



Hope & Glory

QUICKSTART



UPDATED TO SWADE



Hope & Glory

QUICKSTART

Authors:

Davide Mana,
Umberto Pignatelli

Editing:

Clara Giuliani

Graphics & Layouts:

Luca Basile &
Matteo Ceresa

Interior Art:

Alberto Bontempi,
Angelo Montanini

Cover Art:

Daniel Comerci

Maps:

Francesca Baerald



Playtester: Roberto Riva, Paola Basilio, Roberta Speranza, Valter Bevilacqua, Vincenzo LICausi, Alessandro Mana, Emanuele Bisagno, Marco Lovisolo, the players at Modena Play 2016 and Pinerole Games 2017 (you know who you are)

This game references the Savage Worlds game system, available from Pinnacle Entertainment Group at www.peginc.com.

Savage Worlds and all associated logos and trademarks are copyrights of Pinnacle Entertainment Group.

Used with permission.

Pinnacle makes no representation or warranty as to the quality, viability, or suitability for purpose of this product.

©2018, Hope & Glory and all related marks and logos are trademarks of Gionata Dal Farra

All Rights Reserved.

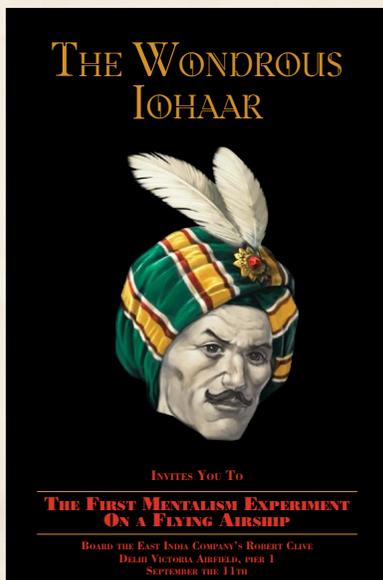
**WELCOME TO
HOPE & GLORY.**
This is a game of a
time that never was.
It features science
and adventure,
danger and wonder.
It pitches the best
of the human spirit
against the worst.
Because we can't
change the past,
but we can imagine
a better future.



**WELCOME TO A
NEW WORLD**



QUICKSTART



THE MAN THAT WOULD BE QUIN

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

[MARY SHELLEY, THE LAST MAN, 1826]



WELCOME
TO A NEW
WORLD



THE CATASTROPHE

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

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

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

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

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

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

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

Science is a beacon to the future.

This is a century of *HOPE & GLORY*

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

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

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

TIMELINE

1819
May 24

1819, May 24 Birth of Victoria.

1837
June 20

1837, June 20 Victoria is Queen.

1850

1850 Taiping rebellion begins in China against the Manchu rulers.

1852
October 21

1852, October 21 First anomalies detected: the sky changes color, and a distant sound of thunder is heard in all the major cities of the northern hemisphere.

1852
October 23

1852, October 23 First tsunamis hit the Atlantic coast of Europe and Northern Africa.

1852
October 24

1852, October 24 Tsunamis hit the Pacific coast of Asia.

1853
1885

1853-1885 The Thirty Years of Winter (exact dates vary depending on geographical location). All communications with the American continent interrupted.

1853

1853 Food Riots in the British Isles.

1853
April 16th

1853, April 16th, 3:35 pm First steam train in India initiates passenger service.

1854

1854 Enamoto Takeaki is the first President of the Iezo republic.

1855
May 29

1855, May 29 Great Fire of London.

1855, June 10 Queen Victoria leaves England; HMS Birkenhead leaves Bombay directed to the Red Sea.

1855, June-July Evacuation Fleet leaves England: part of it (the Atlantic Fleet) sets out to circumnavigate Africa, part (The Mediterranean Fleet) passes Gibraltar directed to Egypt, the passengers to reach the Red Sea by land, and through the Red Sea, India.

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

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

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

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

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

1856, May 20 Bombay: Parliamentary Reconstitution Act.



1856
May 29

1856
September 11

1857
March 2

1857
March 21-23

1857
April

1857
September

1857
October 15

1857
September

1857
November 5

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

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

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

1857, March 21-23 Battle of Gwalinor.

1857, April-May Battle and Siege of Cowpore.

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

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

1857, September Delhi Polytechnic founded.

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

1858	Algerian war fizzles out as the French loyalists and the Algiers governorship have fought each other to exhaustion.	1858
1859	Former London Mechanics Institute changes its name to Birkbeck Literary and Scientific Institution of Delhi.	1859
1861	Italian refugees leave Brindisi, Taranto and Naples and move south and east. Italian Government in Exile (aka Italian Exile Nation) founded in Sharm, Egypt, October 1861.	1861
1862	Taiping forces attack Shanghai and Hong Kong	1862
1863	Czar Alexander II moves the capital of the Russian Empire to Tsaritsin.	1863
1863, July	Hong Xiuquan assumes the title of Second Son of Heaven, China becomes the Heavenly Peace.	1863 July
1869, May 24	On her fiftieth birthday, Victoria marries Rajah Sawai Jai Singh III of Jaipur. Official birth date of the Modern Raj.	1869 May 24
1870	Russia begins the annexation of vast tracts of the former Ottoman Empire.	1870
1871	First confirmed sightings of prehistoric megafaunas in Europe. Neanderthal tribes reported attacking Russian troops in Turkestan.	1871

