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JAMES BOND 007

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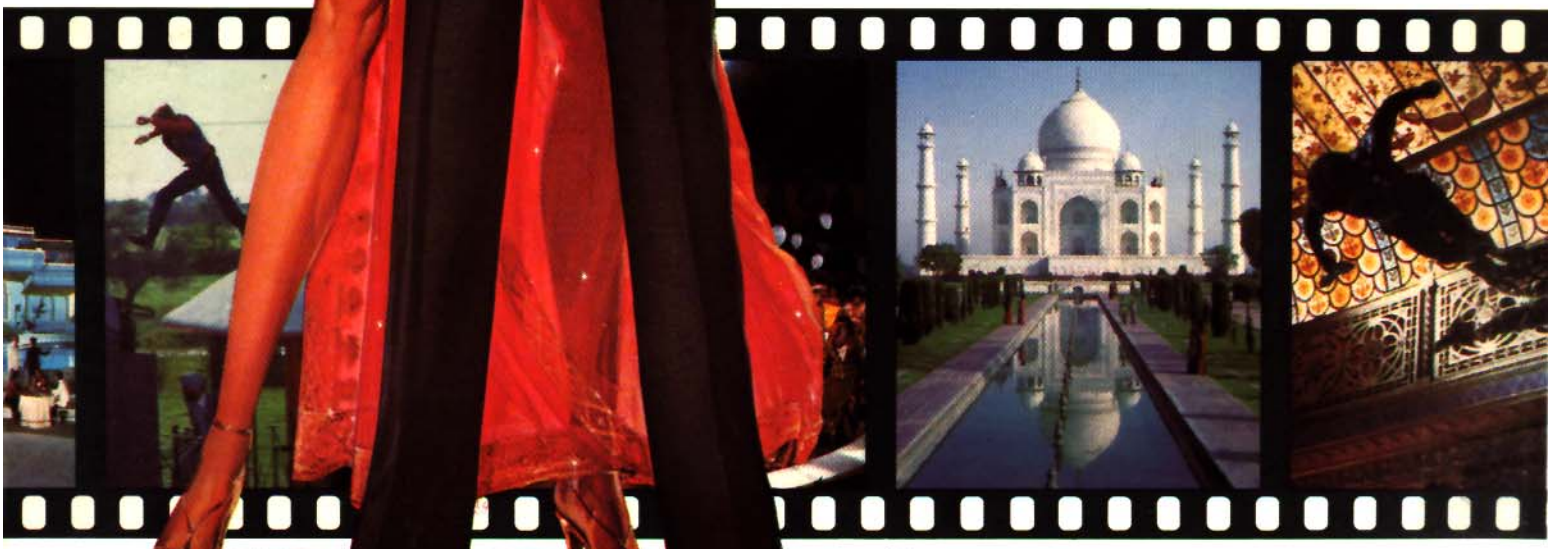
OCTOPUSSY

An Adventure for 1 to 4 Players PLUS Gamesmaster



Victory Games Inc.

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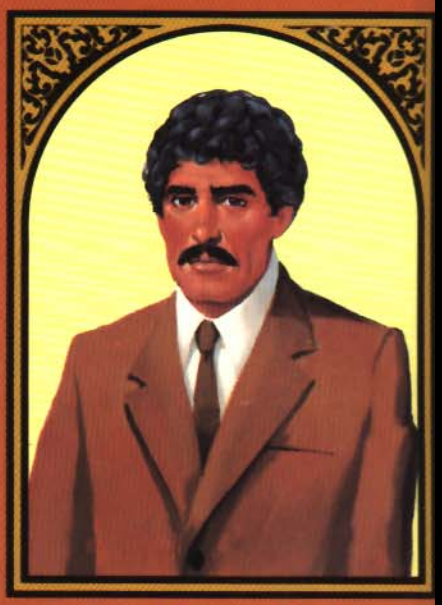
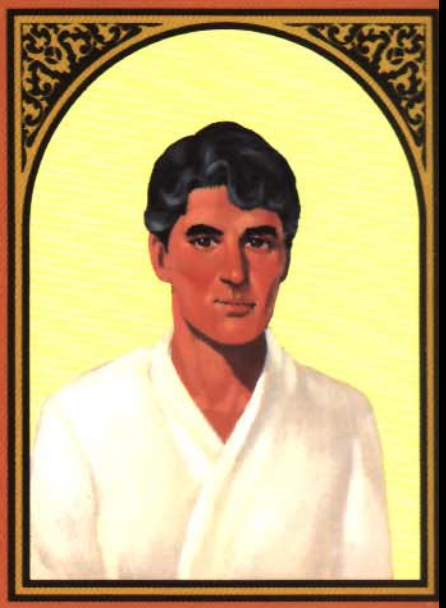
For Ages 12 to Adult

Fanning



Sadruddin

Magda



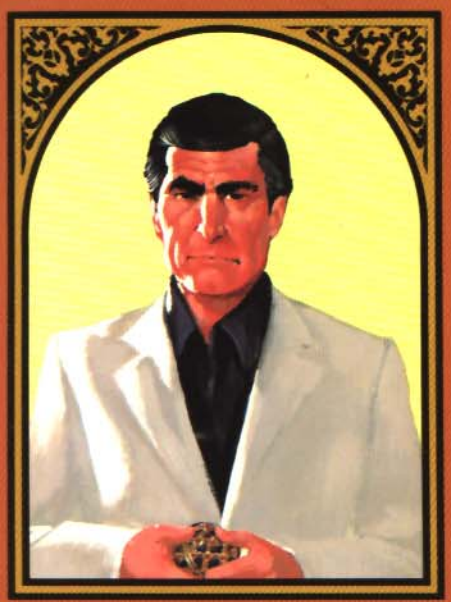
Vijay

General Orlov

Mischa & Grischa

Octopussy

OCTOPUSSY Rogues Gallery



Kamal Khan

Gobinda

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OCTOPUSSY

An Adventure Module for the *James Bond 007* Game

CREATED AND PUBLISHED BY VICTORY GAMES, INC.

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VICTORY GAMES, INC. New York, N.Y., 10001

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ISBN 0912515-04-X

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PRINTED IN THE UNITED STATES OF AMERICA

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Part I: Briefings, GM Notes, and Q Branch

A. Introduction

The *Octopussy* Adventure Module is designed to be played by up to four players and a Gamesmaster. There are instructions on how to modify the NPCs according to the number and ranks of characters used on the mission.

You should familiarize yourself thoroughly with the contents of the mission. Read it through first to gain an overall understanding of the purposes of the NPCs and the locations of the adventure. Then go over it in detail underlining or high-lighting the important points and making any notes you feel will be necessary.

Throughout this adventure die rolls are called for which do not use the Quality Rating system outlined in the *James Bond 007* Game. These rolls usually involve encounters or initial reactions of NPCs. Using these random rolls may require you to change the adventure in midstream or ad-lib more than you care to. You may ignore the die rolls and decide any encounters or reactions arbitrarily if it will make you feel more comfortable when running this adventure.

You will also notice variations in the personalities of the NPCs in this adventure when compared with their counterparts in the movie. These variations are designed to make the adventure more interesting for those who do not wish just to replay the movie. If you and your players want to stick close to the premises in the movie, then feel free to change the personalities as you see fit.

When beginning the mission you should give your players the information contained in the Briefing for the Players section. You can either read the section verbatim to the players or paraphrase it to simulate an actual conversation between M (you) and the characters (the players).

In this adventure is an envelope containing props. These should be handed out to the players as indicated in the text.

The four center pages of this booklet contain the floorplans to Sotheby's auction hall and Octopussy's palace, the Time and Location Record, and the tables most frequently used in play. You can remove this insert to use when you run the adventure.

B. Briefing for the Players

There are three props which are to be used during the players' briefing. The first sheet to give the players is the Weapons Research document, and they should be given a few minutes to read it. Do not be concerned if the report bores them; it is meant to be boring to fit in with their overall view of things these days at the office. Second, 009's drawing of the Faberge Egg should be crumpled and hidden until M reaches that portion of the briefing. At this time, the drawing should be uncrumpled and tossed onto the playing surface. The third handout is the portrait of Kamal Khan.

Monday, April 19. In the late afternoon of a rather dreary London day, the characters will be called into M's office. Until now, it has been an excruciatingly boring month in the secret agent business, as inter-

esting activities at M.I.6 seem to have come to a halt. For example, the characters have spent the last day and a half reading an extremely dry dissertation by the Department of Scientific Research on the Soviet use of cyanide gas shot from a water-pistol.

This morning they were given a short report on current developments in the field of weapons research and experimentation. On dull days such as this, reading the entire report seems entirely useless, since the chance of confronting such danger is remote. The characters will likely greet Miss Moneypenny's summons, then, with a mixture of excitement and skepticism. (At this point you should hand the players a copy of the Weapons Research Document from the M.I.6 Mission Envelope).

In M's office, the characters will meet Dr. Fanning. M will introduce Dr. Fanning as a jewelry expert who works secretly as an advisor to Her Majesty's Customs. Dr. Fanning has come to M.I.6 with the details of a Soviet action he considers highly suspect. Because of his knowledge of jewelry, Fanning had been called two months ago to the Customs Office to examine a large, jewelled ornament that was being brought into the country quite legitimately by the Soviet Embassy. Fanning examined it and verified it as the fabulous Emerald Sphere, one of the better known Faberge Eggs, so called because of their shape.

The Sphere was crafted in 1912 by the renowned Russian jeweler, Carl Faberge, for the last tsar and tsarina of pre-Soviet Russia. When questioned, the ambassador stated the Emerald Sphere is the first in a series of tsarist treasures to be sold over the next few years. The money will be returned to Moscow to be distributed among cultural agencies throughout the Soviet Union; these agencies will use the funds to set up programs for the support of young Soviet artists, writers, and musicians, in a kind of promotion of youth-created culture. Fanning has brought with him the official document which accompanied the Egg. The document confirms the claims of the Soviet ambassador that the Egg is being sold to finance a cultural program called "Giving Art for Art's Sake," which Fanning has shortened to GAAS.

Fanning is extremely skeptical, however. Like most official Soviet programs, GAAS is highly plausible, but it differs from the rest in what it gives up. The tsarist treasures have only recently begun to be displayed by the Politburo, and to sell them, rather than hoard them to increase their collector value, is economically unsound. Fanning is also instantly suspicious of anything of any value which leaves the Soviet Union, especially if it does so in such an overtly legal way; such is not Moscow's usual way.

The Egg is to be auctioned tomorrow at Sotheby's, as part of their usual auction. Dr. Fanning wants an M.I.6 agent to attend the auction and bid the Egg up to 400,000 pounds, his estimate of its top value. If it goes beyond 400,000 pounds, the agent is to report the identity of the bidder(s) to M.I.5; Fanning and M.I.5 wish to keep track of the Egg. They also want to find out exactly what happens to the sale money, and this is where M.I.6 comes in; the money has to be tracked to Moscow and beyond.

Fanning will not attend the auction, since his presence might deter the Soviets from fulfilling their plan, if there is one. He will send in his place an assistant, James Masterton, who does not know of the characters' role in the underbidding but will guide them around Sotheby's and explain anything they do not understand. He is available all night tonight, if needed, for instruction and information.

At this point M will thank Fanning, assure him that an agent will perform the underbidding, and show him out. He will return, muttering something about "Four hundred thousand pounds for a collection of bloody rocks . . . " and will provide the characters with the following information:

The characters are to go to Sotheby's as Fanning has directed. One will act as underbidder, the others as observers and/or photographers. At least one character must photograph all bidders who bid above 350,000 pounds. Under no circumstances, however, is any bidder to be intimidated or impeded, nor is any contact with the character acting as underbidder to be made; everything must be done naturally. All characters will spend as much time as necessary with Masterton this evening to educate themselves in the arts of bidding and auctioneering.

The characters are to report to M, not to M.I.5 or Fanning, and then only if something goes wrong. M sees this auction in a slightly different light than does M.I.5, who informed him of it two weeks ago. In the intervening two weeks, M has learned that a wealthy jewelry businessman, Kamal Khan, from Udaipur, India, has arrived in London and will attend the auction to buy the Egg for his client, a woman named Octopussy. M.I.6 has checked its files and has found Kamal listed as having possibly been involved with foreign (possibly Soviet) intelligence activities in India five years ago. At that time, nothing was proven or concluded, but Kamal has been watched in a routine manner by British officials since. Nothing of any particular significance has yet been found, but Kamal is under suspicion nevertheless, if only because he and Octopussy have been so secretive. (At this point show them the picture of Khan. It will be given to them later.)

M wonders, more than anything else, not so much why the Soviets are selling the Egg, but rather why Kamal Khan wants it. As a result, he will order the characters to follow Kamal and the Egg to Udaipur itself, if necessary, should Kamal indeed purchase the Faberge Egg. If he does not buy it, they are to follow whoever does.

