

GURPS®

Fourth Edition

Hot Spots:™

SRIWIJAYA



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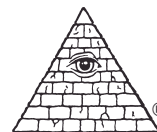
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INTRODUCTION

Sriwijaya was a thalassocracy, or maritime empire, at the crossroads of the world. By dominating the narrow waterways around Sumatra, an island at the heart of Southeast Asia, it became a focal point of sea trade and traffic between China to the east and India, Arabia, Persia, and Constantinople to the west. Competing overland trade routes north of the Himalayas, later called the Silk Road, were already losing favor to maritime trade routes when *Sriwijaya* appeared on the scene in 682. Even though sea travel was difficult and dangerous, it had clear advantages compared to land expeditions, including the speed and ease of moving bulky goods. *Sriwijaya* made the maritime route to China more inviting by providing safer passage and ports that could store products, repair ships, and offer food and entertainment to sailors while waiting for the seasonal winds to change.

The founders of *Sriwijaya* were the Malay, a people uniquely suited for their role as masters of the archipelago. Living most of their lives by water and having a long tradition of seafaring, the Malay were adept sailors. They were also masterful shipbuilders, developing unique methods and designs, ranging from speedy flying-outriggers to massive cargo haulers. Their ability to move large forces over water gave them the power to strike on any coast or river. They dominated neighboring kingdoms, rapidly expanding into an empire. They cleared their waterways of pirates, promoting sea travel and trade, but they, in turn, became pirates of another sort, taxing passage through their straits and sometimes compelling ships to use their ports.

The Malay became technologically advanced and politically dominant over many of their indigenous neighbors in the islands because of frequent contact with the people of India. They learned agriculture and textile production techniques, most notably with cotton. They acquired the secrets of forging carbon steel as well as scripts for writing. Indians also introduced the Malay to Hindu and Buddhist religions, before which the Malay followed strictly animist traditions. These new beliefs presented a novel kind of philosophy, mythology, morality, and mystical power. These ideas inspired the islanders to construct fantastic temples and sculptures and form Hindu-Buddhist cults that presented their rulers as demigods.

Sriwijaya emerged from the largely untamed islands of the Malay Archipelago. The lush islands overflowed with a bounty of natural riches. All the necessities of life were easily gathered from the fertile islands. The jungle produced many unique forest and animal products, including furs, feathers, ivory, horns, aromatics, medicinals, and spices, which generated high demand in international markets. The land was rich with minerals such as gold, silver, iron, and tin. The islands could also be challenging. The thick jungles were laced with thorns and obstructed by twisting rivers and extensive swamps. Heat and disease were constant but less dramatic threats than the occasional flood, earthquake, tsunami, or volcanic eruption. The lands, rivers, and seas were host to many amazing but dangerous animals like elephants, rhinoceroses, pythons, cobras, sharks, crocodiles, and tigers. Far more formidable than the animals were indigenous people who engaged in headhunting and cannibalism or carried out annual raids to capture slaves.

This supplement presents *Sriwijaya* from its founding in 682, through its peak during an alliance with the Javanese Sailendra Dynasty (760-825), to its gradual decline into obscurity during the 14th century. The setting provides an exciting time and place for historical adventures, but it can also be placed into or adapted for use as a richly detailed fantasy location.

Chapter 1 presents the geography of the land and seas dominated by the empire, along with the many natural perils of traveling here. Chapter 2 gives a brief overview of the history, providing a broad range of periods for setting a campaign. Chapter 3 details the location of kingdoms found throughout the region. Chapter 4 describes the apparatus of power used in *Sriwijaya* to influence its people and institutions. Chapter 5 takes a closer look at the people and how they lived. Chapter 6 contains character-creation advice and suggestions for campaigns and crossovers. Those unfamiliar with *Sriwijaya* will find those two chapters provide invaluable insight into the flavor of the region, and may be excellent starting points before reading the rest of the supplement. There is also an Appendix with useful material, a glossary, and bibliography

... Sumatra, Java, Bali... the sound of them makes restless the feet of all who love adventure. Sultans and rajahs . . . pirates and head-hunters . . . sun-bronzed pioneers and white-helmeted legionnaires . . . blow-guns with poisoned darts and curly bladed kris . . . elephants with gilded howdahs . . . tigers, crocodiles, orang-utans . . . pagodas and palaces . . . shaven-headed priests in yellow robes . . . flaming fire-trees . . . the fragrance of frangipani . . . green jungle and steaming tropic rivers . . . white moonlight on the long white beaches . . . the throb of war-drums and the tinkle of wind-blown temple-bells . . .

– E. Alexander Powell, Where the Strange Trails Go Down (1921)

SPELLING AND PRONUNCIATION NOTES

Throughout the text, the native spelling of words and names was used in preference to that of similar words that have been adopted into English. Readers may notice, for example, that the island of Java is spelled “Jawa,” the wavy bladed knife called a kris is spelled “keris,” and Srivijaya is spelled “Srivijaya.”