1875	1875	Society for Psychical Research and Development founded in Delhi.
1876 October	1876, October	Rains of Ranchipur, the largest environmental disaster in the history of the Raj.
1881	1881	First documented case of psychic activity
1889 Spring	1889, Spring	The Thirty Years of Winter officially end in the Raj; rationing lifted. Celebrations throughout the land.
1889 Summer	1889, Summer	Raj scout expeditions contact the African Council, the Iezo Republic and Russia.
1889 May	1889, May	Equality Act recognizes equal rights and duties for men and women under the Raj.
1889 September	1889, September	Joint Raj-Russian Transatlantic Expedition launched
1890 February 23	1890, February 23	Last contact with the joint Raj-Russian Transatlantic Expedition.
1890 September	1890, September 5-20	First Conference of Samarkand and first Treaty of Samarkand signed by Raj, African Council, Iezo Republic and Russia.
1891 Spring	1891, Spring	Company forces invade Uttar Pradesh; Second Company War; first deployment of walkers and airships for military purposes.
1891 Winter	1891, Winter	Second Company War ends, East India Company loses control over west Bengal.

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

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

1900 First Barchenko drugs developed in Russia.

1905 Second Conference and Treaty of Samarkand, undersigned by Raj, African Council, Iezo
September 7-22 Republic, Russia, Italy and Great Heavenly Peace.

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

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

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

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



1912

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

1915

July

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

1918

September

1918, September Third Treaty of Samarcand

1920

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

1922

August

1922, August Russian expedition in the Gobi desert disappears.



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

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

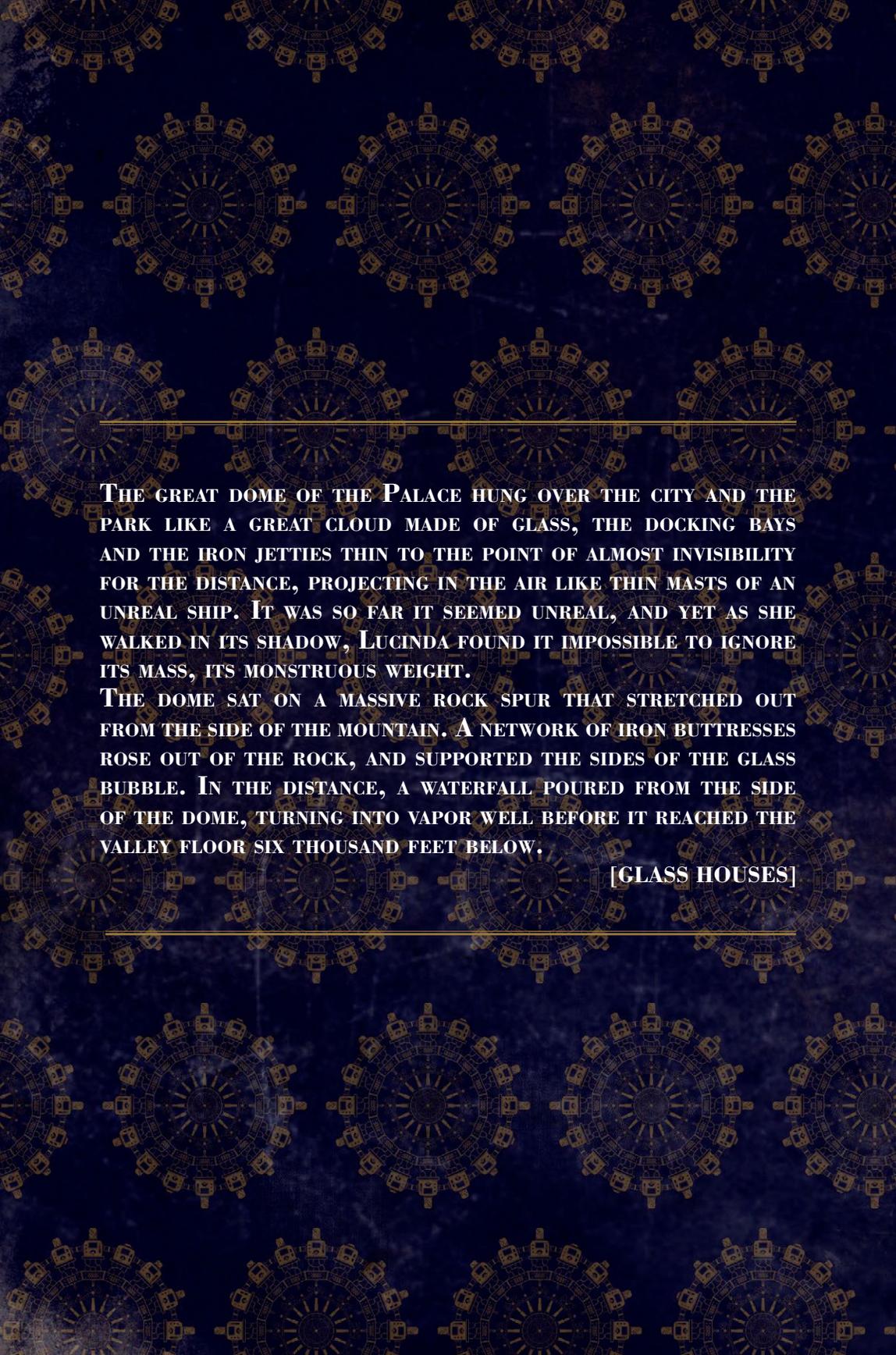
1967 Today.