M has modified Fanning's plan. If the character who bids does his job properly, the bidding will ex-

ceed 400,000 pounds (M will mutter something about hoping the character will "not be so stupid as to buy the bloody thing himself"). The characters should then follow the buyer, who, M believes, will certainly be Kamal Khan.

At some point during the auction, the characters are to replace the Faberge Egg somehow with one designed by Q Branch. Q has fashioned an exact copy of the Egg, except that he has hollowed out the center and placed in it a miniature homing device. Since Sotheby's will exhaustively examine the Egg on the morning of the sale, and since the Egg is useless to M.I.6 if it commands less than 400,000 pounds, the exchange must be sometime after the bidding reaches 400,000 pounds, but before the Egg is handed over to the new owner. How the exchange is made is entirely up to the characters, but it obviously must be done without anyone suspecting anything. M will offer no suggestions along this line.

Once the switch is made, the characters are to track the movement of Q's Egg via the homing device. To help them, Q has also designed a "pen," which is both an earpiece to pick up short-range (up to 200 yards) signals from the Egg and a weapon that releases pure hydrochloric acid. It also, incidentally, writes. To pick up long-range radio signals from the Egg, Q has designed a radio receiver disguised as a wristwatch. Both the pen and the watch are to be carried by the character the group agrees has the best chance of doing the job if the group becomes separated.

After the auction, the group is to return to M only if something goes wrong. The mission, according to M, is hardly complex, being merely a glorified tailing mission, so he does not expect to hear from the characters until they have uncovered whatever is going on. The characters are on their own. They are to discover, M will explain as a parting comment, whether Kamal and the Egg are related to any intelligence activities in India or elsewhere.

(If the characters intend to follow Khan, they should be told that their Delhi/Udaipur contacts are Vijay and Sadruddin. They may be shown their pictures in the Rogues Gallery. Tell them that Vijay will most likely be dressed as a snake charmer, while Sadruddin will be wearing Western street clothes.)

As an afterthought M will mention why he suspects that Kamal Khan is involved in something bigger. A few days ago, at the British Embassy in Istanbul, a social gathering was disrupted when a clown fell through the picture window. When unmasked, the clown was identified as 009, who had been on assignment in the area. Apparently he was using a circus as his cover for his investigations. M has no idea about the exact nature of the investigation. However, in the dead clown's hand was a crumpled drawing.

M will now throw the paper onto the desk for the characters to see. The drawing is of the Faberge Egg. All the agent managed to blurt out as he died was "Killed . . . Twins"; 009 was dead. Since the Service has no idea what specifically he was working on, the only lead is that Egg and the man who buys it, Kamal Khan. The characters are to stick to him until they discover what is going on.

(In the Mission Envelope there is a prop which is the drawing found in 009's hand. You should crumple it for the sake of authenticity.)

C. Briefing for the Gamesmaster

Soviet General Gogol has received permission from the Soviet government to begin a program to support young Soviet artists. These funds would come from the sale, over a period of time, of some of the finest treasures of the former Russian Royal Family. These jewels and heirlooms have been locked up by the state since the Revolution. Only recently has the Politburo felt secure enough about the people's fading memories of the tsar to risk the historical nostalgia which would result from displaying the tsar's treasures. General Gogol's plan, since it involves both getting rid of a slice of tsarist history and using the money for a valuable state purpose, was approved unanimously. Its motto: "Giving Art for Art's Sake."

The first announced item for sale is the Emerald Sphere, one of the more famous and ornate Faberge "Easter Eggs," and it will occur at Sotheby's in London tomorrow. The Soviet Embassy has already delivered the Egg to Sotheby's for authentication and protection.

While Gogol is not primarily interested in garnering power or advancing himself, this project has more firmly entrenched him as a major influence in the Soviet government. But it has made his most vocal political opponent, General Orlov, positively incensed.

Orlov and Gogol are at opposite ends of the spectrum when it comes to using military might. It is Orlov's contention that a surprise strike would bring most of Europe under Soviet control. Gogol believes any overt action will bring down the wrath of all the NATO nations and the United States' nuclear might on the collective Soviet head. Each time the debate has ended with a unanimous veto of Orlov's plan. The Presidium sides with Gogol and states it is not interested in genocide.

When Orlov heard about Gogols program, he hatched a diabolically intricate plot, using the GAAS program, that would result in the end of U.S. nuclear involvement in Europe. Such an occurence,

he believes, would make Orlov a hero in Soviet eyes. This is what Orlov wants.

Orlov has bullied members of the KGB's Special Equipment Section (their equivalent of Q Branch) to build a replica of the Emerald Sphere. The scientists and technicians, who are convinced Orlov is slightly daft, have been threatened into keeping silent. The replica is an exact duplicate. Exact, that is, except for one thing — the replica's imperceptibly hollowed center houses a sophisticated miniature neutron bomb, built exactly per the specifications of stolen U.S. documents. Orlov has bribed Thomas Snowman, a Sotheby official, to exchange the two eggs immediately before the auction. The official gets to keep the real Egg as payment, but he will, of course, be unable to do anything with it for several years.

When the Egg goes up for auction, one of the bidders will be Kamal Khan, a wealthy merchant from India. If questioned, Kamal will state he is purchasing the Egg on behalf of a client, the circus owner Octopussy, a woman who lives in a palatial house in India. In actuality, Kamal is in league with both Octopussy and Orlov, albeit to differing ends.

The Egg, supposedly, will be the latest attraction in Octopussy's circus. The show's main feature is the dazzling Treasure Display of exquisite gems. The Display contains several rare and unique jewels and jewelled ornaments, roughly half of which were legitimately purchased either by Octopussy or her agent/henchman, Kamal. The other half were stolen. The purchases established her legitimacy as a collector, so that she will be under no suspicion during the investigations into the stolen jewels.

During the past eight years, every time Octopussy has brought a piece, she has had another one stolen. Through careful planning, Octopussy's Circus Display has never come under suspicion. She has only recently begun to display the treasures she originally stole, and she rotates them to avoid their being recognized. The purchase of the Egg, she feels, will enchance her credibility even more (and will provide some immediate financial return as a display).

Over the next several years, she plans, with Orlov and Kamal, to obtain all the tsars' treasures, stealing an equally fine jewel from elsewhere for each Russian treasure she buys. Orlov and Kamal, of course, get a neat percentage of all profits from the show and are contracted for a percentage of any future sale of the stolen items. Such is the nature of the threesome's long-term jewelry "ring."

Orlov and Kamal are just playing along with Octopussy. They consider her to be nothing more than a vain woman who is unrealistic about the world. Kamal is to purchase the replica Egg and place it aboard Octopussy's circus train on display. Then, when the train stops in Belgrade, Yugoslavia, as it is scheduled to do D6+6 days from now, the Egg will be detonated, destroying the circus members and all the spectators, along with most of Belgrade.

Orlov will then reveal "evidence" he has just uncovered proving the United States is smuggling neutron bombs into Eastern Europe. The tensions already existing in Yugoslavia will increase, causing untold harm to NATO's already fragile diplomatic alliance in that part of the world. The Egg is pre-set to detonate at 9:30 P.M. on the evening of the Belgrade stop, determined by the die roll above and noted by you on the Circus Itinerary.

Kamal, therefore, must purchase the Orlov Egg. He will bid until he gets it, seemingly oblivious to the attention he draws to himself by doing so.

The players' mission is to switch the Egg which is about to be auctioned with the Egg containing Q's homing device. Without knowing it, then, they will be switching one phony Egg for another. Because Orlov's phony is a live neutron bomb, set to detonate at a specified time, it is imperative that the GM keep track of its location. It will explode at that time no matter where it is, unless the players have discovered the real plot and are able to defuse it.

If the players follow the movie precisely, then, they will cause more trouble than they solve. Orlov's Egg will explode wherever it has been placed. It is important for the suspense of the mission that the players be kept in the dark about the switch made by Orlov; if they suspect, however, they are free to question the Sotheby official who has been given the real Faberge Egg.

D. Important Notes for the Gamesmaster

1. One of the points M must emphasize during the briefing is that the characters are to follow Kamal Khan to Udaipur, if necessary, if he buys the Egg. This will do two things to keep the adventure flowing more smoothly: it will define what the characters are to do immediately following the auction, and it will keep them on the trail of Kamal once he leaves London. The most difficult part of running this adventure is to effect the transitions between geographical locations smoothly and to keep the characters busy at all times during these transitions.

Another major point to be addressed is what the characters will do with the Egg once they have made the switch. In his briefing, M must specify that he does not want to hear from the characters until and unless they have something to report. Therefore, they should be discouraged from reporting to M until they have reached India (at the very earliest) if they wish to make an earlier report. One way of discouraging them is to remind them of M's attitude about their mission during the briefing; another is to have M out of the office and currently inaccessible.

The main reason for this tapdancing is to prevent the characters from having Orlov's bomb inspected by a bona fide jewelry expert. Should they have the Egg inspected at Sotheby's, let Thomas Snowman perform the inspection since he will assure them that it is legitimate. However, should they get it inspected by M.I.6 anyway, let them learn that Kamal is leaving on a flight within an hour, so that they will have to leave immediately to keep up with him.

If all these tricks fail, and they still manage to have the Egg fully inspected by M.I.6 (which they really have no reason to do), then the adventure will change into an attempt to capture those behind the plot. If the characters want to store the Egg with M.I.6, they should be discouraged from doing so; even if they do, assume that M.I.6 will not inspect it, since they have no reason to do so. They will merely keep it in storage until the mission is completed.

2. The characters may fail to switch Orlov's Egg with Q's Egg during or after the Auction. Again, this changes the adventure somewhat, but it can still be interesting. The main difference is that the bomb will be in the ring during the circus, a situation which creates a whole other set of problems. Of course, the tracking mechanisms will not work, but there will be other ways of overhearing the Kamal-Orlov conversation or of discovering the Circus information. In fact, if a player has read the adventure, such a change is recommended to throw him off track.

3. At no time will an NPC provide the characters with the knowledge that the bomb and the Egg are one and the same. If the characters overhear Kamal and Orlov discussing the plan (as they likely will), the villains will talk of a "bomb," never of an "Egg." Nor will they ever provide a link. Interrogation will get nowhere with Kamal, and be only marginally successful with Orlov, even if extended. It is important that conversations overheard between Kamal and Orlov do not provide such a link (Gobinda does not know what the whole plan is about, and Magda and Octopussy know nothing of it).

4. One of the premises of the adventure is that the characters will proceed to the circus and uncover the bomb plot. For this reason, you should try as hard as possible, without taking them by the hand, to lead the characters to Octopussy's Palace, in order for them to ransack Octopussy's sitting room and discover the Circus Itinerary, another prop provided in the Mission Envelope. If the characters refuse to go there, relocate the itinerary to either the Monsoon Palace (see Part III, Section D) or the Oberai Shikarbadi (see Part III, Section E). Otherwise, they may never discover the bomb plot. It is perfectly fine for them to contact M when they know of the plot (Bond does so in the movie), but it is not necessary.

There will be clues given in overheard Kamal-Orlov conversations as to when the bomb is scheduled to go off; these clues are given in the Places, Events, and Consequences section of the adventure (Part III). Other clues may be provided by a ransacking of Kamal's suite in Octopussy's palace. When the characters reach the circus (or at least gain access to the circus train), they will presumably try to find the bomb to defuse it. At this point, they will likely be completely surprised at discovering the Bomb-Egg link. If the GM has kept the link secret to this point, the players will likely display a combined look of surprise and, it is hoped, of terror.

Even if the bomb plot is discovered early, however, the adventure may still continue, and in fact be highly productive. One of James Bond's more spectacular attributes is his ability not only to save the world, but also to defeat all the Major Villains. By merely uncovering the bomb plot and the jewelry heist, the players will not catch Orlov or Kamal, and the mission thus will only partially succeed. If the players do uncover the bomb before they leave for India, assume that Orlov and Kamal also discover the fake and proceed to have another Egg-Bomb built (or allow Kamal and Orlov to proceed in ignorance).

There is a 10% chance that Kamal and Orlov will inspect the Egg to see if the bomb is still there (or because they are curious). If they do so, since they do not know what the bomb looks like, each must make an Ease Factor 1 PER roll; if they succeed, they will suspect (or actually know, on a Quality Rating 1) that something is wrong, and the adventure will take a different course. Likely, however, they will not even bother to check.

E. Mission Timetable

One of the playing aids provided in this adventure is a Locations Chart on which the whereabouts of all the Principal Characters and the Egg can be noted (they all move around a lot). Even so, it is easy for something to get lost; the adventure timetable below should help to keep things in order.

1. The adventure begins on Monday, April 19. The auction is the following evening.

2. The bomb is set to detonate D6+6 days after the adventure begins (the earliest date is Monday, April 26).

3. The characters should be in Udaipur by Thursday at the latest (probably Wednesday), and they should begin to track Kamal immediately.