Some pronunciation guidelines for modern Malay and Javanese words:

Syllables of a word are all stressed equally.

The letter c is pronounced like ch. Candi is CHAN-DEE.

The letter k at the end of words is halted before forming the k sound.

The letter g is always pronounced as a hard G.

The letter r is rolled.

The vowel i always has a hard EE sound. Srivijaya is SREE-WEE-JAYA.

RECOMMENDED WORKS

GURPS Hot Spots: Srivijaya provides a stand-alone setting for adventures. The city description format comes from *GURPS City Stats*. The organization description format

comes from *GURPS Boardroom and Curia*. The military forces format comes from *GURPS Mass Combat*. While no additional supplements are required to play, there are many recommended works, including *GURPS Low-Tech*, *GURPS Low-Tech Companion 1: Philosophers and Kings*, *GURPS Low-Tech Companion 2: Weapons and Warriors*, *GURPS Low-Tech Companion 3: Daily Life and Economics*, and *GURPS Dungeon Fantasy 16: Wilderness Adventures*. Explorers might also wish to travel the wider contemporary world with *GURPS Hot Spots: The Silk Road*, *GURPS Hot Spots: Constantinople, 527-1204 A.D.*, *GURPS China*, *GURPS Crusades*, and *GURPS Arabian Nights*.

ABOUT THE AUTHOR

Randy Huegele is a chair-warming physicist from Texas and a long-time roleplaying-game enthusiast who has been trying to get by under the notion that writing for *GURPS* defaults to Physics-4. His interest in Southeast Asian history began to germinate many years ago, shortly after meeting a beautiful Indonesian woman whom he then traveled with to the other side of the world to marry. While visiting Indonesia, studying its ancient temples, peering into the depths of its smoldering volcanoes, and wrestling with his mother-in-law's 16' reticulated python named Achilles, he became convinced that this was an excellent place for adventures.

A wound is more severe at the later stage than the beginning.

– Nias proverb

ABOUT GURPS

Steve Jackson Games is committed to full support of *GURPS* players. We can be reached by email: info@sjgames.com. Our address is SJ Games, P.O. Box 18957, Austin, TX 78760. Resources include:

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Internet. To discuss *GURPS* with our staff and your fellow gamers, visit our forums at forums.sjgames.com. You can also join us at facebook.com/sjgames or

twitter.com/sjgames. Share your brief campaign teasers with #GURPShook on Twitter. Or explore that hashtag for ideas to add to your own game! The *GURPS Hot Spots: Srivijaya* web page is gurps.sjgames.com/srivijaya.

Store Finder (storefinder.sjgames.com): Discover nearby places to buy *GURPS* items and other Steve Jackson Games products. Local shops are great places to play our games and meet fellow gamers!

Bibliographies. Bibliographies are a great resource for finding more of what you love! We've added them to many *GURPS* book web pages with links to help you find the next perfect element for your game.

Errata. Everyone makes mistakes, including us – but we do our best to fix our errors. Errata pages for *GURPS* releases are available at sjgames.com/errata/gurps.

Rules and statistics in this book are specifically for the *GURPS Basic Set, Fourth Edition*. Page references that begin with B refer to that book, not this one.

Malacca Strait

The Malacca Strait is a 450-mile long channel running between Sumatra and the Malay Peninsula. It's only about 40 miles wide at its narrowest point, but many rocks and small islands restrict passage to a few preferred paths. The Malacca Strait is renowned for its intense and frequent thunderstorms. Lightning seldom occurs over seas and oceans, but the strait's unusual conditions make it one of the stormiest places on Earth. Even so, tropical temperatures keep most lightning at higher altitudes, so it's not as bad as it looks. Squalls are worse at night and can last for hours. Strong winds often cause white-outs in the downpour, and temperature differentials make waterspouts a familiar sight.

MONSOONS

In the archipelago, the monsoon dictates the rhythm of life. From December through March, in the northern hemisphere, the seasonal winds blow off the Asian mainland toward the sea, resulting in a powerful and steady breeze from the northeast. May through October, the process reverses, generating a southwesterly wind. In the southern hemisphere, a similar process occurs with Australia, blowing from the southeast May through October and from the northwest December through March.

In Nusantara, tropical temperatures conspire with the monsoon winds to create two distinct seasons, rainy and dry. Exactly when and how much rain occurs depends on local conditions. For example, Sumatra's west coast is wettest during the southwesterly monsoon season (May-October), while the northeast coast of Sumatra has its rainy season during the northeasterly monsoon (December-March). Heavier rains fall in the highlands, where there are seven or more consecutive wet months, while the lowlands have only five wet months.