◆ 1943

◆ 1963

◆ 1967
Today





THE GREAT DOME OF THE PALACE HUNG OVER THE CITY AND THE PARK LIKE A GREAT CLOUD MADE OF GLASS, THE DOCKING BAYS AND THE IRON JETTIES THIN TO THE POINT OF ALMOST INVISIBILITY FOR THE DISTANCE, PROJECTING IN THE AIR LIKE THIN MASTS OF AN UNREAL SHIP. IT WAS SO FAR IT SEEMED UNREAL, AND YET AS SHE WALKED IN ITS SHADOW, LUCINDA FOUND IT IMPOSSIBLE TO IGNORE ITS MASS, ITS MONSTRUOUS WEIGHT. THE DOME SAT ON A MASSIVE ROCK SPUR THAT STRETCHED OUT FROM THE SIDE OF THE MOUNTAIN. A NETWORK OF IRON BUTTRESSES ROSE OUT OF THE ROCK, AND SUPPORTED THE SIDES OF THE GLASS BUBBLE. IN THE DISTANCE, A WATERFALL Poured FROM THE SIDE OF THE DOME, TURNING INTO VAPOR WELL BEFORE IT REACHED THE VALLEY FLOOR SIX THOUSAND FEET BELOW.

[GLASS HOUSES]



QUICKSTART

THE ELEPHANTS ADVANCED ABREAST TOWARDS THE THICKET, the servants and the aides de camp spreading behind them. The metallic screeches were now very close, and the pachyderms were showing signs of nervousness. Then something crashed through the greenery, running in the open space in front of them and stopping suddenly at the sight of the three great beasts.

Lucinda leaned forward to get a better look. The creature looked like a big ostrich, about fifteen feet tall, with massive feet and a great curved raptor beak at the end of its muscular neck. Its feathers were black and blue, and it slapped short wings with every step. It turned this way and that, screeching.

It stopped. Then it did an about-to and sprang into the trees again. All the hunters were very excited at this novelty.

“What sort of beast is that?” Lakshmi whispered.

“A dinornis,” the Countess replied without turning. “They are said to be common in Australia, and in the Borneo. The Rajah did more than keep his promise. They are intelligent, aggressive beasts, and their behavior is harder to predict than a tiger’s.”

She looked at Lucinda, and a smile crept on her black lips. “This will be a fun.”

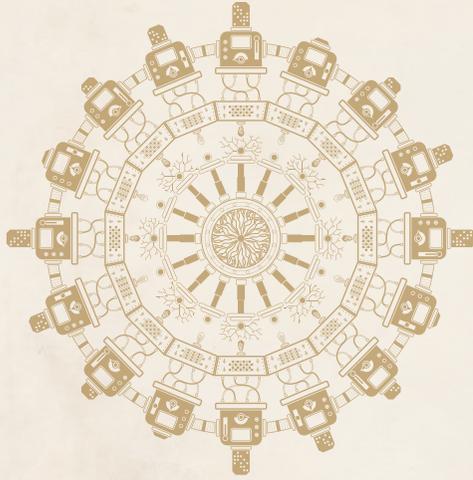




A FIERCE UNIT OF WARRIOR WOMEN, the Isadshi-Koseshi were originally part of the Nupe people, an ethnic minority in the so called Middle Belt of British Nigeria. Today, the Isadshi-Koseshi are an elite corps, mostly serving as honor guard and with special duties. A separate unit, known as “Emperor’s Lionesses” is formally the Emperor’s bodyguard, but has in fact special investigative duties over the whole African Federation.

Starting in 1913, enrollment in the Isadshi-Koseshi was opened to all African Confederation ethnicities; warriors are selected at age 12, and undergo a fierce training for the following three years. The ideal Isadshi-Koseshi is expected to be loyal, independent and merciless. They favor traditional weapons, but do not disregard modern or exotic weapons when the need arises. Outside of Africa, the Isadshi-Koseshi are the stuff of legend, and are often called (improperly) “Zulu Amazons”.





"ARE THEY STILL ALIVE?"

A Merton waved a hand, and kept checking out the dials. Kuwata stared at the young woman behind the thick glass door. She was very young, with blond hair and a skin as white as a ghost. She appeared to be asleep, standing up, her eyes closed, her features relaxed. She wore a white shift, like a plain nightgown. A band was wound around her left arm, a number of tubes disappearing beneath it. As the ship shuddered and rocked in the storm, she appeared to be floating gently in the fluid, tiny bubbles escaping from her fine straight nose.

She was one of twenty-four, twelve male and twelve female, each one asleep in his or her small chamber, each one young, and fair, and unblemished.



Hope & Co.