4. Kamal will begin his hunting weekend, at the Oberai Shikarbadi, the first Friday following the characters' arrival in Udaipur (that is, Friday, April 23 in most cases). The coversation with Orlov will take place during this time.

5. Following the hunting weekend, or whenever he begins to suspect the characters, Kamal will head for Octopussy's Palace. Once here, he will give the Egg to Gobinda to deliver to his private jet, which will take the Egg to wherever the circus train happens to be at the time (either Sofiya or Nis; see the Circus Train section in Part IV).

6. Octopussy, Magda and the octopussies will join the circus in Sofiya.

The rest of the timetable is included throughout the adventure, and is dependent on the actions the characters take.

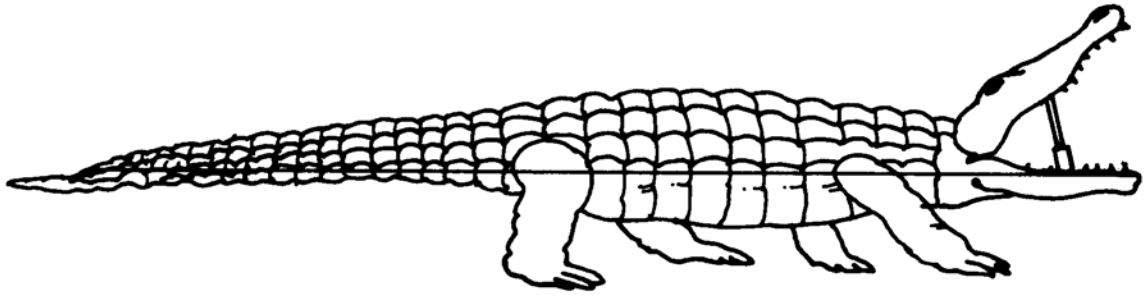
F. Q Branch Equipment

The characters are supplied with two items of special equipment from Q Branch: the fake Faberge Egg and the Crocodile Sub.

The Egg has been thoroughly described, except for its size. It is the size of an extra-large hen's egg, and so can be palmed by someone with large hands. The homing device (the pen and the wristwatch) are part of this equipment, and are available to the characters at the time of the briefing. The tracer included in the Egg is an Echo (see Chapter 11 in the Basic Game book).

Note: The Faberge Egg used in this adventure is not precisely the same as portrayed in the movie. In particular, it does not open up. If your players note this disparity, explain that Carl Faberge created many such ornate jewels, each of them different.

The Crocodile Sub will be made available to the characters by Vijay, upon their arrival in India (and after they get out of any initial trouble). It has been designed for a diver to swim on top of the water without detection. Because of the security at Octopussy's Palace (see Palace Security, in the Octopussy's Palace section of Part IV), it is impossible to reach the palace undetected in any other manner. The genius of the sub's design is its manner of movement; it moves in fits and starts, just like a crocodile. (See Octopussy's Palace for further details.)



PM	RED	CRUS	MAX	RGE	FCE	STR	COST
0	6	8	20	50	1	3	64800

Part II: Non-Player Characters

You will notice that the personality descriptions given in this section do not mesh with the screen personae of the characters. If you use the following characterizations, be sure to warn your players ahead of time that they should not make any assumptions based on their knowledge of the movie as they will be sorely disappointed. Should you prefer to use the personalities shown in the movies, feel free to do so.

OCTOPUSSY

STR: 5 **DEX:** 9 **WIL:** 10 **PER:** 8 **INT:** 10

SKILLS (SKILL LEVEL/PRIMARY CHANCE)
Charisma (10/20), Driving (6/14), Fire Combat (11/17), Gambling (4/12), Hand-to-Hand Combat (2/7), Interrogation (8/18), Lockpicking and Safecracking (5/14), Seduction (7/10)

HEIGHT: 5'6"	**SPEED:** 2
WEIGHT: 115 lbs	**HAND-TO-HAND DAMAGE CLASS:** A
AGE: 33	**STAMINA:** 28 hours
APPEARANCE: Sensational	**RUNNING/SWIMMING:** 25 minutes
FAME POINTS: 40	**CARRYING:** 60-100 pounds
HERO/SURVIVAL POINTS: 6	

FIELDS OF EXPERIENCE: Botany, Fine Arts, Jewelry, Rare Collectibles

WEAKNESSES: Close Personal Tie; Greed

NOTE: Octopussy will be given Hero or Survival Points, depending on which side she is on.

BACKGROUND: Ever since she inherited a virtual palace in the heart of Udaipur, Octopussy has been intent on only one thing — making enough money to have whatever she wants. Along with the palace, she inherited the money required to staff it and maintain it, but this is certainly insufficient in her eyes. She has never indicated she has any idea what to do with more money if she somehow procured it. But no wealthy, beautiful princess has ever let such a question stand between her and further riches. This desire for filthy lucre is the single motive for her criminal actions.

To place Octopussy in the same villain class as Kamal or Orlov would be significantly off the mark. She is not the constantly scheming, power-hungry megalomaniac her two partners are. Although she is far from innocent, she sees her escapades more as larks than anything else, so she does not really see the things she does as crimes. If someone were to suggest to her that she is indeed a common thief, she would more than likely hold her lovely chin in the air and exit in a most splendidly Victorian manner. In her own mind, she is, to all intents, a businesswoman — clever and shrewd, to be sure, but merely a businesswoman nevertheless.

Octopussy was born to parents who had inherited the wealth of generations. Her real name, and theirs, is no longer known, since the family had gone by various names throughout the generations. At least no one in the city is willing to give it. Curious characters will quickly realize that it really does not matter anyway since she now answers to no other name but Octopussy.

Her parents died while she was a baby. She was raised by an assortment of servants and people who claimed to be relatives. Her home life was anything but serene. Her guardians were always fighting over possession of her and/or her inheritance. In their quest to gain favor with the young Octopussy, they gave her a childhood befitting of royalty. They gave her private tutors. They would stumble over one another to fulfill her every desire.

In short, they spoiled her rotten.

She had almost no childhood friends, primarily because of the jealousies and rivalries among those raising her, many of whom wished to be her exclusive

guide in her choice of playmates. By the age of ten, she had grown lonely, but since she knew no better, it was merely an emptiness she really could not define.

What the loneliness led to in later life, however, were extreme mood swings commonly associated with royal children. As a child these swings were characterized by her elation over receiving presents and temper tantrums when she did not get what she thought she should. While this is normal in children, it is not normally carried over into adulthood.

When she reached adolescence and early adulthood, her personality became imperious and aloof while her moods of temper became moods of depression. Like a true princess, she came to expect the constant compliments, which therefore became meaningless. As she grew more unhappy, she grew practically unapproachable, and at last decided to guide her life on her own.

It was at this point of decision that Kamal Khan came into her life. Octopussy was in the process of dismissing anyone who had been with her for over two months, and additionally anyone who glanced at her crosswise. Kamal heard of the trouble at the palace and decided this was an opportunity not to be ignored. He presented himself at the palace as one who would take over the mundane chores from Octopussy. After all, why should she dirty her hands with tasks best left to underlings?

With the supreme confidence and manipulativeness of a highly successful businessman, combined with the suave gentility of a man well-trained in the art of pleasing the ladies, he insinuated himself as the most important person in the palace. His first duties included dispersing the hired help and setting Octopussy's finances and property in order. By the time he had finished replenishing the staff with people of his own choosing, he was, for all intents and purposes, running the palace. As weeks went by, Octopussy leaned more and more on his capable shoulders, and Kamal was soon privy to her most intimate secrets.

After a period of several months, when Kamal was sure of his power, he decided to act. He introduced Gobinda to Octopussy as her new bodyguard. Octopussy, being really a mild sort, was not amused, but neither did she feel she had any reason to object. With Octopussy well under guard, Kamal left for the Soviet Union to meet with General Orlov.

When he returned, Octopussy was, to use a cliche, putty in his hands. Her only company for the three months Kamal was gone had been Gobinda, and, though a faithful servant, he was something less than inspiring either as a conversationalist or as a man. Octopussy's loneliness and depression led her to embrace anything Kamal had in mind.

Had Kamal been more concerned with pleasing the ladies than with pleasing his bank account, he could easily have taken advantage of Octopussy's new affection for him in the most rakish manner possible. As it was, he did the next best thing — he made sure she fell in love with him. While this heart-joining was going on, he was explaining to her how she could make enough money to live like royalty for the rest of her life. She, like a true sweetheart, tried so hard to pay attention and become interest in what he was saying that in the end she found she really *was* interested. She knew she could never get more beautiful but she could become richer, and the prospect of being the richest in all of India made her heart sing with the sound of sterling.

Kamal's plan was for Orlov, Octopussy, and himself to slowly amass the most valuable collection of jewelry in the world. To do so, they must pose as legitimate collectors for several years, and this is where Octopussy proved valuable; she would provide the "capital investment" for their early years. For every jewel she legally bought, the three would engineer to have one stolen. As her collection grew, they could hide the stolen gems among those legally acquired. Her cover as a true collector would throw any investigations off their scent.

The plan has gone along marvelously for the past twelve years. By creating a circus for Octopussy to own — another legitimate way for her to earn a profit — Orlov and Kamal have not only increased Octopussy's validity, they have also found a home for their jewels. All of the purchased treasures are part of a jewelry display on the train, the finest jewelry display in India and one of the finest in the world.

The stolen jewels (the first of which had been stolen twelve years ago) are only now beginning to be displayed; their careful emergence from oblivion is causing nary a stir among police forces, who have largely given up the search for them. The plan, it seems, is the perfect crime.

The stolen jewels are cached around the world. Orlov and Kamal, and to some extent the newly knowledgeable Octopussy, have made deals with underworld figures of many different nations to keep the loot under wraps until they call for it. The reward for concealing the stolen jewelry, apparently, is high indeed, for no one has yet tried to cheat Kamal. Once per year, starting with the previous year, Kamal plans to visit one of his "concealers" and extract the gem from him; six months after that it will appear in the circus collection.

Kamal's masterstroke is that Octopussy's money is not only used to buy the legitimate jewelry, but also the stolen goods. Before the stolen jewelry goes on display, Kamal has it assessed, and Octopussy buys the piece from him and Orlov at two-thirds the value of the piece. Octopussy, then, is slowly buying up a fortune in gems, while Kamal and Orlov are increasing their liquid assets substantially. Octopussy is pleased because she is not really after cash (as are Kamal and Orlov), but Kamal has blinded her to the dangers of being in the sole possession of stolen

goods, especially of that value. Octopussy, it seems, is being led down the garden path.

She is being cheated in one other way. Simply put, she is wholly unaware of the business with the Faberge Egg. Orlov has made it possible for her to purchase rare items formerly belonging to the Russian Royal Family, and her considerable knowledge of famous jewelry has made her want the heirlooms very badly. And this is as far as she thinks the matter will go.

She does not know that the Egg is a disguised neutron bomb (at least, it is supposed to be), nor that Orlov has anything in mind as infernal as blowing away her entire circus and all its spectators. Were she to find out, she would be horrified indeed, probably for the first time in her life. She has never bothered to inquire why Kamal has always insisted on Orlov's presence in their little group, and she would have a hard time believing anyone who told her the truth.

Octopussy is stunningly beautiful. She has long brown hair and sparkling blue eyes which vary in shape and effect according to her moods. She has high cheekbones, a blemish-free face, a long, smooth neck and a perfect figure. Altogether, she is more than enough to make any British lad worth his salt board the next plane to Udaipur simply to peel potatoes for her assistant cook.

She has as well all the classic mannerisms of the beautiful rich girl. She is, above all, moody; whether or not it is possible to get along with her depends strictly upon the time of day, how low the sun is in the sky, or if Arcturus is directly in line with Betelgeuse. Should one of the characters meet her, as they likely will, her mood at the time will depend upon a D100 roll, using the Moods Table.

MOODS TABLE

D100 DICE RESULT	OCTOPUSSY'S MOOD
01-10	Overjoyed and exceptionally friendly
11-20	Smiling and lively
21-30	Pleasant and "playful"
31-40	Calm and dignified
41-50	Indifferent
51-60	Somewhat annoyed at anyone else's presence
61-70	Annoyed and visibly anxious for their departure
71-80	Disrespectful and unmannerly
81-90	Openly abusive
91-100	Will have a temper tantrum and throw things at the visitor until he/she leaves. Truly unpleasant.

In game terms, it might be said of Octopussy that, when she rolls low, she is very, very nice, but when she rolls high, she's a looney. It would be best not to say this in her presence, however. Note that the above reaction is completely independent of any Charisma rolls made by the character. The above chart merely reflects Octopussy's state when the characters arrive. Her mood may change depending on the Quality Rating of the Reaction roll:

Quality Rating 1	Subtract 30 from the dice roll above for *that* character only. That is, if she originally rolled a 55 on the chart above, she will react towards the character who just rolled Charisma as if her result had been 25.
Quality Rating 2	Subtract 20 from the dice roll above.
Quality Rating 3	Subtract 10 from the dice roll above.
Quality Rating 4	No change in her original reaction.
Failure	Add 30 to the dice roll above.

