

# Elvis

The  
Legendary  
Tours



By Marcus L. Rowland

Illustrated by Patrick Stern & Marcus Rowland

Cover by Aaron Williams

A Sourcebook for Diana: Warrior Princess

# Elvis

## THE LEGENDARY TOURS A Sourcebook for *Diana: Warrior Princess*

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This is a supplement for the *Diana: Warrior Princess* RPG; you will need the full game to use it.  
*Diana: Warrior Princess* is available as a PDF downloadable from [e23.sjgames.com](http://e23.sjgames.com) and in print from Heliograph Inc., [www.heliograph.com](http://www.heliograph.com)

This book is a parody of certain TV shows and their treatment of history. Any resemblance between the characters portrayed and any real person is coincidental or for satirical purposes.

Double-sided printing: For best results the front cover, this page, and the table of contents should be printed single-sided, then print all even pages from page 4 (the Introduction, numbered as page 1) onwards, with all odd pages from 5 (The World, numbered as page 2) onwards on the other side of the paper. When assembled the odd numbered pages (1,3,17 etc.) should be to the right, like any other printed book.

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# Elvis: The Legendary Tours

## Introduction

*"You're kidding," said Elvis.*

*"Wish I was," said 'Senator' Joe McCartney. "Here, look through my binoculars."*

*Elvis raised them to his eyes and zoomed in. Wherever he looked there were men, most of them on the ugly side, wearing sequined trousers and jackets and carrying guitars.*

*"They've been gathering for days," said Billie 'Doc' Holliday. "I can't arrest them, they're doing nothing illegal. Not yet."*

*"Things are going to turn ugly," said McCartney. "None of those bozos will be able to draw the guitar from its case. And when you do I doubt that any of them are likely to be too pleased..."*

You already know the drill if you've read *Diana: Warrior Princess*. Imagine our world, seen by someone as remote from us as we are from the ancient Greeks, and with as many gaps in their knowledge. Imagine it converted into a TV series by a production company with the loving attention to historical accuracy we have come to expect from such series.

Like most successful series *Diana...* has spawned spin-offs, the most popular being *Elvis: The Legendary Tours*, in which wandering bard Elvis tries to find a way back to his home, the mystic Land of Grace, and overthrow its evil ruler, his half-brother Costello. Elvis is helped by several companions, the most notable being barbarian guitarist John Lenin and former thief and guitarist 'Senator' Joe McCartney. Others include frontier law-person, vet, and doctor Billie 'Doc' Holliday, mystic roadie Bob 'The Builder' Marley, and mysterious shaman Jean-Claude Van Halen. They live in a world of wonders, with gods and supernatural occurrences almost taken for granted.

Later sections give full details of the major characters of the series. First comes the setting, the world of *Elvis: The Legendary Tours*, and how it differs from a 'normal' *Diana...* campaign.

Material from *Diana...* isn't duplicated in this publication; you'll need the earlier book for the core rules and statistics for vehicles, characters, and other things that are described there. This can be considered your incentive to buy the original game, which is available in print from Heliograph Inc., [www.heliograph.com](http://www.heliograph.com), and as a PDF downloadable from [e23.sjgames.com](http://e23.sjgames.com)

Alert readers will notice that the *Elvis...* series described here differs in minor respects from the summary in the *Diana...* rules. This reflects the importance these series place on continuity.

## Acknowledgements

Most of the material in this book is based on ideas originally developed for the *Diana: Warrior Princess* RPG; which contains a much longer list of credits. The *Elvis* spin-off campaign was briefly mentioned in the original rules, without much in the way of detail. Play-tests of scenarios began at the Continuum RPG convention at Leicester University in 2004, and continued at Dragonmeet 2004 and the Consternation and Dragonmeet RPG conventions in 2005. During this period at least thirty players commented on the setting and characters, and many more helped with discussions on my Livejournal. I was also helped by users of the Steve Jackson Games 'Pyramid' discussion boards. Many thanks to everyone who participated, especially those who were prepared to take a chance and play in a game setting and scenario that was still incomplete, and the organizers of these events.

While it would be difficult to acknowledge all of the sources that contributed to the version of "mythic America" described, and in particular to this version of a mythic Elvis, influences include Neil Gaiman's *American Gods* and *Anansi Boys*, the *Preacher* comics by Garth Ennis & Steve Dillon, Walter Jon Williams' *Drake Majstral* novels, the TV series *Firefly* and *The Wild Wild West*, and the films *Serenity* and *Westworld*.