THE ANGLO

19



Glory

I B E T

Katmandu

BHUTAN

EAST INDIAN COMPANY

Dacca

Calicut

AL CES

BIRMAH

BAY of BENGAL

ANDAMAN ISLANDS

0 240 Miles 480 720

BRITISH RAJ

THE ANGLo-BRITISH RAJ
and East India Company Territories
Physical and Political Map
based on the 1857 survey
updated and expanded

as drawn by
COLONEL F. BAERLALD
(C. o. G.)

R. G. S.

The Raj is filled with different types of weapons, many of them used in the ancient Kalari martial arts. For the Savage Worlds rules, they are very similar to standard weapons, but, for flavor, you can call them with their real name.

- Shield: Paricha
- Staff: Kettukari/Neduvadi/Shareeravadi
- Club: Kuruvadi/Kurunthadi/Cheruvadi/Muchan/Chotta chan/Marma(Varma)Kol/Otta
- Fighting Cloth: Thundu/Thuvala/Thala Towel/Sash/Long
- Spear: Kuntham
- Fist Dagger: Kattari/Kataram/Mara pidicha Kataram/Katar
- Flexible Sword: Urumi/Churuttuval/Surul Val
- Short Sword: Vettukathi/Churika
- Dagger: Maduvu (Deer-horn dagger)

NEW COMBAT EDGES

KALARI

Requirements: Novice, Spirit d6+, Martial Artist

This Edge can be taken multiple times, each of them taking a different style (but you can take only one of these Edges per Rank). It represents the training in the mysterious Kalari arts (see page 133). Each style has an additional requirement.

Southern Style (Agility d8+). This style is based on jumps, fast evasions and bare-handed attacks. A disciple of this style, while fighting unarmed and unencumbered, gains +1 Parry and +1 damage unarmed. In addition, at the end of his round, he can freely move 1" in any direction (this can trigger attacks from opponents as normal).





THE STATE OF CRISIS FOLLOWING THE CATASTROPHE brought a radical change to the role of women in British and Indian society. The London Mechanics Institute had opened its courses to women in 1830, and the access of women to science and technology became a strategic asset for the exiled British.

Skilled researchers and technologists of the female persuasion became a fixture of the Raj during the Thirty Years of Winter. This in turn led to a vast movement for the recognition of equal rights to women, culminating in the 1889 Equality Act.

The mechanical hand clicked open and closed, one click per second, like clockwork.
“You will get used to it.”

[Part of the Machine]



TYPES

Prosthetics come in two different types: basic and advanced.

BASIC PROSTHESIS

A basic prosthesis simply replaces the missing limb with a fully functional one. A basic model is easily recognizable as an artificial limb, and suffers from Tickling (see below).

How to acquire one (character creation): during character creation, the player must select the Prosthetic Hindrance (see page 160), specifying the missing limb. He doesn't need to pay for it.

How to acquire one (during the game): if a hero loses a limb during the game and decides to acquire a basic prosthesis, he receives the Prosthetic Hindrance for free and must pay the cost of the item (see below).

Basic Prosthetic Table Cost

TYPE	COST
Arm	200
Leg	350



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

**[Edgar Rice
Burroughs]**

MAMMOTH

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

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

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

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

Skills: Athletics d6, Fighting d6, Intimidation d8, Notice d6

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

Edges: -

Special Abilities

Armor +2: Thick hide and fur.

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

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

Size 6: Mammoths are very big.

Trample: Mammoths can trample creatures of Size 3 or smaller. If the mammoth runs, anyone in its path must make an Athletics vs Agility opposed roll or be run down. Victims take damage equal to the elephant's.

Tusks: Str+d6.



***T**HE CARCASSES OF A VARIETY OF ANIMALS were piled at the center of the room.*

Trevanian hoped they were just animals.

“Let’s get out of here,” he said.

A low growl responded to him from a darkened hallway.

Leonova shouldered him out of the way and stood, saber in hand, facing the behemoth charging at them from the darkness.

She met the creature’s claws with her blade, and then danced away, avoiding a killer hug. The monster stood on its hind legs, its massive head brushing the ceiling. It roared in rage, and the whole house creaked and groaned.

A bear.

Ursus spaeleus. One of the beasts that had come with the ice.

A black bear, a monster one thousand pounds heavy, with claws like daggers and a mouth big enough to bite Leonova’s head off. It took a step forward and almost dismissively slapped her away. The woman slipped on the iced floor and crashed into the wall.

THE ELEVATED DAIS OCCUPIED the bottom of the hall. A big red, white and black Angel standard hung behind the governor's throne.

A woman sat on the high-backed chair, her legs crossed, her blue eyes burning. She was wearing a silk overcoat, blue and golden, over a simple blouse and a pair of trousers. She did not look like an Angel at all.

"A strange mind lurks inside that head," Judge Haw whispered.

"Crystal-clear, and sharp. A flawed crystal, but still like nothing I ever saw."

"You talk in riddles," the warlord said.

"I talk about something I don't understand. Yet."

The guard behind them pushed them forward, hissing a warning.

Dambijaa grimaced, but it was the woman on the throne that spoke.

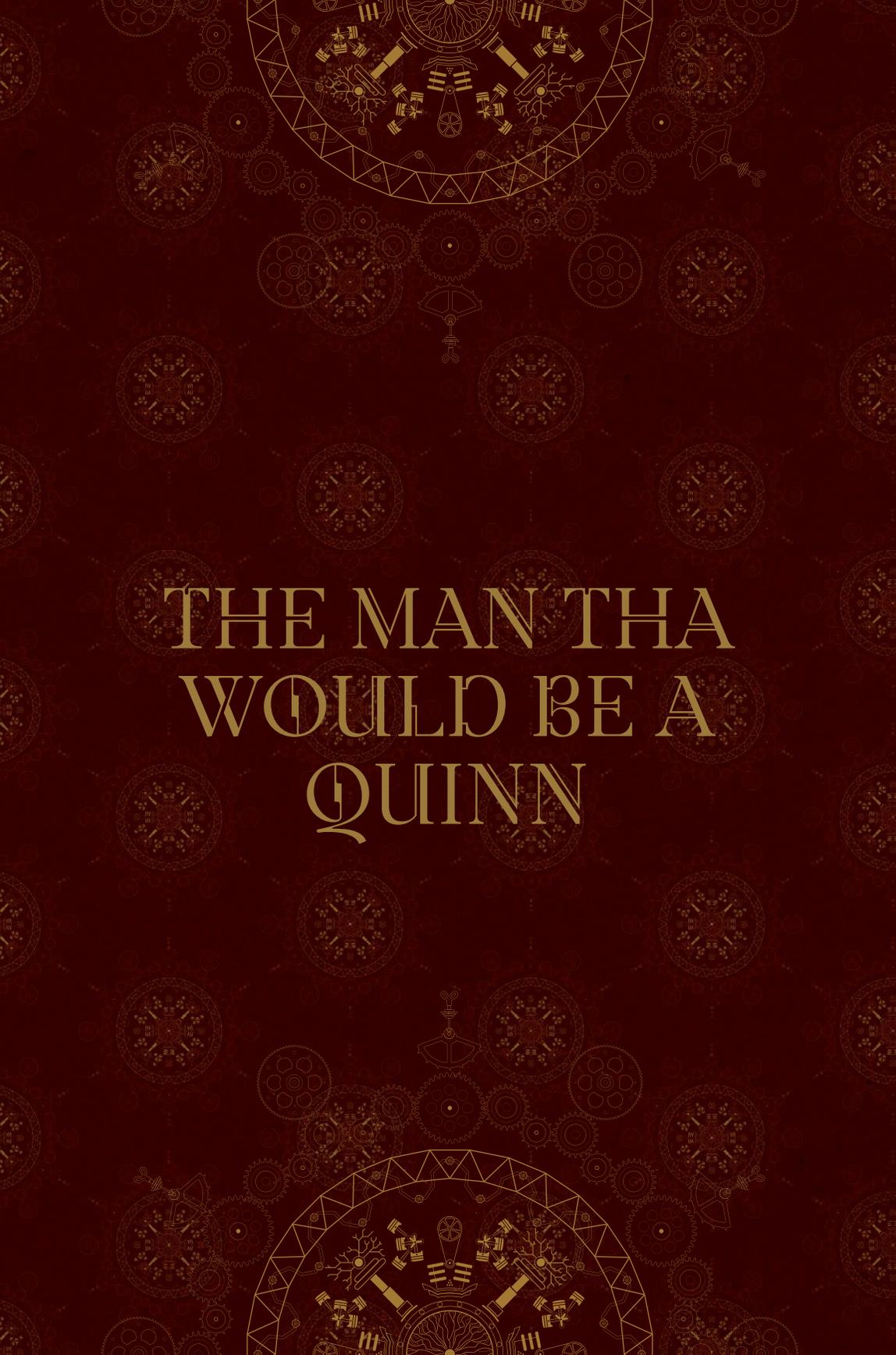
"It is said that the Eyes of the Heavenly King are all-seeing and all-understanding."





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

[RICHARD FRANCIS BURTON]



THE MAN THA
WOULD BE A
QUINN

IT'S GOING TO BE A LONG NIGHT ON BOARD of the airship Robert Clive. First, the main attraction will suffer a mysterious accident. Then, sky pirates will board the ship. And finally, the heroes will find themselves with a murder to solve.

GAME MASTER'S INTRODUCTION

People to meet, things to do:

Iohaar is a mediocre mentalist, very good at cold-reading people.

Mister Reginald Quinn, Esq., is actually a Neanderthal adventurer, passing himself off as human. Nobody knows it, not even his fiancée, Lobelia Micklewhite. Discovery would mean a scandal of unheard-of proportions.

Amandara Nambiyar is the captain of the “Raipitar”, a small pirate airship with a crew of 12; she’s in this for the money.

During the evening on the ship, Iohaar will realize Quinn’s Neanderthal heritage. He will simulate a fainting spell to avoid the scandal should he reveal the truth.

Amandara’s pirates board the Clive to rob the passengers and take Lobelia and Quinn as hostages.

Lobelia finds out about Quinn, and to silence the scandal decides to kill Iohaar.

PLAYERS INTRODUCTION

The Wondrous Iohaar is a popular entertainer that holds mesmerism and mentalism shows all over the subcontinent. He is sort of a celebrity, and is considered a charlatan by the Society for Psychic Research & Development, of which he is not a member. Iohaar's previous stunts have included escaping from a locked safe dropped at the bottom of the Ganges, and his famous "Flaming Cabinet" show, that has caused a rage among the more conservative fringes of the Raj's politics.

His new show will take place on an airship owned by the East India Company, and it will be hosted by Lobelia Micklewhite, the sister of one of the Chairmen of the East India Company.

THE WONDROUS IOHAAR

aka Panini Thacker, mesmerist, charlatan and opportunist

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

Skills: Fighting d6, Intimidation d8, Notice d8, Persuasion d10, Shooting d8, Stealth d6, Taunt d10

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

Hindrances: Quirk (likes flamboyant attire)

Edges: Mentalist

Gear: Sword cane (Str+d4), flamboyant attire, pocket watch.

The Wondrous Iohaar



There are various reasons for the adventurers to be on the Clive

- They are members of the SPR&D here to debunk Iohaar's powers.
- They are writers or journalists covering the event.
- They were hastily recruited when a number of Robert Clive hands came down with food poisoning.
- They are military or diplomatic personnel assigned to the ship for security reasons.
- They are members of the public that somehow got an invitation.

The Robert Clive is the flagship of the East India Company air fleet - a large civilian airship the Company uses as much to impress the people of the Raj as to transport goods.

The airship looks like a clipper ship, suspended under a huge cigar-shaped balloon filled with helium.

The ship will leave Delhi in the evening, and reach Bombay the evening of the following day. Luxury train has been arranged for the guests to return to the capital.

There is a total of 115 guests, all members of the upper classes or of the press.

***Game Master note:** play the boarding of the ship as an opportunity to show off the colours and sounds of Delhi. The women will mostly wear colourful saree, while the men will wear more sober coats or uniforms.*

LOBELIA MICKLEWHITE

East India Company Heiress and Socialite

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

Skills: Fighting d4, Investigation d8, Knowledge (East India Company) d10, Knowledge (Raj Society & Etiquette) d8, Persuasion d8, Riding d6

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

Edges: Investigator, Scholar

Hindrances: Bad Eyes, Pacifist.

Gear: a lot of beautiful dresses, a diary, a box of jewelry.

REGINALD QUINN, ESQ

a Neanderthal adventurer posing as a human gentleman

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

Vigor d10

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

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

Gear: classy clothes

Special Abilities:

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

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

Apart from Lobelia and Quinn, other guests include:

- Mister Kodeeswari Anomishan, a trader in mechanical toys, and a friend of the Micklewhite family. Will voice his admiration for Quinn and his happiness at the engagement.
- Lady Cornelia Makhdoom, a noted gossip and secretary of a number of charities (will try to extract a donation from anyone she talks to)
- Colonel Irfana McDonald-Fraser, an officer of the corps of guides. Attractive, cold, in her forties, she is a friend of Lobelia.
- Doctor Bazir Kalyal MD, a fan of Iohaar.

GENERIC PASSENGER OF THE ROBERT CLIVE

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

Skills: Fighting d4, Notice d4

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

GENERIC CREW OF THE ROBERT CLIVE

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

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

Skills: Boating d6, Fighting d6, Notice d4, Repair d4, Swimming d4

Gear: Knife (Str+d4).

PART 1: THE SHOW

Game Master's note: the purpose of this first part is to introduce the characters and the setting, to allow the players some role playing, and to sow the seeds of doubt.

The show takes place in salon of the Clive, a large room with windows showing the landscape below, a polished teak floor and a large chandelier.

Lobelia Micklewhite is mingling with the guests and chatting for a while with every one. On her arm is her fiancée, Reginald Quinn, a broad-shouldered, swarthy man with bright intelligent eyes. He is very quiet and serious.

The Wonderful Iohaar's entrance is surprising. All of a sudden he is standing in the middle of the crowd, speaking loud and clearly about the experiment he is about to perform.

His routine is simple: he walks among the crowd; suddenly he stops and brings his hand to his forehead. He then points at the guest closest to him, asks a few questions, and reveals some detail only his guest can know. And repeat.

The show is also punctuated by brief sleight of hand tricks, in which the mesmerist steals some jewel or personal possession from a guest, and then hands it back with a flourish. Everybody laughs.

The show can go on as long as the Master sees fit.

At a certain point, Iohaar is standing in front of Lobelia and Quinn. He starts his usual act. Then he blinks, a strange expression passes across his features, and he drops to the ground, fainted (he is faking it, and a simple perception test can reveal it.).

Lobelia is the first to crouch by his side, and shakes him trying to wake him up, while Quinn hovers in the background. Among the general consternation, a doctor can assess that Iohaar is fine, but unresponsive, and have the mesmerist taken to his cabin.

PART 2: THE SKY PIRATES

***Game Master's note:** this part of the scenario ups the tension, introduces an unexpected threat, and climaxes in a free-for-all fight on the Robert Clive.*

While everybody is talking about Iohaar's collapse, Amandara's arrival is announced by the sound of her ship's harpoons as they hit the hull of the Clive. Having hooked the airship, the gunners point their guns at the balloon.

The pirate captain enters the saloon and asks everybody to stay calm. As she does so, five of her men are holding the doors and two more start robbing the passengers. Amandara makes it clear that she wants no trouble.

Once everybody's been robbed, Amandara orders her two men to find Lobelia and Quinn.

"They are coming with us," she says.



AMANDARA NAMBIYAR

sky pirate captain

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

Skills: Climbing d6, Fighting d8, Lockpicking d6, Notice d4,

Persuasion d6, Shooting d6, Stealth d8

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

Edges -

Hindrances: Greedy, Vengeful

Gear: Webley service revolver (12/24/48, 2d6+1, AP1), Tulwar (Str+d8), Dagger (Str +d4).



SKY PIRATES

12 *cutt-throats*

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

Skills: Fighting d6, Intimidation d6, Notice d6, Shooting d6, Stealth d6

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

Edges: —

Hindrances: Greedy, Mean

Gear: Machete or other similar cutting implement (Str+d6).

***Game Master's note:** this is the right moment for all hell to break loose. If the adventurers are not acting already, have one of the other passengers start a fight, and let the thing go on from there.*

From the salon the fight moves through the corridors of the Clive, and then to the bridge. Set pieces include use of improvised weapons and mindless damage to the decor (the salon features a large crystal chandelier).

As the combat spills on the bridge, the men on the Rauptar panic and decide to run. They fail to cut the ropes, and their action causes the deck of the Clive to tilt - treat as Unstable Platform.

During the fight, the heroes might Notice that Quinn is extremely strong and ruthless when he fights. They might also Notice that Lobelia is not around, probably escaped to her cabin.

***Game Master's note:** no matter if the pirates escape or are captured, the outcome of the scene does not influence the last part of the scenario.*

PART 3: MURDER!

In the aftermath of the pirates' attack, the passengers of the Robert Clive clamour to be brought back to Delhi immediately.

The medical personnel on board of the Clive treats the wounded, and any hero with the opportune skills can lend a hand. Mister Quinn, that was lightly wounded during the fight, will refuse to be treated, claiming the wound to be but a nuisance.

Meanwhile, the adventurers are co-opted to make a round of the ship to check that the hull and balloon suffered no permanent damage and, if any pirate was taken prisoner, to escort them to the brig.

It is only in the first hours of dawn that a new shocking event shakes the crew and passengers of the Clive: the Wondrous Iohaar is dead!

Investigating the mesmerist's body and his cabin:

Iohaar was apparently stabbed repeatedly in the chest while he was unconscious on his bed. The dagger is still sticking in his body - it has a plain hilt, and no distinctive signs.

A simple Perception test, on the other hand, reveals that there is not enough blood, given the kind of wounds.

Further tests on Healing and Investigation reveal that before he was stabbed, Iohaar was suffocated, using one of the pillows from his bed. Iohaar does not seem to have fought his killer.

His cabin was ransacked.

A thorough search reveals a wallet with papers identifying the man as Panini Thacker, from Madras. The wallet also holds about 200 guineas and a letter of credit for another 200.

At the moment it is not possible to determine whether he was killed during the pirate raid or afterwards, but it is easy to imagine that whoever killed Iohaar/Thacker was not one of the pirates, although they tried to make it look so.

Further investigations:

The adventurers have a few hours before the Clive arrives back in Delhi to interview crew-members and passengers.

Red Herring: Iohaar's timely fainting spell might cause suspicious heroes to think he was somehow connected with the pirate attack. There are no proofs in this sense, and any captive pirate, if interrogated, will deny any involvement.

Game Master's note: other characters in the scenario can be used as red herrings.

Paranoid adventurers will probably want to exchange a few words with mister Quinn. After all, Iohaar lost his senses while talking to him, and his behaviour during and after the fight might raise some questions.

It takes a physical examination (Investigation, Healing, Science) to notice the features that mark Reginald Quinn for what he really is: a member of the brutal species of Neanderthal, the savages that live in the frozen wastes and sometimes serve as soldiers in the armies of the Csar.

Hard pressed for explanations, Quinn will reveal that he is an adventurer, and has been passing himself for human for over a decade. He denies any involvement in Iohaar's murder, but is ready to admit that the mesmerist probably saw through his charade.

Game Master's note: Quinn suspects that Lobelia could be the one that killed the mesmerist, but will admit it only if hard pressed or Persuaded by some adventurer.

CLUES POINTING AT LOBELIA:

- Was the first to succour Iohaar, and might have spoken a few words with him
- Made herself scarce during the pirate attack (officially, to avoid being kidnapped)
- Was the one that had most to lose should Quinn be exposed for a fraud and not exactly a human: broken engagement, the scandal, the ridicule, the rage of her brother (notoriously a racist).



CONFRONTING LOBELIA

Lobelia knows her hours are numbered. The heroes can find her on the deck, observing the landscape of fields, temples and rice paddies below the Clive.

When confronted, the woman jumps on the bulwark and stands there, ready to jump.

The heroes must convince her to surrender, and maybe take action to stop her from jumping.

AFTERMATH

In all likelihood, the Company and the authorities will decide to keep the most scandalous elements of the adventure off the news. Much exposure will be given to the pirate attack, and the heroic behaviour of the passengers (adventurers included).

The Wondrous Iohaar's death will be blamed on a pirate.

A brief note in the gossip pages will announce that the engagement between Miss Micklewhite and Mister Quinn has been called off. A heartbroken Lobelia Micklewhite has decided to retire from public life (into Her Majesty's prisons, but this will not be revealed).

The adventurers have made a friend in Quinn, a resourceful Neanderthal adventurer, and now have some contacts in the East India Company. Their involvement in the scandal, on the other hand, can be a double-edged sword.

Have they made an enemy?

Only time will tell...

EAST INDIA COMPANY TAI-PAN

Tai-Pan means “Supreme Leader” in Cantonese, and is the title that was given to Western merchants in the ports of Hong Kong, and Macau. The title has come to identify the traders that, as freelancers or as employees of the Honourable East India Company, work the markets of India and of its allied nations. The Company often frowns on some of the less orthodox practices of the Tai-Pan, but still recognizes their value as a source of income and as scouts, finding and opening new markets.

Part entrepreneur, part explorer, part scoundrel, the Tai-Pan is ready to trade, barter or deal with anyone. To the Tai-Pan, rules are flexible, and there is always a way around obstacles - or through them - when it comes to making a profit.

Ethnicity: Citizen of the Raj

Social Class: Upper Class

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

Skills: Athletics d4, Common Knowledge d4, Driving d4, Fighting d6, Notice d6, Persuasion d10, Shooting

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

Edges: Burra Sahib, Charismatic

Hindrances: four points

Gear: Derringer (Damage: 2d6+1, Range: 5/10/20, ROF: 1, AP 1), elegant suit, steam car, writ attesting the possession of half a casino, 100 NR in cash.



Some are born to wear a saddle, some are
born to wear spurs.

[Sven Hedin, Explorer and Adventurer]

ROYAL GEOGRAPHICAL SOCIETY EXPLORER

It is incredible, if you think about it, how much of the Indian sub-continent is still unknown, wrapped in deep jungles or buried underneath the western desert, or lost somewhere in the high Himalayan valleys. And beyond that, the old world, with Lost America and Forbidden Europe. And more! What of the oceanic depths, and the great vastness of the sky?

There is so much to explore, to discover, to bring back to light...

Ethnicity: Ferengi

Social Class: -

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

Skills: Athletics d6, Common Knowledge d6, Fighting d8, Notice d6, Persuasion d4, Shooting d4, Stealth d4, Survival d6, Thievery d4 + 2 additional Skill points

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

Edges: Luck, Quick

Hindrances: four points

Gear: Whip (Str+d4, Reach 2), Webley service revolver (12/24/48, 2d6+1, AP1), explorer outfit, rope and hook, ancient amulet, 100 NR in cash.

The laws all true wanderers obey are these: "Thou shalt not eat nor drink more than thy share", "Thou shalt not lie about the places thou hast visited or the distances thou hast traversed."

[Rosita Forbes]



SOCIETY FOR PSICHICAL RESEARCH FIELD AGENT

Not all SPR Agents are full-fledged psychics, but all must possess at least a basic understanding of the psychic world, and a certain sensibility, a Sixth Sense that allows them to get in touch with “the Other Side”.

Scientific training, a working knowledge of philosophy and psychology, and the ability to think fast and improvise are all tools for the psychic investigator, that in his work will face the scary, the uncanny, the unusual and the fraudulent with equal aplomb, with unshaken objectivity and with a clear analytic mind.

Ethnicity: Old Blood (Indian)

Social Class: Working Class

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

Skills: Athletics d4, Common Knowledge d4, Fighting d4, Healing d6, Notice d6, Persuasion d6, Psychic d10, Stealth d4 +2 additional Skill points

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

Edges: Arcane Background (Psychic), Connections (other workers), Power Points

Hindrances: four points

Powers [15 PP]: divination, stun.

Gear: Plain vest, dagger – concealed under the vest (Str+d4), engraving tools, 450 NR in cash.



I still maintain that my views on psychic cases is correct — "most cases reported to you may be classed under deranged stomach or nervous system, or a desire to tell or retell something of a startling nature".

[Walter F. Price]

TRAVELING DOCTOR

You have trained in both western medicine and in the ayurvedic tradition, approaching your profession as both a mission and an adventurous exploration. You have served as a field doctor in the Army and now offer your services where they are needed: in the poor suburbs of the great cities, in the countryside, on board of airships and long-distance trains.

Your first mission is to alleviate suffering, by any means.

In your search for new cures and new remedies you are ready to meet people from all walks of life, and take note of any cure, no matter if it comes from a laboratory or the jungle.

Each day is a new challenge, and a new opportunity for learning, and helping those in need.

Ethnicity: Old Blood (British/westerner)

Social Class: Upper Class

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

Skills: Athletics d4, Common Knowledge d4, Fighting d6, Healing d8, Intimidation d6, Notice d8, Persuasion d6, Stealth d4 +2 additional Skill points

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

Edges: Common Bond, Healer

Hindrances: four points

Gear: cane (Str+d4), healer kit, steam car, bag or jungle herbs, 100 NR

On pure speculation, just an educated guess, I'd say that man is alive.

[Leonard McCoy]