ECOZONES

The terrain of the archipelago can be divided into a few ecologically distinct regions. There are two types of jungle terrain: highland rain forests and lowland rain forests. Of swamps, there are three: freshwater swamps, peat swamps, and mangrove forests. Only the tops of the tallest mountains qualify as mountain terrain. All parts of the coast that are not occupied by mangroves are sandy beaches and rocky shores.

Beach and Rocky Shore

Beaches are inhospitable to most animals and plants because of the saltwater and shifting sands. There is very little vegetation aside from an occasional flowering vine or palm. Small game and gatherable foods can be found here, including birds, turtles, eggs, and many crabs.

Rocky shores are similarly barren. They feature steep, rugged surfaces of limestone or volcanic rock, which are vacant except for an occasional tree. Foods found here are similar to on the beach, minus the crabs.

Mangrove Forest

Mangrove forests are saltwater swamps found along the coast. The trees have prominent roots thrusting above the water as spikes, elbows, or long cables. Once or twice a day, tidal floods may change the depth of the water by as much as 10'.

The plants and animals that thrive here have adapted to the variations in salinity and water depth. Snails and crabs exist in incredible abundance, but there are also a great many insects, birds, rats, lizards, and snakes. The most common fish, mudskippers, can crawl on their pectoral fins. Small-clawed otters dwell along the shore. Silvery leaf monkeys and long-tailed macaques are familiar residents of the trees, living beside flying foxes in the canopy, 80' overhead. There are virtually no understory plants and climbers, presenting little need for a machete. Larger land animals, like tigers and tapirs, only venture into the higher ground of the swamp for short periods of supplemental feeding.

Peat Swamp

Peat swamps are slightly higher in elevation than adjacent land, so water from rainfall flows away from them. They are low in nutrients and feature a stunted forest: uneven forest canopy (120' to 140'), sparse forest canopy, a dense pole forest with short canopy (65'), or an open savanna forest with a few short trees (under 50'). These regions have fewer species and a lower quality of forest products but are easier to navigate and have fewer biting insects. The river waters are black from tannins. Decaying plant material is broken down more slowly here than in the forest and accumulates into a thick layer of organic matter. There is a striking absence of animals.

LAND QUALITY BY ECOZONE

This table shows land-quality ratings for hunting and gathering (*GURPS Low-Tech Companion 3: Daily Life and Economics*, pp. 4-5) and for agriculture (p. 11) by ecological region.

Product	Mangrove	Peat	Freshwater	Lowland	Highland	Beach
Agriculture	Very poor	Poor	Typical	Excellent	Good	Desolate
Foraging	Good	Poor	Good	Excellent	Good	Poor
Small game	Good	Poor	Typical	Excellent	Good	Poor
Fishing	Typical	Poor	Typical	Typical	Typical	Good
Timber	Excellent	Typical	Good	Excellent	Good	Desolate
Palm	Excellent	Typical	Excellent	Typical	Very poor	Typical

CHAPTER TWO

HISTORY

Epigraphic evidence of Sriwijaya is so scant that relating its history requires dramatic license. Although it was a focal point of trade renowned throughout the eastern medieval world, knowledge of Sriwijaya was lost for hundreds of years until scholars of the 20th century painstakingly reassembled

the pieces. There are only a handful of inscriptions pertaining directly to Sriwijaya, so some of the most informative evidence of Sriwijaya comes from foreign sources. Readers may find that a dearth of historical facts serves better as a scaffold for the imagination than as an obstacle to it.

EARLY CIVILIZATIONS

Taiwan was home to the Austronesians, a people who had come from the nearby mainland as early as 4000 B.C. They migrated through the Philippines into Borneo, Sulawesi, and Central Java between 2500 B.C. and 1500 B.C. Another wave of migration around 500 B.C. left Borneo to populate West Java, Sumatra, and the Malay Peninsula. These groups commingled with the Austroasiatics who had been migrating southward through the Malay Peninsula and Cambodia.

Before the first millennium, Austronesians had a Neolithic economy. They lived off tubers, cereal, and whatever protein they could gather. They remained nomadic and seafaring, migrating from one source of subsistence to another. They had some domesticated animals and foraged for forest products to use and trade. They only moved inland after colonizing all the preferred coastal regions.

Around the year 100 A.D., there was a renewed burst of migration by coastal Borneans out of Borneo. This group, called the *Malay*, moved into Sumatra, the Malay Peninsula, and the many smaller islands in between. The arrival of the Malay displaced existing coastal dwellers further inland or to other islands. The indigenous tribes of the Malay Peninsula, later called the *Orang Asli*, were few when the Malay started coming, and by the end of the first century, were completely outnumbered.

INDIANIZATION

Prolonged periods of contact between the peoples of India and the archipelago led to the adoption of many Indian technologies and cultural practices. This influence, called Indianization or Sanskritization, came in various forms. In many cases, Indians bringing gifts and valuable new skills married into prominent native families. Their wealth and esoteric knowledge let them assume the roles of rulers and priests.