Finally, thanks to Aaron Williams ([www.nodwick.com](http://www.nodwick.com)) and Patrick Sterno ([www.magixl.com](http://www.magixl.com)) for allowing me to use their artwork for this project. It's greatly appreciated.

# Elvis: The Legendary Tours

**Elvis Impersonators** are a common problem, and one that has taken many forms. They range from rabid fans to calculating criminals and supernatural and scientific duplicates. Typically they have some musical ability, but are nowhere near as good as Elvis, and lack his Mystic Power. Sometimes their plans involve kidnapping the real Elvis to take his place. Examples include:

**E.L.V.I.S.: Electronic Logical Violence and Infiltration Soldier**<sup>7</sup> was a robot apparently sent from the future to kill Emperor Norton during a charity concert – nobody is quite sure why. It could sing and play a little, but preferred to mime and play back perfect recordings of Elvis from an extensive digital archive. It was unmasked by giving it a guitar with slackened strings, which it was nevertheless able to “play”, and destroyed by luring it to the gold vaults at Fort Knox, where Norton used the Philosopher’s Stone to transmute it to gold and had it melted it down. It seems likely that the unknown creators of E.L.V.I.S. will try again, possibly using another Elvis duplicate.

**The King** was a conman, an impersonator who tried to use Elvis’s popular support to overthrow Costello and seize the throne of the Land of Grace. He was a good duplicate with a highly charismatic personality, but a laughably inept musician, and was last seen languishing in one of Costello’s dungeons; it’s plausible that he will eventually escape or do a deal that allows his return, possibly on Costello’s payroll.

**“Real” Elvis** was a magical doppelganger created by Costello’s cult to discredit the real Elvis, whom he claimed was an impostor. He was a near-perfect copy, nearly as good a musician as the real thing, but lacked his Mystic Power. He committed several murders, leaving fingerprints and other evidence to incriminate Elvis. Fortunately he was a mirror-reversed copy and the fingerprints were also reversed; this and other slips led to his unmasking and death.

**Baby Elvis** (aged 2) and **Young Elvis** (aged 2, apparent age 14) are also clones, created by science rather than magic (admittedly the distinction is somewhat blurry) then abandoned since the sponsor of the experiments wanted an adult clone. Friends of Elvis adopted the children. Young Elvis is a talented musician but so far lacks Mystic Power, it’s still too early to tell how the baby will turn out. The identity of those responsible for the experiment remains unknown.

**King Creole** is a distant relative of Elvis, a bandit chieftain who is wanted in many parts of America; he’s sometimes impersonated Elvis, and Elvis has sometimes been mistaken for him. Since at least one town wants to hang him this could potentially be a serious problem.

**Elvis with a beard** is the tyrannical usurper who rules the Land of Grace in another dimension; in that world Costello is an innocent monk turned freedom fighter, exiled by his evil half-brother.

**Elvesse** is a female version of Elvis from yet another alternate world. She has most of the same skills and background. She fell in love with ‘Senator’ Joe McCartney when they met – for some as-yet unexplained reason he doesn’t exist in her world – and she has tried to persuade him to cross over into her dimension and marry her.

**Gods** sometimes find it convenient to impersonate Elvis; their motives range from mischief to elaborate plots. Usually there are flaws in the disguise, caused by their powers and other attributes; for example, Old Nick O’Teen can look like Elvis but reeks of stale tobacco, Ray the God of Sun and Music is usually illuminated by sunlight and may forget to switch it off indoors and at night.

Finally, Elvis has impersonated an incompetent Elvis impersonator on several occasions; it can be a good way to go unnoticed if enemies are looking for him. He has also believed himself to be an impersonator when suffering from temporary loss of memory.

Most of Elvis’ friends have also been impersonated at one time or another – it seems to be an occupational hazard of the hero business.



<sup>7</sup> Name supplied by the Cyborg Name Generator, [www.cyborgname.com](http://www.cyborgname.com)

# Elvis: The Legendary Tours

## Elvis, Legendary Bard

**Status:** 45 (Star)

**Armour:** -

**Bonus Points:**

**Attributes:**

Animal Handler [1]	Music [7]
Athlete [3]	Mystic Power [5]
Charisma [6]	Speed [4]
Driving [1]	Strength [3]
Luck [3]	Thief [1]
Marksmanship [4]	Thinking [3]
Martial Arts [4]	



**Quote:** "Uh-huh-huh, ma'am, I'm just glad to help"

**Back Story:** You are a wanderer exiled from the mysterious "Land of Grace", a magical kingdom now ruled by your evil half-brother Costello, a wizard who seized power while you were traveling. The whereabouts of the rightful rulers are unknown. Costello has surrounded the Land of Grace with an impervious wall of force, within which he rules with an iron hand. You feel it is your duty to find a way in and overthrow your brother; you have no desire to be King, but eventually there may be no alternative. To support yourself while you search you have become a wandering bard, joined by fellow-troubadours John Lenin and "Senator" Joe McCartney. Somehow your quest has given you the *Mystic Power of Music*, a strange magical ability to sway minds, upset the laws of probability and heal by singing and playing. You can occasionally tap into this power when you aren't singing or playing, but it is reduced to *Mystic Power 2*

**Possessions:** Blue Suede seven league boots, revolver, guitar, cell phone, Bowie knife, horse or convertible. Your boots let you teleport seven leagues (no more, no less) in a single bound, but you have to be running first. You can't appear inside anything, but you have sometimes appeared immediately in front of a tree, a rock, etc. and been hurt by the impact. Each seven-league jump requires a *Mystic Power* success. You can't use the boots to enter the Land of Grace, since the barrier stops you. Your guitar has silver strings and is said to be haunted; when you play it you gain +2 to your *Mystic Power*. However, you sometimes feel that *it* is trying to play *you*... You can't bring yourself to destroy or abandon the guitar, and you are reluctant to let anyone else touch it.

**Weapons:** Two Revolvers +2, Bowie knife +1

**Notes:** You have the *Mystic Power of Music*; when you play you can influence minds, upset probability, or heal one listener for each success. You can combine this talent with your Music attribute, with your Charisma, or both for a truly awe-inspiring performance, but it will take you several rounds to play enough to achieve this mystical state; on some occasions playing like this has left your audiences entranced or aroused them to frenzy, so you have learned to be careful not to over-use the ability. Under really exceptional circumstances you can somehow tap into others' music (for example, John and Joe's playing) to boost this power even more.

You are a hero; your code of chivalry requires you to protect women and children, fight implausible odds, help the helpless, give money to charity, etc., regardless of your own wealth and safety, and always try to set a good example of clean living.

**Relationships:** You regard John Lenin and 'Senator' Joe McCartney as your comrades in adventure and closest friends. Bob 'The Builder' Marley and Billie 'Doc' Holliday are also good friends. You're not entirely sure about Jean Claude Van Halen; he's a formidable fighter, but sometimes seems to have his own agenda.



# From The Author of Diana: Warrior Princess

## Imagine our world...

...as it might be shown in a TV series made a few thousand years in the future, and with the loving attention to historical accuracy we've come to expect from such TV series...

This is the world of Diana: Warrior Princess. And like other shows the producers need to maximize their audience (and their profits) any way they can. Such as an all-new spin-off show set in the same world...



# Elvis: The Legendary Tours

In a world of gods, myths, and legends...

Exiled by his evil half-brother, the sorcerer-priest Costello, wandering bard Elvis searches for a way to return to his home, the mysterious Land of Grace. Armed with his wits, guns, and guitar, and aided by his sidekicks John Lenin and 'Senator' Joe McCartney, his adventures really rock!

Elvis: The Legendary Tours expands on the world of Diana: Warrior Princess, adding new settings, new characters and gods, the Mystic Power of Music, Elvis Impersonators, the martial art of Sudoku, and much much more<sup>1</sup>.

- ⊗ Gasp at eight adventure outlines and an eighteen-page adventure, taking Elvis from Memphis (with pyramids) to the Earth's core, and introducing a formidable new foe
- ⊗ Marvel at six new stars and co-stars, and a supporting cast of thousands<sup>2</sup>
- ⊗ Thrill to stunning special effects<sup>3</sup>
- ⊗ Laugh at the author's shameless greed

What the critics said about Diana: Warrior Princess:

*"...frequently hysterical, often rivalling Steve Jackson's game Toon for sheer insanity."*

Chris Halliday, Amazon

*"...cocks a scurrilously satirical snook at the establishment, invariably to highly amusing effect."*

Matthew Pook, Pyramid Magazine

*"...Some people may love this type of thing but I found it offensive. ...A murderous queen is the closest we get to a realistic situation... this warped fantasy is not this devotees cup of tea..."*

James Becker, Amazon

*"If you want quotes, Nyron Enterprises can wholesale them at a very reasonable rate."*

Soren Nyron, Livejournal

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<sup>1</sup> Definitions of much much may vary.

<sup>2</sup> This is technically known as a lie.

<sup>3</sup> So is this.