Notice that every character who comes into Octopussy's presence must roll versus his/her Charisma; she will react differently to each one. If she already knows the character, the GM must determine in what capacity she knows him or her, and their relationship, and then adjust the Ease Factor for that character's Charisma roll accordingly. No matter what their relationship had been before, it could suddenly change. Octopussy is a bit flighty and fickle.

Note: If the characters arrive in a group, they each get the Charisma roll, but there is only one Mood Table roll made.

Female characters could react differently, depending on their own personalities and weaknesses. Octopussy's mood will change according to the Appearance of the female characters.

APPEARANCE	MOOD ROLL MODIFIER
Plain	−20
Normal	0
Good Looking	+5
Attractive	+10
Striking	+15
Sensational	+20

She will have 3 security guards in the palace at any given time; Gobinda will be with her only if Kamal is out of the country.

Octopussy has one main weakness, which the characters will have to discover for themselves. She desperately wants to know anything about her real parents, since she has never been officially told they are dead. She believes, because a servant told her, that her father is — or was — with the British Secret Service, but this is not the truth. In fact, her father worked for a while as a Soviet agent in Udaipur, doing minor chores and passing along minor bits of information. Her mother, of whom she also has no knowledge, was a cruel mistress who tortured servants and even her husband once in order to satisfy her need for entertainment.

Octopussy does not know that her parents were killed one night by the servants in the house. Only a few of the servants remember this (especially since Octopussy/Kamal's "purge") but they will not tell without the severest Interrogation techniques. Octopussy will listen attentively to anyone who has — or feigns — knowledge of her parents.

When role-playing Octopussy, you will find some personality traits extremely useful as they are used often. She is extremely haughty (when she is not either falling all over her guests or throwing things at them), and seems to model herself after the world's most memorable snobs. If she disagrees with anything, she will toss her nose into the air, shake her long hair, and put her hands on her hips; if sufficiently disgusted, she will leave. Finally, she is a seductress par excellence, and if in a better mood, is not above teasing.

She is, in short, a rich, spoiled, beautiful, only half-mature woman, and she should be played accordingly. For every fifteen minutes the characters spend in her presence, her Mood should be checked on the Moods Table and adjusted accordingly.

Octopussy's loyalty to Kamal is deep, but it can be swayed. She is no longer in love with him (Kamal having "cooled off" the relationship some time ago), so some progress in that area can be made by a male character. She has no feelings of loyalty whatever to either Orlov or Gobinda. If her servants, or her octopussies, are threatened, well, she could hardly care less. They are, after all, only servants.

KAMAL KHAN

STR: 6 **DEX:** 10 **WIL:** 12 **PER:** 13 **INT:** 14

SKILLS (SKILL LEVEL/PRIMARY CHANCE)
Boating (10/21), Charisma (14/26), Driving (13/24), Electronics (8/14), Fire Combat (5/16), Gambling (12/25), Hand-to-Hand Combat (3/9), Interrogation (13/27), Local Customs (11/24), Piloting (5/16), Seduction (12/25)

HEIGHT: 5'9"
WEIGHT: 170 lbs
AGE: 46
APPEARANCE: Striking
FAME POINTS: 45
SURVIVAL POINTS: 11
SPEED: 2
HAND-TO-HAND DAMAGE CLASS: A
STAMINA: 30 hours
RUNNING/SWIMMING: 40 minutes
CARRYING: 101-150 pounds

FIELDS OF EXPERIENCE: Economics/Business, Fine Arts, Forensics, International Law, Jewelry, Law, Rare Collectibles, Toxicology

WEAKNESSES: Gambling; Sadism

NOTE: Of all the NPCs the characters are likely to encounter during the *Octopussy* adventure, Kamal Khan is surely the most interesting. He is in all respects the antagonist of the story, the villain of the piece, against whom the Player Characters will be forced to expend their greatest energies if they hope to succeed in the mission. As a result, the Encounter Tables have been designed so that Kamal is met frequently, beginning with the auction and ending with the circus in Belgrade. Except for Octopussy, he is the most fully developed character described.

BACKGROUND: Kamal Kahn's father was Indian and his mother French. He is fluent in French, English, Spanish, Italian, Russian, and any of the languages of India. He is, above all, a gentleman, trained and fully practiced in the manners and customs of many areas of the world, suave, extremely distinguished in appearance and manner, and classically handsome. He is aloof, albeit not to the point of being unmannerly; he is simply too controlled, no matter what the incident, to ever become greatly upset. But he can become an excellent actor when he deems it necessary, especially in showing kindness to women and servants, and in showing grief at the loss of a friend. He feels little for anyone, though, except himself.

Kamal carries with him a walking stick made of ivory. He does not need it for walking, but its courtier-like image is one which he likes having associated with himself. Naturally, the stick is actually a disguised weapon, firing in all respects like a Walther but with a −1 Performance Modifier and a Shots per Round rating of 1. The trigger is a pressure-sensitive area where his thumb normally rests. When he is not using the stick as a weapon, Kamal is fond of using it during a conversation to stake out his territory, defying non-verbally anyone to cross the imaginary line he draws with it on the ground. To round out his courtier image, he dresses in only the finest tailored clothes in the highest London fashions, smokes only the finest in Turkish cigarettes, and is, of course, a connoisseur without equal. His Rolls Silver Cloud and his Ferrari Mondial 8 do nothing to quash the high-flying image.

Kamal acts as Octopussy's agent, protector, business partner, and lover, although how many of these are actually true is anyone's guess (at times, all of them have been). He maintains a fine home on the outskirts of Udaipur, commuting to Octopussy's palace when needed, but frequently not appearing there at all. He has practically no feelings at all for Octopussy (and nothing but disgust for her servants), but he feigns to respect her and at times even care for her in order to retain her approval and gratitude. In reality, of course, Kamal is using Octopussy for his own gains, even as he is using Orlov.

With Octopussy he has begun a jewelry theft of major proportions, as described in the Briefing for the Gamesmaster and the Octopussy sections. Kamal wants money and power, the traditional goals of the large-scale criminal, and he is willing to go to any lengths, to spend any money, and to expend any number of lives, in order to get it. His connections with Octopussy have given him much of the money he desires, and those with Orlov have begun to give him the power. The methods by which he will receive money from the jewelry venture will ensure that he is not caught if something goes wrong. Even if Orlov's bomb plan fails, he will be kept clear, because it is unlikely the plot can be traced to him. For that reason, he has not told Octopussy of the full implications of dealing with the Soviet general.

For 25 years Kamal has been a successful businessman in various parts of India, particularly Bombay, Calcutta, Delhi, and lately Udaipur. He has many connections in the legitimate jewelry business, and is in fact a nationally known expert in gems and precious metals. Previous involvements in financial procedures and institutions have given him a solid training in economic matters, and his high connections in the gambling institutions throughout India have netted him a significant profit and wide expertise in virtually all forms of gambling (including the races). In addition, he is a superb golfer, a competitive yachtsman, and is sure to try out any of the higher priced fads like skydiving, ballooning, or any other activities currently fashionable.

Supplementing his considerable knowledge and income from various sources is an intimate series of connections with the Udaipur and Delhi underworld. Through this knowledge he has come to know of Sadruddin and suspects he is an M.I.6 agent, but he has been as yet unable to prove anything.

What his underworld connections have been able to give him is an extensive involvement with the KGB through which he met his partner, Orlov. Through diligent research, however, his knowledge of Soviet intelligence operations has become far more detailed than that of Orlov, and the Soviets are beginning to turn to Kamal for help more and more often. Almost as an adjunct to his playboy-type lifestyle, Kamal find the notion of cloak-and-dagger extremely inviting. He is looking forward to the close of the jewelry heist (or at least the end of his direct involvement) so that he can devote more time to this new interest. It is, after all, something for the man who has everything.

If the players have not brought in any preconceived notions, there is a good possibility their characters will find themselves very attracted to him and willing to go along with what he has to say. One reason is that he will suggest only those things that seem reasonable; such is his own perceptiveness about the situations of those around him. He will intentionally lead them astray if he can, simply by suggesting alternatives they may not have thought of. If they wish to talk, he will talk; if they wish to fight, he will fight. But he will try to avoid any confrontation, either verbal or physical, until it suits his own purposes.

In all likelihood, he will attempt to lead any male characters to one or more of the octopussies after instructing her to seduce him and extract any possible information. He will be unhurried in his attempts to gather information, and will be seemingly unflappable in the face of danger.

This extreme calm in the face of danger is a direct result of several years of precarious living. He was born in Marseilles, the son of an extremely wealthy Indian jewelry merchant, whose dealings were mainly in the Mediterranean, India and Japan. He was always an extremely dissatisfied boy, getting himself into all sorts of scrapes of various proportions. His earliest crime was the armed (with a bread knife) theft of a sidewalk merchant, performed at high noon of a busy Thursday in the centre of Marseilles.

Kamal was only nine years old at the time, and the rather impressive criminal feat came to the attention of a couple of less-than-savory figures in Marseilles through their connections with less-than-reputable members of the Marseilles police force. What was impressive to the gangsters was not the theft, but rather Kamal's incredible temerity at conducting it in broad daylight on a busy street, plus the fact that he never seemed to show any signs of nervousness during the procedure. Such things do not go unnoticed in a city with a healthy criminal contingent. The underworld began to keep an eye on the young Kamal.

True to his brilliant criminal nature, Kamal chose not to follow up his initial success for a few years. Finally, at the age of 12, he engineered a plan whereby a couple of older friends stowed away on a cruise boat to steal whatever valuables (and they were considerable) there were on board. The plan was for them to dump the goods in the harbor as the boat was returning, after which they were to find them.

The plan succeeded, except that the two friends were caught and captured as they were leaving the boat (the possibility of which Kamal had certainly foreseen). They had been able to dump the valuables, however, and Kamal managed to find them that night with the help of other friends. The two friends were

given severe jail terms due to their past offenses. Their attempts to convince the police that Kamal had been the instigator were useless, as the police had no reason to suspect a 12 year old. Kamal was on his way to personal wealth.

The following year, Kamal's father bought into a trading company in Calcutta, and Kamal, of course, went along. In India he found a much less rigid or enforced code of laws and people ready to accept him as their leader. Kamal chose the opportunity to enhance his criminal career. Under the pretense of joining his father in business, he arranged for smuggled gold and jewels, along with drugs and people on occasion, to be smuggled throughout the Indian Ocean area and Southeast Asia. He would disguise the items and place them in large shipments of legitimate cargo.

For some time it worked perfectly until his father began getting suspicious and checked a shipment personally. He confronted Kamal with the evidence. Kamal felt a slight twinge of regret when he killed his father, but not much. He felt no remorse over killing his father's partner even though it left a widow with a newborn son named Vijay. (This, coincidentally, is the Vijay who now works for M.I.6.)

When the police investigated, Kamal made it appear that his father and his partner were involved with smugglers and the smuggler had killed them. Everyone said it was a shame such a devoted son should learn such an awful fact about his father.

Since that time, Kamal's rise to prominence both in the legitimate and illegal worlds has been steady and unrelenting. A popular figure among both groups, he has had to care for his own needs very little, but he has managed to stay entirely out of legal trouble despite his high profile in criminal affairs.

Because of this low profile, the M.I.6 personnel in India have not directly connected him with any wrongdoing and, therefore, have been unable to build up a complete dossier on him. Since they know nothing, they have not told England anything. In recent years, however, Kamal has virtually dropped out of underworld activities. Vijay, by the way, does not suspect Kamal of having murdered his father.

As far as Kamal's little idiosyncrasies go, keep the following in mind. He uses the above mentioned ivory walking stick to establish territory, and also to prod the shoulder (in a most annoying way) of whomever he is talking to. He will often run his hand over his shaven face in the traditional gesture of deep thoughtfulness. He will glare at anyone who has just attempted a joke with a gaze guaranteed to make the joker wish he had never been born. Occasionally, especially during heated conversations, he will scratch his ear with a cotton swab (he usually carries several). He is, above all else, the impeturbable master of Interaction.

GOBINDA

STR: 15 **DEX:** 11 **WIL:** 15 **PER:** 6 **INT:** 3

SKILLS (SKILL LEVEL/PRIMARY CHANCE)
Boating (5/13), Demolitions (2/5), Driving (5/13), Evasion (6/19), Fire Combat (7/15), Hand-to-Hand Combat (13/28), Torture (10/18)

HEIGHT: 6'5"	**SPEED:** 2
WEIGHT: 250 lbs	**HAND-TO-HAND DAMAGE CLASS:** C
AGE: 34	**STAMINA:** 32 hours
APPEARANCE: Plain	**RUNNING/SWIMMING:** 45 minutes
FAME POINTS: 16	**CARRYING:** 281-350 pounds
SURVIVAL POINTS: 10	

FIELDS OF EXPERIENCE: None

WEAKNESSES: Close Personal Tie

BACKGROUND: Gobinda is Kamal's favored henchman, favored because he is both exceptionally loyal and exceptionally good at dispatching Kamal's would-be assailants. He is 6'5" tall and his weight is 250 pounds of muscle. He is Indian. In appearance, he is cold, mentally dull, and above all terrifying.

Gobinda has been Kamal's assistant for the past 15 years. He has killed several times, but only if commanded by Kamal to do so. He is fanatically loyal to his master, willing to brave virtually any danger in order to help him or get him out of trouble. Kamal calls Gobinda, if the latter is not in sight, by a prearranged whistle to which Gobinda responds with alarming speed. Kamal, over the years, has treated him quite well, although Gobinda has certainly not been allowed to learn anything on his own or try to find a career outside Kamal's control. But, then, he does not seem to want to.

Gobinda will endure physical punishment, practical jokes, and anything else which could cause potential harm to himself, especially in the line of duty towards Kamal, but he will become incensed if insulted or mocked. Even if Kamal insults him (as he does frequently), Gobinda will smoulder inside and take out his anger later on a convenient wall, animal, or underling.

If a character insults or mocks Gobinda, the GM should roll against Gobinda's WIL at Ease Factor 5 if Gobinda is trying to control his temper. If the character suddenly springs the insult, roll at an Ease Factor 3. A failed roll will result in Gobinda taking action. In this case, roll D100. If the roll was 01-40, Gobinda will snarl menacingly to warn off the character. If the roll was a 41-100, Gibinda will immediately attack. If Gobinda snarls and the character continues insulting him, Gobinda will automatically attack..

If the character tries to apologize his way out of it, Gobinda must again roll against his WIL at an Ease Factor 3. He will stop only if this roll succeeds.

Largely because of his background, Gobinda will use weapons only if so ordered; if not, he will insist on Hand-to-Hand Combat or use a non-explosive weapon on an opponent. He will not risk getting killed by charging an opponent already shooting at him; he

will simply do whatever he can to use fisticuffs rather than firearms.

He is not, unlike some Bond henchmen, immune to the approaches of women. A beautiful woman trying to seduce him must go through the normal Seduction sequence, but the effort is far from impossible. The only problem is that Gobinda will fall in love with the seductress, if the Seduction reaches Stage 3. Then she must face what it is like to betray a juggernaut (he is not very pleasant when he becomes frustrated or jealous).

While Gobinda is not a brute, his lack of intelligence suggests that his main usefulness is in fighting. He has been trained as a fighter and a torturer, so he comes across as a brute. In addition, he is fond of drinking, but not to the point of "losing his edge." He also appreciates a coarse joke, responding to it with a long, slow, raspy laugh which usually elicits more response from onlookers than the joke itself. He enjoys the seedy areas of Udaipur night life.

Any suggestion that Gobinda has or should be disloyal to Kamal will have a 90% chance of his attacking the suggester. If the roll is over 90%, Gobinda will listen and, if the insulter's Charisma roll (Ease Factor 5) is a Quality Rating 1 or 2, he will agree with the suggestion. On a Quality Rating 3 or 4, he will equivocate; on a failure, he will attack.

Gobinda lived all his youth in poverty in northeastern India. His family came to Udaipur when he was 15, and immediately he found himself embroiled in the underworld street gangs and minor crimes. He learned to street-brawl very quickly, and then how to steal and even to kill. He fell in love repeatedly, but was always taken for a ride and mocked in the end. After a few years, he even became engaged to a particularly nice-looking young lady, but he dumped her (and almost killed her) when he discovered she was seeing others behind his impressive back.

He came to Kamal's attention through one of Kamal's contacts with the seedy side of Udaipur. Kamal went to see him and hired him immediately as bodyguard and lackey. That was 15 years ago, when Gobinda was 19.

Despite the fact that Gobinda is to some extent pitiable, he should not be played as such. To a person who does not know his background, he is a horrible thing, undeserving of any pity whatsoever. And there is really no way for the characters to discover this background: Gobinda will not talk except under severe torture (after he breaks), and Kamal is the only other person who knows. Kamal would use the knowledge only as a weapon to force servitude.

MAGDA

STR: 4 **DEX:** 9 **WIL:** 7 **PER:** 7 **INT:** 8

SKILLS (SKILL LEVEL/PRIMARY CHANCE)
Boating (4/12), Charisma (8/15), Driving (4/12), Evasion (2/8), Fire Combat (1/9), Pickpocket (8/17), Seduction (7/14)

HEIGHT: 5'5"	**SPEED:** 2
WEIGHT: 110 lbs	**HAND-TO-HAND DAMAGE CLASS:** A
AGE: 24	**STAMINA:** 28 hours
APPEARANCE: Striking	**RUNNING/SWIMMING:** 25 minutes
FAME POINTS: 6	**CARRYING:** 60-100 pounds
SURVIVAL POINTS: 4	

FIELDS OF EXPERIENCE: None

WEAKNESSES: Dependence on Drugs, Fear of Snakes, Greed

BACKGROUND: Magda is Kamal Khan's mistress. The relationship between her and Khan is secret, however, so it will be only the very perceptive person who will be aware of it. Khan will not reveal it in conversation, nor for that matter will Magda; it will be up to the characters to deduce it through actions and inferences. If a character is seeking to discover a possible relationship between the two, the GM should assign an Ease Factor of 3 to the PER roll.

Another way of discovering the relationship is through Octopussy, who will reveal it if asked by someone she has come to trust, mainly because she is somewhat jealous of Magda. The jealousy, however, does not stem from a desire of hers to be with Kamal, but rather from the simple fact that Magda has captivated someone she has not captivated. Besides, Magda is very attractive.

Yet another stunning female the characters will have to work their way past, Magda has golden hair which falls to the middle of her back. She has deep-set blue-green eyes, which are sharp and full of life. Her appearance is certainly alluring, as is her demeanor in a quiet, almost innocent way. If you like, any male character meeting her — other than by a casual sighting — should roll against WIL at Ease Factor 6 in order to avoid being ensnared by her considerable charms; should he fail, he must begin the Seduction sequence. Female characters should roll against their WIL at Ease Factor 6 to avoid becoming jealous.

She has no skills for combat, but is skillful enough in Seduction (through Kamal's help) to an equivalent of level 7 in that skill. She will not actively use her own Seduction skill unless she is sure Kamal is far away. Then, whenever she meets a man whose sight or manner she likes, she will roll on WIL at Ease Factor 7, beginning the Seduction sequence if failing. Because of her low WIL, she is very susceptible to being seduced by visiting agents, a trait ensured by the treatment she has received at Kamal's hands since she was 16 (she is now 24).

As a child, Magda was virtually stolen by Kamal's former henchman and brought to live with Kamal. Kamal raised her for the sole purpose of having

in the future a beautiful female slave, although he disguised his intentions by formally adopting her as his long-lost niece (his henchman killed the parents before stealing the girl). Since then, Kamal has trained Magda to become a formal escort and conversation piece. She has learned her trade well.

Knowing no other life than the one she leads, she will be extremely eager to learn about the outside world, even if she treats such information with an instilled grain of salt. A kind, charismatic character will have the most success with her, as he will be able to make her dream of things she has never seen or experienced. She has a dependence on drugs, which Kamal has encouraged her to consume regularly, and she fears snakes deeply. In any encounter with her, lower the character's Charisma roll by an Ease Factor of at least 1.

VIJAY

STR: 8 **DEX:** 10 **WIL:** 12 **PER:** 11 **INT:** 9

SKILLS (SKILL LEVEL/PRIMARY CHANCE)
Boating (7/17), Charisma (4/16), Diving (4/13), Driving (10/20), Evasion (4/13), Fire Combat (6/16), Hand-to-Hand Combat (9/17), Interrogation (5/14), Local Customs (8/19), Piloting (4/14), Science (5/14)
ABILITIES: Connoisseur, First Aid, Photography

HEIGHT: 6'1"	**SPEED:** 2
WEIGHT: 195 lbs	**HAND-TO-HAND DAMAGE CLASS:** A
AGE: 31	**STAMINA:** 30 hours
APPEARANCE: Attractive	**RUNNING/SWIMMING:** 40 minutes
FAME POINTS: 30	**CARRYING:** 101-150 pounds
HERO POINTS: 6	

FIELDS OF EXPERIENCE: Computers, Forensics, Toxicology

WEAKNESSES: (See background)

BACKGROUND: Vijay, an operative of M.I.6 based in India (specifically Calcutta), is of Indian birth and an expert on Indian customs, especially in the Calcutta area. He has of late been in Udaipur, working on a case with Sadruddin, a fellow operative (based in Udaipur). Since the characters, if they follow the homing devices, will trail the Egg to Udaipur, it is natural they should contact Vijay and Sadruddin there if they choose to do so. In fact, there is a 100% chance of meeting them if they desire it, and a 75% chance if they do not think of arranging a meeting. Even if the characters actively seek *not* to meet the two, there is still a good chance they will.

Vijay was born 31 years ago to a Calcutta family of some means. His father, a well-respected merchant and influential man, was killed and his memory disgraced when Vijay was a small child. Vijay knows little about it as his mother moved away and died shortly afterward. All he gained from his mother was that his father was a good man and was framed. She offered no more information since she did not wish to see her son grow up with hate. Vijay has never actively looked into the death of his father.

Vijay was shuffled from house to house but never really found a home. When he was very young, he would run errands for loose change. During an emergency situation the M.I.6 operative stationed in India gave the young boy a package to deliver. As the boy turned the corner, he noticed the operative was in trouble. But the man had told him the package was important. He ran to deliver the package and then ran back only to find the operative left for dead in an alley. Vijay bound the operative's wounds and saved his life.

After that incident the operative gave Vijay more and more non-dangerous assignments. He grew to trust the youngster and paid to have Vijay schooled in England. When he turned 21, Vijay was offered and accepted the post at Station I in Calcutta from the retiring sponsor. Vijay has had a highly successful ten years with the service, apprehending several foreign spies and uncovering bomb plots, drug rings, and the occasional diamond heist.

So fine has been his work, in fact, that he was offered two years ago a position in the Investigations and Enforcement Branch. Because of his childhood vow never to take a life, however, he turned it down, albeit with the highest graciousness. He realized the dangerous missions that Branch undertook would force him one day to kill or be killed.

Vijay carries a Walther and, in his shoe, a pocket knife which is both sharp and ready. During the independence movement, he received unasked for training in the art of street brawling, from whence most of his weapons training comes. As an operative, he has concentrated in learning the non-combat skills, and is quickly becoming one of the Service's top forensics men in India.

At 6'1" and 195 pounds, Vijay is a formidable-looking opponent for anyone, and his size and carriage tend to scare off anyone not skilled in battle. The irony of all this is that Vijay will avoid combat if at all possible, purely on his own personal scruples. He will attempt to persuade his would-be assailants to surrender without fighting, and, because of his fine build, he is normally able to do so.

He will shoot only to wound (Specific Shots only), and will go out of his way, even to the point of harming both himself and his mission, not to kill anyone. He uses only Specific Shots in Fire Combat, and only Restraint or Knockout attempts in Hand-to-Hand Combat. Only for severe personal reasons would he ever deviate from this code; no mission has ever been severe enough.

There is only one thing that might make Vijay break his vow of never taking a life: if he ever finds the person who killed his father. If Vijay is still around when or if Kamal's records are studied, he will realize what must have happened and vow revenge on Kamal. He will then possibly break his code for the first time (50% chance). Until then, he will continue to be as loyal an agent as M.I.6 could desire, and as upright and unselfish a man as his mother could desire. He is getting married in three months.

SADRUDDIN

STR: 11 **DEX:** 8 **WIL:** 6 **PER:** 10 **INT:** 8

SKILLS (SKILL LEVEL/PRIMARY CHANCE)
Charisma (8/14), Demolitions (6/14), Driving (3/12), Fire Combat (6/15), Gambling (7/17), Hand-to-Hand Combat (12/23), Interrogation (5/13), Local Customs (12/22), Piloting (3/12), Riding (2/10), Seduction (8/15)
ABILITIES: Connoisseur, First Aid, Photography

HEIGHT: 5'9"	**SPEED:** 2
WEIGHT: 165 lbs	**HAND-TO-HAND DAMAGE CLASS:** B
AGE: 41	**STAMINA:** 28 hours
APPEARANCE: Striking	**RUNNING/SWIMMING:** 25 minutes
FAME POINTS: 26	**CARRYING:** 101-150 pounds
HERO POINTS: 5	

FIELDS OF EXPERIENCE: Economics/Business, Law, Toxicology

WEAKNESSES: Attraction to Members of the Opposite Sex; Dependence on Liquor

BACKGROUND: Sadruddin is an agent of M.I.6 and his base of operations is the area in and surrounding Udaipur, India. He is a native of Delhi, where his family still lives and whom he visits regularly during the winter months. He is married and has two children, both teenagers; his wife and children live with his parents in Delhi. Sadruddin, in the other eight months of the year, lives the life of a carefree espionage man — wining, dining, chasing, and securing women while ostensibly on some case or another. He hoped at one time to join the Investigations and Enforcement Branch but he never measured up. He has done well working the Dehli sub-Station House for Operations Branch.

Just past his 41st birthday, Sadruddin is 5'9" tall and weighs 165 pounds. He is a handsome Indian, bordering on the sexy, a border which is frequently crossed by Udaipur women from all walks of life. His Charisma of level 8 serves him well, since he is not particular whom he romances. He has a light weakness for drinking, and a major (albeit only developed within the last 5 years) weakness for women. If he hears the mission involves Octopussy and her helpers, he will go to any lengths to be involved.

He and Vijay have worked together before, in the interception of a heroin shipment, and they discovered, to absolutely no one's surprise, that they did not like each other. Still, Vijay begrudgingly respects Sadruddin's natural ability to communicate with low-lifes of all types and to break into seemingly impenetrable underground cliques, so the two of them made an effective pair. M.I.6, at least, was pleased.

Sadruddin comes from a well-to-do family who provided him with most of his wants and all of his needs for the first twenty years of his life. At that time, his father arranged for his initiation into the family's cloth business, a post which Sadruddin held until he could no longer stand to get up in the morning for work, a period of about a year.

Sadruddin left the family business and set up a jewelry store in downtown Calcutta, only to find himself robbed three times in one year. Although the losses came nowhere near breaking him, he was angry enough to take the matter into his own hands (and out of those of the apparently mystified Calcutta police). He acquired a couple of guns, hunted through the slimiest underground dives he could find, and eventually uncovered the thieves and their treasures, a trove consisting of the inventory of several stores of different types.

At first, Sadruddin tried to convince them to surrender, but at last he grew extremely upset and shot all four of his opponents. Pleased with himself, and having enjoyed the stalking and killing of his game, he decided to hide his activities and to do this sort of thing legally (or at least semi-legally). He managed, with his father's help, and a truly enviable hype job, to become an agent.

Sadruddin comes across to strangers as a devil-may-care, generally insouciant type of man, set in his ways and rarely serious, an admirer of women (no matter what their appearance) and a devotee to the fast life. He is, in truth, almost precisely that, but he is beginning to become concerned about his future as an operative; since he feels any agent of the age of 40 has stopped advancing. Such worries will not occupy a whole lot of his time, however.

He carries two pistols, one in a shoulder holster, the other in a leg holster. One is a Baretta, the other a Luger. He has access to considerable other weaponry. Finally, he knows the Udaipur underworld — and all of its sleaziest societies — intimately, and can lead agents wherever they would go.

THE TWINS

Mischa

STR: 12 **DEX:** 10 **WIL:** 8 **PER:** 6 **INT:** 6

SKILLS (SKILL LEVEL/PRIMARY CHANCE)
Evasion (5/16), Fire Combat (2/10), Hand-to-Hand Combat (10/22), Riding (5/12)

HEIGHT: 5'8"	**SPEED:** 2
WEIGHT: 160 lbs	**HAND-TO-HAND DAMAGE CLASS:** B
AGE: 28	**STAMINA:** 28 hours
APPEARANCE: Good Looking	**RUNNING/SWIMMING:** 25 minutes
FAME POINTS: 38	**CARRYING:** 151-210 pounds
SURVIVAL POINTS: 6	

FIELDS OF EXPERIENCE: None

WEAKNESSES: Close Personal Tie

Grischa

STR: 13 **DEX:** 9 **WIL:** 7 **PER:** 6 **INT:** 4

SKILLS (SKILL LEVEL/PRIMARY CHANCE)
Boating (3/10), Evasion (6/~~20~~), Fire Combat (3/10), Hand-to-Hand Combat (8/21),

HEIGHT: 5'8" | SPEED: 1
WEIGHT: 160 lbs | HAND-TO-HAND DAMAGE CLASS: B
AGE: 28 | STAMINA: 28 hours
APPEARANCE: Good Looking | RUNNING/SWIMMING: 25 minutes
FAME POINTS: 38 | CARRYING: 151-210 pounds
SURVIVAL POINTS: 6

FIELDS OF EXPERIENCE: None

WEAKNESSES: Close Personal Tie

BACKGROUND: Mischa and Grischa are the strongmen and the knife throwers in the circus. They are the only members of the circus who are privy to the connection between Orlov and Khan, but little more. They know that Orlov's and Khan's plans go beyond the mundane smuggling of gems, but they have no specific knowledge about the bomb plot. They do know something will happen while the circus is in Belgrade. They believe it may be a mass robbery of the patrons or perhaps a heist of some local gems.

Though they have been with the circus for over five years, they have only recently allied themselves with Kamal and Orlov. The standard promises of wealth and power made the offer of such an alliance one they could hardly refuse.

When they discovered 009 searching through the circus train, they realized despite their limited intelligence that he was a threat and dispatched him. 009 had joined the circus under cover while it was in Istanbul. During its tour he had no chance of getting word to M concerning what he had uncovered, so M has no idea what is going on. In Berlin he uncovered the last bit of information he needed. It was then that the Twins discovered him and chased after him.

If encountered, the twins will be together 50% of the time. They will defend Kamal and Orlov to the death. They will fight for Octopussy so long as the odds are in their favor. They will kill anyone they find inspecting the jewelry display.

GENERAL ORLOV

STR: 9 DEX: 9 WIL: 10 PER: 10 INT: 11

SKILLS (SKILL LEVEL/PRIMARY CHANCE)
Boating (1/10), Demolitions (5/16), Driving (7/16), Electronics (7/18), Evasion (2/11), Fire Combat (6/15), Hand-to-Hand Combat (4/13), Interrogation (12/23), Torture (12/22)

HEIGHT: 5'8" | SPEED: 2
WEIGHT: 200 lbs | HAND-TO-HAND DAMAGE CLASS: B
AGE: 41 | STAMINA: 28 hours
APPEARANCE: Plain | RUNNING/SWIMMING: 25 minutes
FAME POINTS: 67 | CARRYING: 101-150 pounds
SURVIVAL POINTS: 5

FIELDS OF EXPERIENCE: Military Science, Political Science, Space Sciences, Toxicology

WEAKNESSES: Claustrophobia; Greed; Sadism

BACKGROUND: General Orlov is a burly Russian, standing at 5'8" and weighing about 200 pounds. He has close-cropped grey hair, and small but deep-set eyes of brown. He has no charisma to speak of, as his mannerisms as described below will attest. With him he carries a Walther and a long knife (in a leg holster), and he is willing to use them at any time.

Unlike Kamal, Orlov is very temperamental. He regularly loses his temper when dealing with lackeys, especially when they do something he deems to be wrong (even if he had ordered them to do it). When he gets angry among people who could hurt his career, he will attempt to control himself. He will turn very red as he strives to control his rage; then he will launch an artillery burst of verbal abuse, if he loses control, at either the person he is angry with or the closest person to him, depending upon the situation. He will begin, if he is angry enough, to stamp his feet on the ground and clench his fist in a threat of delivering physical punishment. Such a tantrum is hardly difficult for anyone to instigate; it will happen whenever Orlov finds he is being mocked or proven wrong.

Whenever he is involved in a situation requiring negotiation, Orlov does not negotiate, since he does not really know how (or, for that matter, believe it is ever necessary). Instead, he continually issues orders, no matter to whom he is speaking, punctuating almost every statement with a snap of his fingers and a clenching of his lips. Should anyone question the statement he has just made, he will repeat it, almost verbatim, further emphasizing the point by harder snaps and tighter clenching, until at last the other person will relent or Orlov will lose his temper and begin to turn red with rage.

Orlov is a planner and a doer. If plans go wrong, no matter who caused the failure, anyone who had participated in the scheme will likely get shot in the back. He does not brook failure in anyone, including himself, but since he never blames himself for any failure he has never had to punish himself, a situation he finds most convenient.

He is dedicated to making a solid name for himself in the Politburo, dedicated more so to the cause of making himself extremely rich. All his plans and schemes are carried out for these two purposes. He sees Kamal and Octopussy as necessary evils for his plan of fame and wealth; he intends to tolerate them as long as they can help him (little knowing, of course, that Kamal has an almost identical reason for using Orlov).

Orlov is 41 years old, born in Stalingrad (now Volgograd) during the traumatic winter of 1942. His parents were both killed during the intense fighting that occupied the city for the entire winter. He was raised in Leningrad after the war, and ended up in Moscow as an officer training cadet. He has been there ever since, advancing through the ranks until he has reached his coveted generalship. Despite his early years, he seems to have no psychological problems directly relating to his parents' death; he is simply a poor specimen of humanity.

There is a chance the characters may locate and confront Orlov. If questioned, Orlov will act as stub-

born as possible and will reveal nothing. He will get very red, however. If Interrogation is successful, he will reveal everything, including the very few Soviet intelligence operations he knows of outside the Egg case. He is determined to be fierce, stubborn, and a brilliant Soviet patriot, but hardly in the face of real personal danger.

THOMAS SNOWMAN

STR: 6 **DEX:** 8 **WIL:** 8 **PER:** 5 **INT:** 9

SKILLS (SKILL LEVEL/PRIMARY CHANCE)
Charisma (1/9), Driving (2/8)

HEIGHT: 6'2"	**SPEED:** 1
WEIGHT: 180 lbs	**HAND-TO-HAND DAMAGE CLASS:** A
AGE: 42	**STAMINA:** 28 hours
APPEARANCE: Normal	**RUNNING/SWIMMING:** 25 minutes
FAME POINTS: 3	**CARRYING:** 101-150 pounds
SURVIVAL POINTS: 0	

FIELDS OF EXPERIENCE: Jewelry

WEAKNESSES: Greed

BACKGROUND: Thomas Snowman is the official at Sotheby's who has been bribed to replace the real Faberge Egg with Orlov's insidious copy. He is 42 years old, and stands 6'2" tall. His blond hair is cut in the traditional style of a British boys school (from which he graduated); very short on the sides and back, but long in the front and falling over his eyes (it is parted, of course, on the right). He has a long face and a long, slightly crooked nose, and the length of his face is complemented by the gangly look of his body. He reminds one of Peter Townshend disguised in a business suit.

Snowman is generally brusque, if not totally unfriendly. He responds to strangers in a wholly negative way, often turning from them with a poorly concealed frown on his face. He was brought up in a boys school and literally whipped into becoming an adult at a very early age. He was the object of ridicule and abuse from his fellow pupils because of his stringbean body and from his teachers because of his attempts to become one of the boys by breaking the school rules.

He learned very early, then, to say little and to open up to no one; it was only natural that such a timid, reticent type should be pushed by his family into a job as a salesman for one of London's finest jewelry shops. After several years of despising what he was doing, Snowman applied for a less public position at Sotheby's and got it. He has been there for 12 years, during the first of which he was given the nickname "Frosty" because of his last name and his manner, and it is a name which has stuck.

Snowman is in charge of authenticating and evaluating at Sotheby's. He must ensure that each jewel to be auctioned is genuine and he must provide a starting price for the auctioneer to use. He enjoys his work, but his recent divorce has taken an enormous bite out of his paycheck (because of alimony and child support payments), and he has suddenly found himself precariously short of funds. Therefore, when Orlov's representative approached him last month to arrange the substitution of the Eggs, he deliberated for only two days before agreeing to the bribery terms. Although his conscience has been bothering him every since, there is nothing to stop him from making the switch, so he will do so; by the time of the auction, he will have the real Egg in the trunk of his car, in his own personal care.

Snowman's reaction to the Reaction roll when a character meets him is:

Failure	Outright rejection; Snowman will leave.
Quality Rating 4-2	Varying degrees of hesitation and "frosty" reception. Will answer questions guardedly.
Quality Rating 1	Will open up to character, but every half-hour the GM should roll Snowman's WIL at Ease Factor 1; a successful roll reverts the encounter to a failure result.

If Snowman is questioned by the characters about the Egg, he will reveal as much as he can without telling of the bribe or the substitution. If the characters persist in obtaining information, Snowman must roll WIL at an Ease Factor 1 or 2 (depending on the severity of the question). If he succeeds, he will clam up and try to leave at that point; only Interrogation will force him to reveal his relationship with General Orlov.

DR. JAMES FANNING

STR: 7 **DEX:** 7 **WIL:** 9 **PER:** 9 **INT:** 11

SKILLS (SKILL LEVEL/PRIMARY CHANCE)
Charisma (2/11), Driving (3/11)

HEIGHT: 5'10"	**SPEED:** 2
WEIGHT: 190 lbs	**HAND-TO-HAND DAMAGE CLASS:** A
AGE: 58	**STAMINA:** 28 hours
APPEARANCE: Normal	**RUNNING/SWIMMING:** 25 minutes
FAME POINTS: 19	**CARRYING:** 101-150 pounds
HERO POINTS: 1	

FIELDS OF EXPERIENCE: Economics/Business, Jewelry, Law, Political Science

WEAKNESSES: None

BACKGROUND: The characters will meet Dr. Fanning upon their arrival in M's office for their briefing. Although in pretty good shape, he suffers from an obvious attack of middle-age spread. He is slow to speak, and his eyes betray no great mental speed

either; in fact, were one to meet him in any situation other than the present one, he would likely conclude the man is a bit of a dullard, or at least not particularly bright. He seems, from first impressions, to have little drive and no imagination.

Fanning smokes a pipe, subjecting his audience to seemingly endless numbers of interruptions while he taps the tobacco and re-lights it. The astute observer will realize he actually smokes very little, despite the fact the pipe is constantly in his mouth. While he taps and re-lights, he will also shift the pipe from one side of his mouth to the other, all the while holding the listener in suspense by having stopped his sentence smack in the middle of a subordinate clause.

The characters will sense instantly that to interrupt the man would be a breach of unspoken politeness towards him, but their desire to do so, like M's, will be quite intense. Fanning will indeed interpret such an interruption as a rudeness and will grow visibly cooler towards the party if such occurs. In short, he is one of those perfectly exasperating, self-indulgent pipe-smokers most people have met at one time or another. Add to this the fact that he is an old boy of Eton, dedicated to both its high level of education and its extraordinary belief in its own elitism, and he presents the perfect picture of the stuffy but self-important man.

His importance (and his belief in his even greater importance) comes from his work. He is one of the foremost jewelry experts in England. He owns a large, exclusive jewelry store in London and consults to several firms about the value and the verification of precious and semi-precious gems. This type of work carries him throughout England and occasionally over to the continent.

Yet another of his jobs is as consultant to Her Majesty's Customs in matters regarding the import and export of jewelry. He is called in only occasionally but he considers it a great responsibility, since to him it involves the security of the nation. Such is how he came to know of the entry into Britain of the Faberge Egg, as described in the Briefing for the Players section above. He is so adamant about the significance of his work with Customs that he will brook no suggestion it is anything less than vital.

Fanning does not understand how anyone can be ignorant of jewelry and its value. Nor can he understand or accept anyone deriding jewelry, as M is wont to do, as "mere baubles" or unimportant trash. He takes such comments as personal insults and will grow slightly red in the face and light up his pipe once more should someone make such a comment. If one of the characters does so at the briefing, there is a 50% chance that Fanning will simply refuse to say more until the offender is removed from the room.

M will become increasingly exasperated with Fanning as the briefing drags on (and drag on it will, at least according to M). As M's impatience grows, however, Fanning will seem to talk even more slowly, almost as if he senses the boredom and wishes to prolong it.

Fanning will offer his assistant and partner, James Masterton, to the characters for instruction purposes. If Fanning himself is contacted after the briefing, he will respond according to the conduct of the character during the briefing; the character's Charisma will not really help him if Fanning already knows him. If a new character is meeting Fanning (that is, they do not know each other), the normal Reaction roll rules should be consulted, and a Charisma attempt rolled. Fanning is very reliant on charisma and all its trappings. He does not, however, think much of Americans, Canadians, Australians, or other such colonials, believing them to be about as advanced socially as the average Anglo-Saxon warrior.

JAMES MASTERTON

STR: 6 **DEX:** 7 **WIL:** 6 **PER:** 9 **INT:** 7

SKILLS (SKILL LEVEL/PRIMARY CHANCE)
Charisma (3/9), Driving (2/10), Science (4/11)

HEIGHT: 5'10"	**SPEED:** 2
WEIGHT: 210 lbs	**HAND-TO-HAND DAMAGE CLASS:** A
AGE: 30	**STAMINA:** 28 hours
APPEARANCE: Normal	**RUNNING/SWIMMING:** 25 minutes
FAME POINTS: 10	**CARRYING:** 101-150 pounds
HERO POINTS: 0	

FIELDS OF EXPERIENCE: Chemistry, Fine Arts, Golf, Jewelry

WEAKNESSES: None

BACKGROUND: James Masterton is Dr. Fanning's assistant, in both his private jewelry business and in his work with Customs. He is Fanning's nephew. When he showed an interest at age 10 in Fanning's business, Fanning kept him around the store and taught him all about jewelry. Masterton has worked with his uncle ever since. When Masterton's father died 18 years ago, Fanning vowed to help his sister raise the boy, and he has fulfilled that vow. He financed the young James through a chemistry degree at the University of London, and made him a full partner in his business when Masterton graduated with honors at the age of 23.

Masterton looks very much like his father with the same strong arms and a recently bulging stomach. His eyes are hazel, his nose is long and ends in a rather large bulb, and his thick brown mustache looks faintly ridiculous, mainly because his eyebrows are so thin. He grinds his teeth incessantly and almost invariably clears his throat gently before

he talks. When sitting, he hunches, but when standing he straightens, often to the point of looking uncomfortable. He also daydreams a great deal, fantasizing as he has since age 11 of being the finest jewelry merchant in England, and of having a large family. As far as the latter goes, he has dated only a few times in his life, and each instance was, to put it mildly, a disaster. He cannot figure out why and, if in any way approached about it, will either smile nervously or attempt to ignore the comment, depending upon his mood. He will blush in either case.

Masterton is confident about his knowledge of jewelry and customs, his ability as a businessman, and his expertise in golf, which he plays as often as four times a week in the less rainy seasons. He will gladly accept a challenge in any or all these areas. Unfortunately, this is as far as his confidence extends. Any subject on which he is not an expert is a matter of extreme embarrassment to him. But such lack of confidence belies his considerable physical strength and sharp intelligence. Because of his love of fantasy-like cloak-and-dagger stories, any requests for help by the characters will result in a gleam in Masterton's eye as he decides how he can be of service.

Masterton will be available to the characters from the time the store closes at 6 P.M. on the day of their briefing, and he will stay with them as long as they wish. The only thing he will ask is to be allowed to "pop down the street for some fish 'n' chips" before they begin instruction.

Instruction will include a brief tour of the store, a lengthy discussion of different jewels and their relative worth, and a mini-lecture on how to recognize frauds. This will all take a couple hours, after which Masterton will launch into his favorite topic — auctions of important jewelry. He will run through a brief history of famous auctions of the past, then a longer history of Sotheby's and some of its more famous personnel. Having consumed another hour in this manner, he will proceed to detail how a jewelry auction works, and how bidding is performed.

The basic skill of bidding at any auction, especially one involving high valuables, he will tell the characters, is to remain as unemotional as possible, and indeed as subtle as possible. Serious bidders will often arrange a set of bidding signals with the auctioneer, and Sotheby's auctioneer — "Mr. Peter Miller, a most splendidly eloquent chap" — is certainly the best in the auctioning of jewelry.

Other signals include holding a catalog in front of the face if reading it; if the bidder does not move it, Peter will know to raise the bid by 10,000 pounds; if a page is turned, by 5,000; and, if the book closes, that bidder drops out. Other signals involve the movement of spectacles, scratching the prearranged ear (although this has its obvious drawbacks in case of a legitimately itchy ear), or shifting position within the auction hall.

Anything is arrangeable, and a good auctioneer — "and Mr. Miller is, you know, quite one of the best" — will remember them all. The purpose of these tactics is to ensure your secrecy as a bidder; it is often a very great advantage to a bidder to know whom he is bidding against. None of this is to suggest that open bidding is not done, but concealed bidding is becoming more and more the fashion.

Each character who comes into contact with Masterton for the purpose of learning about Sotheby's must make a Reaction roll. The Ease Factor for the roll is 5, modified as follows:

EASE FACTOR MODIFER	REASON
−1	For each character in the group in excess of one
−1	If character is Plain
0	If character is Normal
+1	If character is female and Good Looking or Attractive
+2	If character is female and Striking or Sensational
+1	If previous character's Charisma roll resulted in a Quality Rating of 1

Masterton reaction, depending on the Quality Rating of the characters' rolls, will be:

Failure	He will become very snobbish toward the character, answering no questions and refusing to look at him.
Quality Rating 4	He will be cool but businesslike to the character, providing him with about half what he needs to know.
Quality Rating 3	He will provide the character with about three-quarters what he needs to know.
Quality Rating 2	He will provide all necessary information.
Quality Rating 1	He will fall all over himself providing extra information and talking, if at all prompted, about his business or personal life.

GENERAL ALEXIS GOGOL

STR: 8 **DEX:** 9 **WIL:** 9 **PER:** 11 **INT:** 12

SKILLS (SKILL LEVEL/PRIMARY CHANCE)
Charisma (8/17), Diving (10/18), Driving (8/18), Fire Combat (5/15), Hand-to-Hand Combat (3/11), Interrogation (6/18), Local Customs (4/15), Piloting (4/14)

HEIGHT: 6'1" **WEIGHT:** 210 lbs **AGE:** 55 **APPEARANCE:** Good Looking **FAME POINTS:** 60 **SURVIVAL POINTS:** 5

SPEED: 2 **HAND-TO-HAND DAMAGE CLASS:** B **STAMINA:** 28 hours **RUNNING/SWIMMING:** 25 minutes **CARRYING:** 101-150 pounds

FIELDS OF EXPERIENCE: Economics/Business, Fine Arts, International Law, Military Science, Political Science

WEAKNESSES: Close Personal Tie

BACKGROUND: General Gogol is M's opposite number in the KGB. While certainly a major figure in the background to the adventure, he will likely figure little in the adventure itself. If the Players Characters meet him at all, such a meeting will occur in all probability either as the mission is drawing to a close or after it is over. Gogol may become involved in clean-up actions, but only if you have some use for him will he appear earlier.

If he is desired in the adventure proper, the most likely use is as a diplomat, smoothing out any of the political problems which may occur as the characters approach their destination. For example, he may be on hand after the auction of the Faberge Egg, especially if the characters create a significant ruckus replacing Orlov's egg with M.I.6's. Similarly, he may become involved directly if Orlov gets cocky and trips his hand before detonation day, Gogol can be a powerful force towards restoring order to a tense diplomatic situation.

He is a tall, stocky man, 6'1" and weighs 210 pounds; he is going bald on top and wears wire-rimmed glasses. Gogol's face can be as kind and understanding as a loving father's. At other times, during a crisis or when angry, it becomes an impenetrable mask with only the bright eyes animated, watching everyone and everything. He carries a walking stick for no apparent reason (since he can walk and run just fine), and it has no special or secret capabilities beyond that of a leaning post.

While possessing no actual Seduction skill, Gogol never lacks for female attention, a tribute to his Charisma and position of power. These liaisons have always ended amicably since Gogol never lies to any of his companions. They know from the beginning that nothing can ever come of the relationship because of the delicacy of his position. He is kind and caring about all his young women. His discriminating taste usually attracts him to the intelligent as well as beautiful women.

Gogol is outspoken about his beliefs that detente is the way of the future. The escalating arms race troubles him as he sees the world plunging headlong towards destruction. So he works for detente even while he organizes and oversees intelligence operations. Although he is derided for his conservatism in these matters by other members of the Soviet high command, he is an obvious choice for diplomatic missions because he is so genuinely fair about things. In rare instances of far-sightedness, the Soviets have used him for just such "soothing" operations.

Gogol is a rare exception in the spy world — a friendly enemy. He is on a first name basis with M and the two regard one another with mutual respect and guarded friendliness. He is a total professional and holds no personal grudges. For him espionage must be carried out objectively or else there will be mistakes and needless death — the two things he hates most.

Unless extremely perturbed, Gogol will always react to meeting a Player Character with the highest of social and diplomatic skill. For each meeting you should make a Reaction roll, but the only adverse roll is a failure, which will mean that Gogol will say as little as possible and then leave, all the while displaying his persuasive skills. Any other result will not affect his normal demeanor.

Gogol does not carry any weapons, but he is in touch with his aide-de-camp (who will always be nearby) by radio and telephone. If any trouble erupts from which he cannot extract himself, he will call for help. Beyond this, he will attempt to talk his way out of any situation, and he will usually succeed.

KAPUSTIN

STR: 12 **DEX:** 8 **WIL:** 9 **PER:** 6 **INT:** 5

SKILLS (SKILL LEVEL/PRIMARY CHANCE)
Driving (7/14), Evasion (6/16), Fire Combat (6/13), Hand-to-Hand Combat (10/22), Torture (9/16)

HEIGHT: 6'0"	SPEED: 1
WEIGHT: 220 lbs	HAND-TO-HAND DAMAGE CLASS: B
AGE: 33	STAMINA: 28 hours
APPEARANCE: Normal	RUNNING/SWIMMING: 25 minutes
FAME POINTS: 10	CARRYING: 151-210 pounds
SURVIVAL POINTS: 4	

FIELDS OF EXPERIENCE: None

WEAKNESSES: Sadism

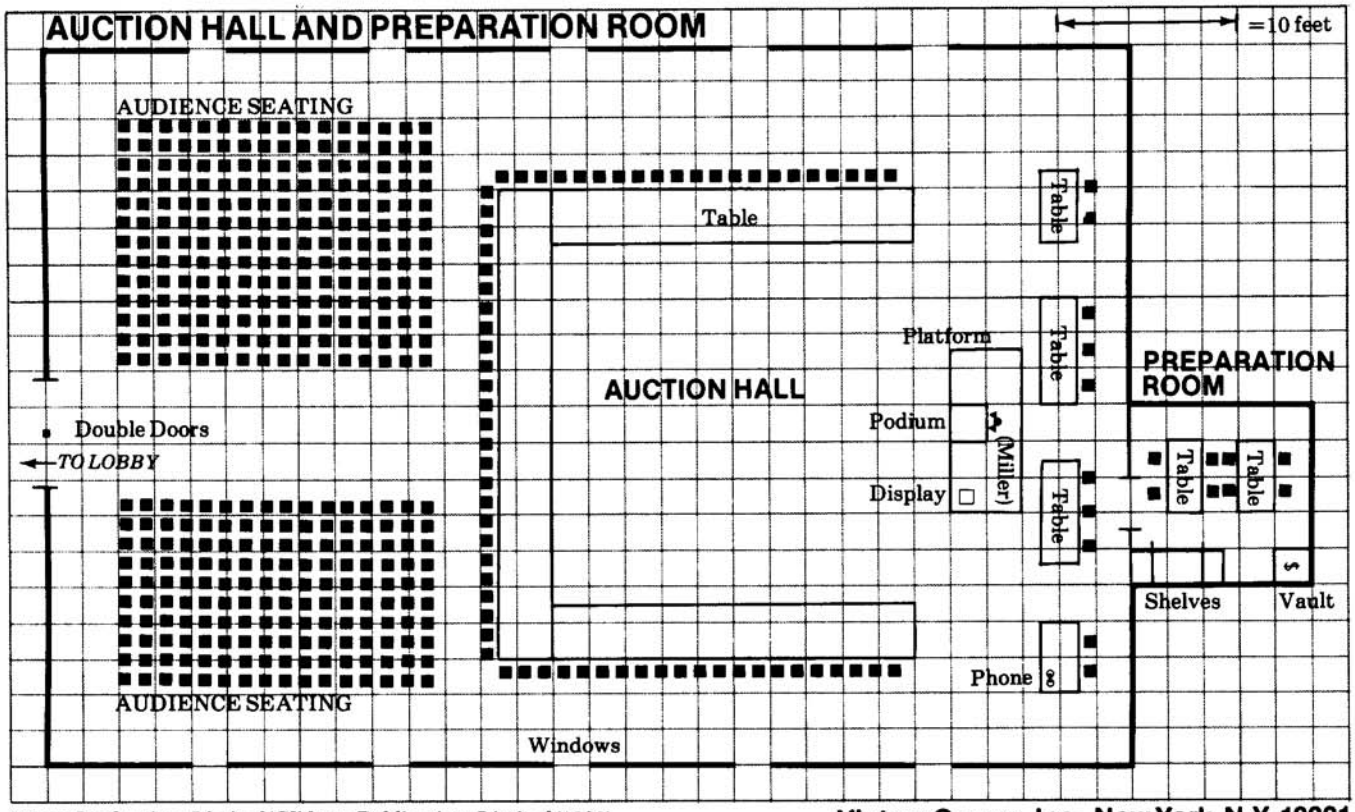
BACKGROUND: Kapustin is Orlov's bodyguard, who accompanies Orlov whenever the latter travels. Wherever Orlov is, there is an 85% chance Kapustin will be with him. Orlov need only beckon, with any one of a number prearranged physical or verbal signs, and Kapustin will come running to his aid. Being not a splendidly bright sort, Kapustin will understand only that his boss is in danger and will attack whomever seems to be threatening Orlov, unless Orlov orders otherwise. He carries a Walther just like Orlov's, but he prefers to clobber people with his fists. At this he is very proficient. Kapustin understands no language besides Russian, so attempts by the characters to negotiate will likely produce a magnificent failure.

Time and Location Record

	✓	Location of: Character	Character	Kamal	Orlov	The Egg	Circus	Octopussy		
Day 1										
Day 2										
Day 3										
Day 4										
Day 5										
Day 6										
Day 7										
Day 8										
Day 9										
Day 10										
Day 11										
Day 12										

This record is used to keep track of the Player Characters and the NPCs during the mission. Check off each day as it concludes. Draw a circle around the day of detonation.

Players are granted permission to reproduce this record for repeated play.



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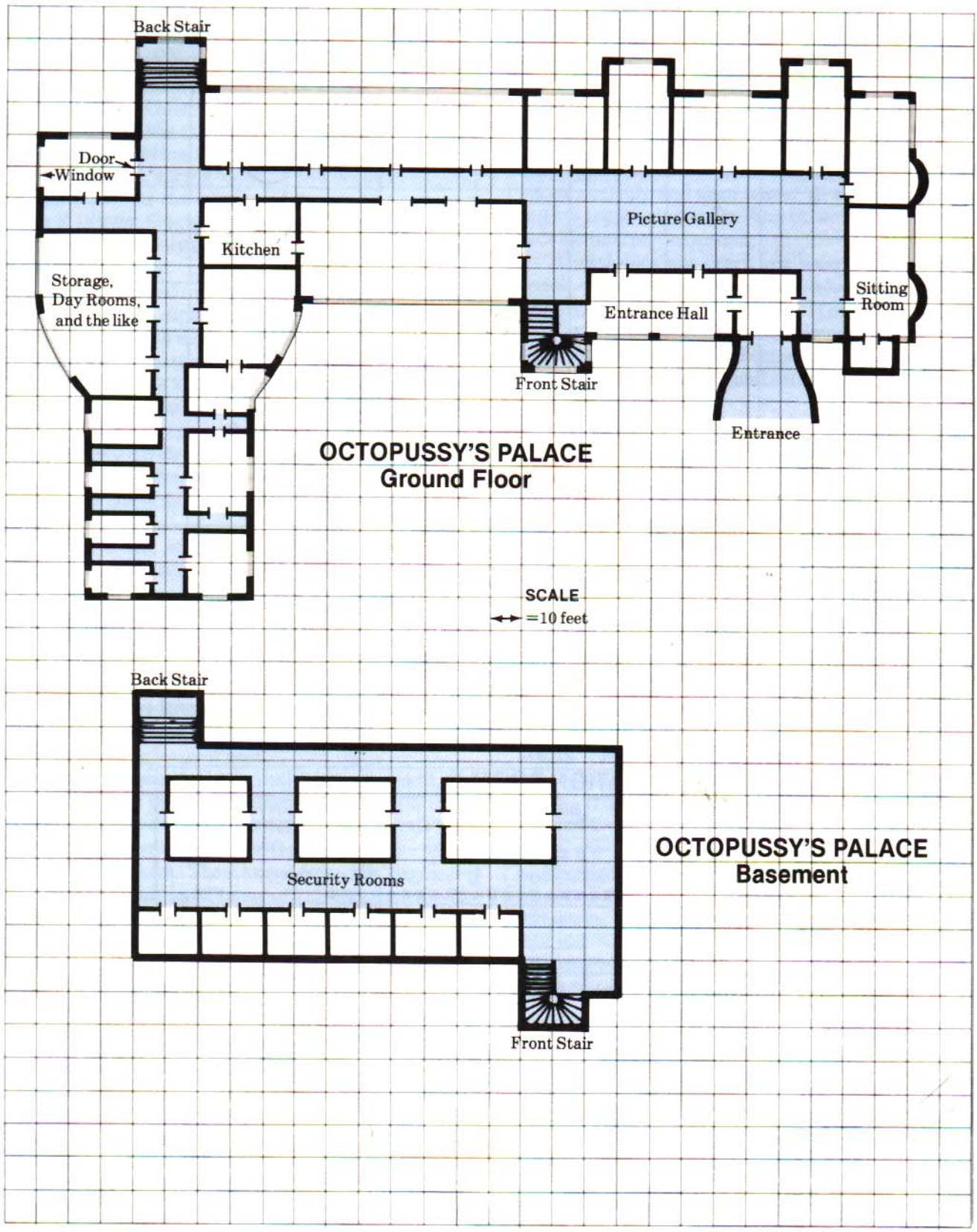

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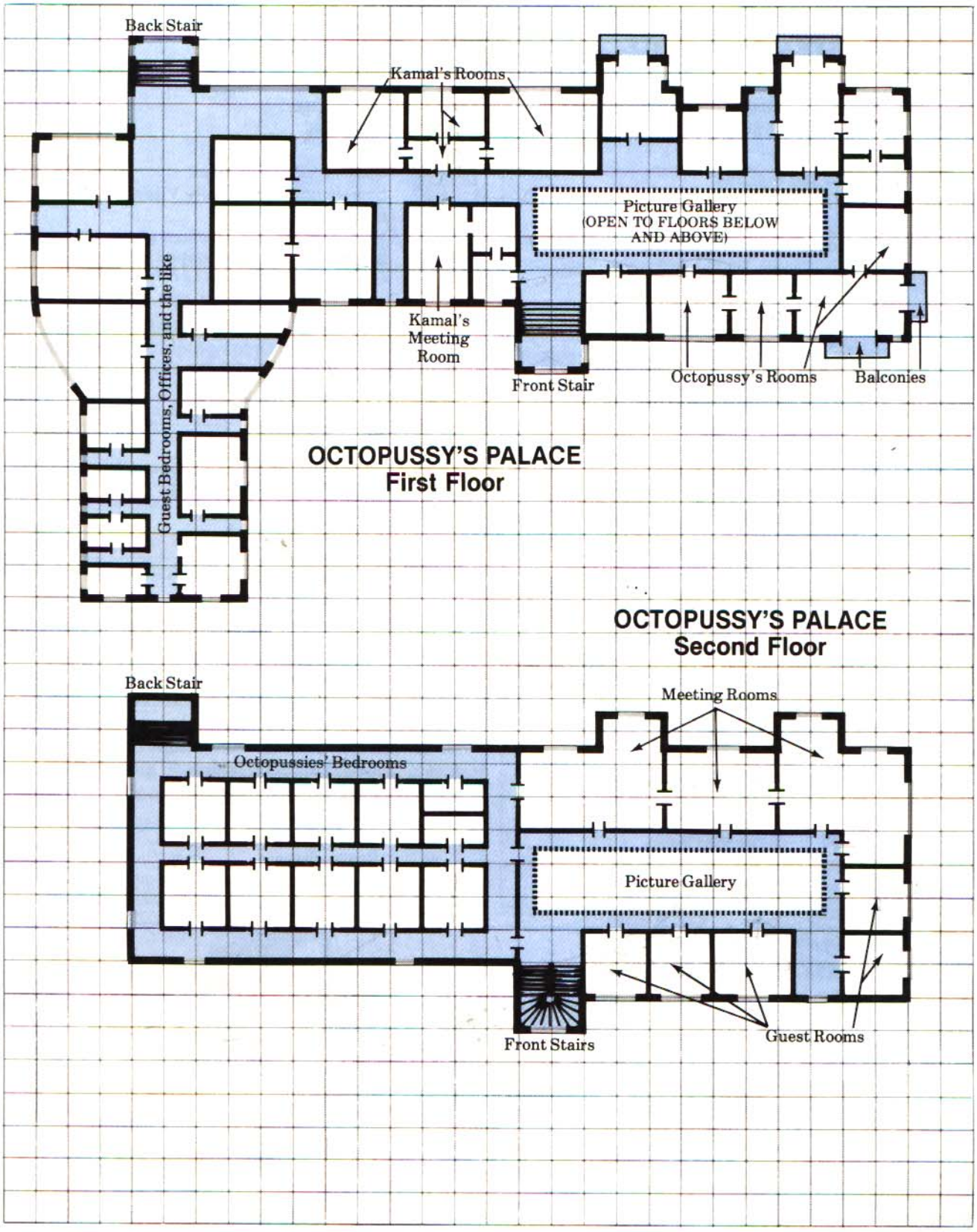

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Octopussy Adventure Gamesmaster Tables

OCTOPUSSY'S MOODS TABLE

D100 DICE RESULT	OCTOPUSSY'S MOOD
01-10	Overjoyed and exceptionally friendly
11-20	Smiling and lively
21-30	Pleasant and "playful"
31-40	Calm and dignified
41-50	Indifferent
51-60	Somewhat annoyed at anyone else's presence
61-70	Annoyed and visibly anxious for their departure
71-80	Disrespectful and unmannerly
81-90	Openly abusive
91-100	Will have a temper tantrum and throw things at the visitor until he/she leaves. Truly unpleasant.

Modifiers to Mood Roll

CHARISMA ROLL RESULT	MOOD ROLL MODIFIER
Qual. