this feat at first level may choose their title; this feat gained during play is usually a knighthood.

GONE NATIVE

You’ve spent so much time in a particular exotic locale that you’ve started to understand and emulate their ways. This has given you greater expertise in this particular culture, but has a negative impact on those who feel you’ve turned your back on their ways.

Prerequisite: Speak Language in the culture you’re adopting.

Benefit: You gain a +2 to all Diplomacy, Gather Information, and Knowledge checks that involve the culture you’ve adopted. In addition, you suffer no Attitude penalties that would normally be given to someone from your original culture. Unfortunately, members of your original culture treat you as one Attitude level lower than they normally would.

LEADERSHIP

You’re a natural leader, good at coordinating and directing the efforts of others.

Prerequisites: Cha 13+.

Benefit: If you direct or lead others in combat (taking a free action each round to do so), everyone on your side gets a +1 bonus on all checks (including initiative). However, if you’re incapable of taking a free action on any round, your side loses the bonus until you recover. Characters can only be under the direction of one leader at a time, and may choose to change their leader as a free action. Characters under the influence of a leader must be able to hear and understand that leader’s directions.

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MOVIES

- Around the World in 80 Days*. (2004). While only briefly set in India, this is a fun film that highlights Britain's dominance during the Imperial Age.
- Deceivers, The* (1988). The story of William Savage and his discovery and eventual destruction of the Thuggee cult in British India.
- Home and the World, The*. (1984). While set a few decades after the Imperial Age, this movie highlights many of the tensions and cultural differences between India and England, Hindu and Muslim that were prevalent throughout.
- Indiana Jones and the Temple of Doom*. (1984). Set in the pulp era, this nonetheless provides an example of British Imperialism over a princely state as well as a Thuggee cult with occult powers.
- League of Extraordinary Gentlemen, The*. (2003). This film showcases a steampunk Nautilus and a plethora of gadgets. The automobile is a bit much.
- Twenty Thousand Leagues Under the Sea*. (1954). This Disney classic provides the definitive "look" for the Nautilus.

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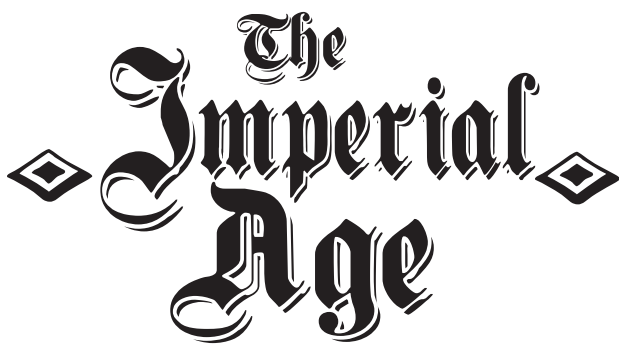
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