Indianization resulted in tremendous changes for groups like the Malay and Javanese. They acquired the Indian conception of royalty, the formation of Hindu and Buddhist cults, the mythology of the *Puranas*, and the observance of the *Dharmasastras*, a moral code. They learned to write in Pallava and Nagari scripts and adopted a third of the words in their languages from Sanskrit. They mastered the production

of carbon steel. In agriculture, they incorporated the use of canals for flood control and irrigation. They also acquired cotton and countless methods of textile production.

Indian influence became woven into local mythology as a source of great prosperity. For example, the Javanese *Myth of Aji Saka* presents a metaphor for Indianization. In this old story, a man from India named Aji Saka traveled to Jawa, a land ruled by a wicked cannibalistic king. Aji Saka defeated the king and became the new ruler, bringing prosperity to the people.

*They were servants; they fought each other.
They were equal in valor; both became corpses.*
– “*The Javanese Alphabet*,”
The Myth of Aji Saka

RISE OF THE KEDATUANS

Throughout prehistory, people of the islands lived in small groups under the leadership of chiefs. Through conquests and alliances, larger groups began to form. By the first century, *kedatuans* (kingdoms or city-states) were taking shape.

The earliest significant Indianized power to emerge in Southeast Asia was the empire of Funan, in the first century. Emerging from the Mekong Delta region (southern Vietnam), Funan was the dominant power in Cambodia and on the Malay Peninsula for 500 years. During this time, they controlled the flow of goods between the east and west, by way of portages across the Isthmus of Kra rather than through the less known, and thus feared, Malacca Strait.

In the Malay Peninsula, Funan held power over various kingdoms. The oldest of its territories were the kingdoms of Langkasuka, known from the first century, and Tabralinga, arising in the second century. The kingdoms of Kedah, Kalah, Kelantan, Chaiya, and Takola appeared at various times in the 400s through 600s. As Funan’s power waned, its territories broke away. Piracy and banditry stifled the passage of trade through Southeast Asia. A strong maritime power was needed to bring order to the region.

CHAPTER THREE

GAZETTEER

Sriwijaya's sphere of influence lay within three regions: Sumatra, Jawa, and the Malay Peninsula, as depicted on the map of Sriwijaya (p. 32). Places in this chapter are keyed by a

letter and number combination to locations on the map, along with dates they're known to have existed.

MALAY PENINSULA

Early Greek geographers referred to the Malay Peninsula as the Golden Peninsula, observing that it was a land of plenty, filled with mountains of precious metals. Malay settlements first emerged in the northern part of the land. Their palisaded towns filled nearly every river estuary from the Isthmus of Kra down to Kedah. The southern end of the island remained unsettled swampland and rain forest inhabited only by aborigines until Temasek was founded in the location of present-day Singapore at the end of the 13th century. The most prominent ports were Kedah, Kalah, Takola, and Langkasuka.

M1. KALASAPURA, 662-?

Known by variations of the name Ko-lo in Chinese records, Kalasapura was on the west coast, adjacent and west of Dvaravati in the mainland. The kingdom was known to exist from 662, and it later became a vassal state of Sriwijaya. It was not mentioned as a target of the Chola raids of 1025, possibly because it had already switched allegiance. It remained independent of Sriwijaya after this point.

The walls of the city were of piled stone. The towers, the palace, and the houses were all thatched. The soldiers decorated their banners with peacock feathers and used bows and arrows, lances, and spears. A unit of their army consisted of 100 elephants with 100 infantry men per elephant. Four men rode one elephant in a box like a cage, armed with lances and bows. The city could field 20,000 men thus as two units.

M2. KALAH (ISLAND NEAR MYEIK, KRA)

The kingdom of Kalah, a vassal of Sriwijaya, was built on one of the larger islands along the west coast of the Malay Peninsula. The surrounding waters were treacherous, with many small islands and rocky shallows, frequently causing damage or sinking ships.

Although difficult to reach, Kalah was a worthwhile port. The city had grand stone walls, numerous gardens, and abundant springs. It did a lot of business building, repairing, and supplying ships. It was a center of commerce for forest products and craft items. Many Arab ships only went this far before

returning home with goods. It also had a reasonable system of justice with fines and a prison.

Kalah was renowned for a fabulously productive tin mine protected by a fortress. The miners used the safety of the fort to urge their king to support their interests.

The people refined tin to make "Kalah" swords, in the Indian style, which saw high demand. The steel swords were hot-dipped to create a tin plating ideal for decorating and protecting the steel from rust.

The people of Kalah lived on wheat, dates, vegetables, and flat bread. They had extensive bamboo plantations and used silver coins. Major exports included tin, aromatics (aloeswood, sandalwood, brazilwood, and high-quality camphor), spices, ivory, ebony, and gold (from the mountains of the mainland).

Kalah was known for a fabulously productive tin mine surrounded by a fortress.

M3. CHAIYA, 530-?

Chaiya was in the northern frontier of Sriwijaya's territory, on the northeast coast of the Malay Peninsula just south of the Isthmus. Records of Chaiya's existence go back to 530. An inscription dated 775 proclaims that the King of Sriwijaya erected three stupas (see *Temples*, p. 54) here. Its population was estimated at 20,000 families, or 100,000 individuals.

M4. TAKUAPA

Takuapa was a Tamil or Malay settlement and part of the trans-peninsular trail system used to port goods across the Isthmus of Kra to avoid traversing the Malacca Strait. It was a vassal state of Sriwijaya and raided by the Chola, who called it Mayuridingam. It was called Jih-lo-t'ing in Chinese records.

MILITARY POWER

Kingdoms allocated the bulk of their treasury to military spending. Sriwijaya faced some special challenges that consumed its resources. Its territories were hard to defend because they were spread out and separated by large bodies of water that were ruled by seasonal winds.

FIGHTING ON LAND

Although Sriwijaya spent most of its money on ships, it also invested in a variety of land forces.

Elephant Warfare

Elephants were used for warfare in India at least as far back as 500 B.C. Their usage eventually spread to Southeast Asia. They were relied on to a lesser extent in the Malay Peninsula, Jawa, and Sumatra, but no other islands of Nusantara had elephants or used them.

War elephants were captured fully grown from the wild. These were deemed to have more fighting spirit than ones raised by humans (raising them took 20 years). Captured elephants were broken by starving them until they bonded with their captor when fed. Basic training desensitized them to noises, pain, and the horrors of war. They were also taught how to fight and kill. They usually became very loyal and protective of their keepers, but on rare occasions, they inexplicably killed them without provocation. Some elephants were given special training for siege warfare, so they knew how to break down walls and gates.

Southeast Asians had a unique riding style, which was to place the driver or mahout in back, near the tail, to steer the elephant and pass weapons to the warrior, who sat astride the animal's neck. In this minimal configuration, a rope or harness helped with mounting the elephant.

A more common method for riding was to use a platform called a howdah. These came in a variety of shapes and sizes, the simplest being rattan or wooden frames harnessed over a blanket, like a large saddle, seating one or two. Larger platforms seated four and sometimes had shields mounted on their sides for protection. Luxuriously carved and gilded howdahs were used by nobles to display their status. Parasols or curtains were added for shade, privacy, and defensive cover.

Infantry units on the ground numbering between 10 and 100 were assigned to protect the elephant's legs and belly from attackers. Besides this, the animals were sometimes protected with armor, but armor was rare in Southeast Asia. Occasionally, fighting towers were mounted on elephants. These constructions provided full protection for one or two archers, who sat inside while firing through slits.

In battle, elephants inspired fear in people and horses. They easily broke up enemy lines and formations, and inflicted heavy casualties. They also served as a command post, because their height provided a high vantage point for observing the battle and dispatching signals.

Drivers must make a control roll in difficult situations. On a failure, momentary control is lost. On a critical failure, a disaster occurs, like the elephant stumbles, throws his rider, or slams into something. If an elephant loses its rider or becomes seriously injured, it may go on a rampage.

Make a Fright Check (see p. B360) to determine how the animal responds. Failure means the animal goes berserk (as per the disadvantage, p. B124); critical failure indicates that the elephant runs away.

Nobles occasionally engaged in single combat on elephant-back to decide the outcome of disputes. The animals participated by wrestling each other and targeting their opposing riders. This kind of match often ended in the death of both riders.

Their warfare is carried on more by treachery and stratagem than open fighting – they are all warriors, and seldom at peace.

– Frank S. Marryat,
Borneo and the Indian Archipelago

LAND ELEMENTS FOR MASS COMBAT

Military forces can be represented in *GURPS Mass Combat* as customized land elements. Slave units start off as Disloyal, Inferior troops with Poor equipment. Headhunting groups (Dayak, Nias, Mentawai, and Batak) are Impetuous but skilled in Terrain (Jungle). Malay forces are Marine and skilled in Terrain (Swamp) or Terrain (Beach). Mercenary units start with better than average equipment and training.

Elephant Trappers (TL1)

Medium Infantry

This unit uses a variety of devices such as pit traps, caltrops, and spikes to repel or neutralize elephant units. They also train to attack the weak points of elephants (eyes and ears) with arrows. They have Neutralize (Armor) but only against elephants.

TS: 6. WT: 1.

Classes: (Arm), Rec. Mobility: Foot.

Quality: Good equipment; Good troops.

Features: Neutralize (Armor).

Cost: \$82.5K to raise; \$11.7K to maintain.

Elite Guards (TL1)

Medium Infantry

Carefully recruited from other units, the elite guard is formed of individuals who have demonstrated exemplary service and devotion to the Maharaja. They are reserved for his personal protection.

TS: 10.5. WT: 1.

Classes: –, Mobility: Foot.

Quality: Very Fine equipment; Elite troops.

Features: Fanatic.

Cost: \$90K to raise; \$17.4K to maintain.

They have a refined system of martial arts related to Silat Malayu. They use spears like the tombak, lembing, and kujur. A sword such as the pedang, rudus, pamandap, and kelewang is always slung at their sides. Short blades like the sewar, sakin, and pisau belati are concealed for infighting. They use long, wavy keris knives like the keris bahari and keris panjang.

Nias

The Nias have a reputation for living by a headhunter's code of honor (see p. 46). They reside on Nias Island and venture from it only to raid smaller neighboring islands. They are primarily hunter-gatherers who engage in agriculture only as necessary, to grow supplementary rice. Village chiefs sponsor great feasts to elevate their status, requiring the capture and slaughter of thousands of wild pigs and hundreds of heads.

Nias warriors wear rawhide vests and, when they have the materials, vests of plate metal. They carry a tombak (7' spear) as their primary weapon and an elongated, narrow carved wooden shield with a central protrusion for bashing. A kelewang or parang is worn at their side, reserved for beheadings. They use 60' to 70' war canoes to raid neighboring islands.

Orang Laut

Orang Laut means "sea people." It's not strictly an ethnic group but a collection of similar groups. They live a nomadic lifestyle on the sea, populating small islands and coastlines throughout the archipelago and mainland. Their languages are numerous and diverse; they can communicate brokenly with other Orang Laut or Malay. A highly piratical group, called the Celates, live in the Riau islands and the area of modern Singapore.

They use guerrilla tactics on the sea, fighting with many small boats and attempting to surround opponents. Their preferred weapons include spears, blowpipes, and knives.

Orang Asli

The Orang Asli are the original inhabitants of the Malay Peninsula. They migrate to the interior as the Malay settle the coasts, trading resins, aromatic wood, and feathers for metal tools, salt, and textiles. They are animists and purported headhunters (see p. 46) who fight with spears, blowpipes, bows, knives, and axes.

Rejang

Also called the Orang-ulu, the Rejang are typical Sumatrans. They are not particularly warlike, engaging only in conflicts forced upon them. They live in the central southern highlands.

The preferred weapon of the Rejang is the kujur (spear), with a keris knife carried in their sash. They also practice stick fighting.

Sundanese

The Sundanese dominate western Jawa, a land more rugged than central and eastern Jawa. Rice cultivation is more

challenging there than in other parts of the island. They live among hills and mountains as well as the lowlands and coast. They are more robust and hardy than the Javanese, who look down upon the Sudanese as cultural inferiors.

TRADITIONAL NAMES

Methods for naming children vary across ethnic groups, but generally family names are not used. Names of Hindu or Sanskrit origin are popular among Indianized groups. For example, some boy names are Adi, Budi, Darma, Krisna, Mega, Purnama, Putra, Raja, Sri, Surya, Tirta, Tri, and Yuda. Some girl names are Batari, Cinta, Citra, Dewi, Eka, Kusuma, Mega, Melati, Nirmala, Purnama, Putri, Ratna, Sita, Sri, Tirta, Tri, Utari, and Vina. Elsewhere, traditional names remain in use:

Javanese boys: Bambang, Eko, Kuwat, Raharjo, Susilo, Tirta, Wibowo.

Javanese girls: Ratu, Shinta, Wulan.

Malay boys: Agung, Agus, Bagus, Cahaya, Dian, Guntur, Putera, Setiawan, Susila, Wahyu, Wibawa, Wira.

Malay girls: Batari, Bulan, Cahaya, Dian, Indah, Intan, Kasih, Lestari, Mawar, Puteri, Sari, Siti, Wangi, Wati, Widya.

The Batak used a marga (clan name) after their personal name. Some examples are: Bukit, Depari, Ginting, Karo, Limbong, Manik, Pardede.

The Balinese name their children according to the order of their birth. The firstborn child is called Wayan, Putu, or Gede. The second child is named Madeh ("middle") or Kadek, meaning "younger sibling." The third is called Nyoman ("end" or "remainder") or Komang. The fourth, like it or not, is Ketut, meaning "small banana." After that, the names start over again with Wayan.

Arabic names do not come into popular use until the spread of Islam in the 14th century but may be found earlier in some places like Lamuri (Aceh).

The names of rulers have several components: titles, personal names, coronation names, and upon death, an apotheosis name. They construct important-sounding names by concatenation, such as Sanggramavijayottunggavarman and Maravijayottunggavarman.

APPEARANCE AND FASHION

Nusantarans are relatively short and slender of frame. Their faces are narrow at the forehead and chin, but broad at the cheekbones. They have small noses with roundish, wide-set nostrils. Their eyes range from medium to dark brown, while their skin shines in highly varied shades of tarnished copper. Their hair is thick, lank, and black with reddish-brown or copper highlights.

Men either cut their hair short (as the Malay) or cultivate beautiful, long hair (as the Javanese). With sparse facial hair, the men usually pluck what little they have. Women are admired for their long hair, growing it to ground length when possible. Long hair is worn loose or tied up, for comfort and convenience, into a simple knot or elaborate headdress.

Martial Artist

Martial artists can be constructed with any of the templates found in *GURPS Martial Arts*, pp. 31-41, with the exception of movie star and stuntman.

Pawangs and Dukuns (Shamans)

Use *Shaman* in *GURPS Spirits*, p. 68, as inspiration for customizing the holy man template from *GURPS Fantasy*, pp. 120-121. Supernatural traits may be omitted in a non-magical campaign. If a ritual path magic system is used, pawangs follow a nature path, specializing in some animal or natural feature. Dukuns follow a health or protection path. Black-magic

practitioners summon spirits, use familiars, and cause harm to others. The charlatan template from *GURPS Banestorm*, pp. 204-205, is also applicable. In a high-powered fantasy campaign, use the shaman template from *GURPS Dungeon Fantasy 9: Summoners*, pp. 16-19.

Seaman, Merchant, or Explorer

With the merchant template from *GURPS Fantasy*, pp. 121-122, or *GURPS Banestorm*, pp. 210-211, as a starting point, use *Seaman/Merchant/Explorer* in *GURPS Vikings*, p. 30, as inspiration; or *Sailors*, *GURPS Banestorm*, p. 216, to select appropriate traits.

Slave

Nearly every other character type may also be a slave. The essential traits of a slave are Social Stigma (Valuable Property) [-10], Status -2 (Slave) [-10], and less than average Wealth. They are not subjugated because they can buy their freedom.

Warrior-Priest

Many Malay and Javanese nobles and kings personally led their troops into battle even though they were respected, Hindu-Buddhists priests. Judging from their lifestyle, they didn't always appear to uphold the Five Precepts. The *Yamabushi (Warrior Priest)* in *GURPS Japan*, p. 61, can be used as inspiration for customization. The monk template in *GURPS Martial Arts*, p. 36, is a good fit for a realistic campaign. Alternatively, the holy warrior template from *GURPS Dungeon Fantasy 1: Adventurers*, p. 7, could be used for something higher-powered.

Wilderness Warrior

The barbarian template from *GURPS Fantasy*, p. 116, or the higher-powered one from *GURPS Dungeon Fantasy 1*, p. 4, provide excellent guidance for constructing a battle-hardened low-tech outdoors type. The scout template *GURPS Dungeon Fantasy 1*, p. 10, also has outdoors skills. The archer template from *GURPS Fantasy*, p. 114, is more for light missile troops.

PAWANGS AND DUKUNS

Rituals and mystical practices affected nearly every activity of daily life in Nusantara. Shamans were the spiritual guides of animism and thus upheld the traditions of animism and ancestor worship. Their spiritual powers helped them explain occult forces, remedy curses, perform exorcisms, and supply protective charms. If someone wanted success trapping birds, they performed the proper rituals, whispering prescribed chants as they worked. If someone wanted to build a road or house, they consulted a shaman for a spiritual cleansing before getting started.

Shamans had a range of specializations. *Dukuns*, also called *bomors* or *bomohs*, were known for their ability in one specific area, such as exorcisms, divinations, blessings, or black magic. They focused on medicine and treating human ailments, sometimes reinforcing their ability with minor medical and herbal skills. *Pawangs* specialized in dealing with animal and nature spirits, each pawang being skilled in a particular area, like weather, tigers, crocodiles, hunting, traveling, or mining.

By tradition, shamans never directly asked for payment but took donations. Sometimes rituals involved expenditures such as foods and coins that were part of a spiritual offering requested and collected by the shamans after their use.

INTRIGUE AND EMPIRE

With its complex and rapidly shifting political environment, this region is well-suited for campaigns about building and maintaining nations. As up-and-coming rulers, government officials, and members of the royal court, PCs must make decisions that will impact the rise and fall of their kingdom or empire. This campaign blends the tensions of courtly intrigue and diplomacy with the physical dangers of personal and mass combat. Recommended character types include nobles, royals, advisors, teachers, loyal guards, generals, devoted servants, and trusted slaves.

There are many ways to choose the home kingdom. Sriwijaya and Medang were powerful rivals, making either of these locations an excellent choice for starting in a position

of power while struggling against an old rival and emerging competition. A more challenging kingdom to rule would be a smaller one, like Samudera Pasai in 1267, the first sultanate of Sumatra, rising from nothing and fighting to remain independent from heavyweight competitors. Despite these challenges, Pasai surpassed Kedah as the primary port west of the Strait of Malacca. A third alternative is to rule one of Sriwijaya's vassal states, like Kedah or Malayu, which have been waiting for a chance to break away or even seize control of the empire.

Royal courts are a fertile place for adventures, whether for the ruler or their underlings. Here are a number of possibilities.

APPENDIX

While not necessarily key to running adventures, there's a lot of supporting information that may be difficult to find

elsewhere. This appendix includes lists of rulers, a glossary of useful terms, and suggestions for further reading.

KING LISTS

In their time, the rulers of Medang and Sriwijaya were very important individuals. Where possible, personal names of rulers appear in **bold**.

RULERS OF MEDANG

<i>Reigned</i>	<i>Title and Names</i>
717-746	Rakai Mataram sang Ratu Sanjaya
746-784	Sri Maharaja Rakai Panangkaran Dyah Pancapanan (Dharmasetu?, Wishnu)
784-803	Sri Maharaja Rakai Panunggalan (Panaraban, Sangramadhananjaya, Indra)
803-827	Sri Maharaja Rakai Warak Dyah Manara (Samaragravira, Samaratungga)
827-829	Dyah Gula
829-847	Sri Maharaja Rakai Garung (Patapan pu Palar)
847-855	Sri Maharaja Rakai Pikatan Dyah Saladu, Queen Pramodhawardhani
855-885	Sri Maharaja Rakai Kayuwangi Dyah Lokapala
885	Dyah Tagwas
885-887	Rake Panumwangan Dyah Dewendra
887	Rake Gurungwangi Dyah Bhadra
894-898	Sri Maharaja Rakai Watuhumalang, Rake Wungkal Humalang Dyah Jebang
898-910	Sri Maharaja Rakai Watukuru Dyah Balitung
910-919	Sri Maharaja Daksottama Bahubajra Pratipaksaksaya Uttunggavijaya (Daksa)
919-924	Tulodong
924-929	Wawa

RULERS OF SRIWIJAYA

Uncertainty is a part of any list of Sriwijaya's kings, especially where the dates are concerned. The rulers had so many different kinds of names – personal names, coronation names, and apotheosis names – that connecting them forms an intractable puzzle. Along with titles (Maharaja, raka, ratu) and epithets (dyah, sang, sri), a name could appear as Sri Maharaja Rakai (rakai name) Dyah (name).

Start of Reign *Name*

Early Rulers of Sriwijaya

682	Dapunta Hyang Sri Jayanasa
702	Sri Indravarman
728	Rudra Vikrama

Sailendra Rulers of Sriwijaya

833-850	Balaputradewa
960	Sri Udayadityavarman
980	Haji
988	Sri Cudamani Warmadewa
1008	Sri Mara Vijayottunga
1017	Sumatrabhumi
1025	Sangrama Vijayottungavarman

Late Rulers of Sriwijaya

1028	Sri Deva
1045	Samara Wijayatunggawarman
1078	Kulothunga Chola I
1156	Raja Tungavarman
1183	Srimat Trailokyaraja Maulibhusana Warmadewa
1286	Srimat Tribhuanaraja Mauli Warmadewa

GLOSSARY

axis mundi: A spiritual connection between heaven and earth.
Batara: An honorific prefix meaning lord, reserved for the names of deities and nobility.
batu: Indonesian/Malay for stone.
bhumi: Hindi word for earth.
bodhisattwa: An enlightened Buddhist dedicated to helping others attain Nirwana.

bukit: Malay word for hill.
candi: A temple or structure featuring a stupa. In modern times, it is used to refer to architectural ruins.
Dharma: Cosmic law and order; the right way of living.
gunung: Malay word for mountain.
guru: A teacher.

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... there are but two winds that blow, the one that carries them outward and the other that brings them homeward; and the one of these winds blows all the winter, and the other all the summer.

— Marco Polo

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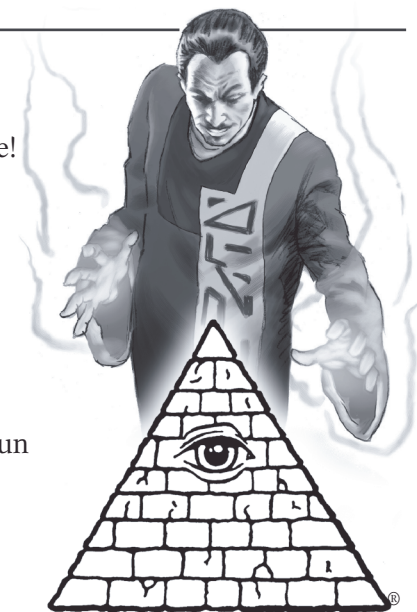
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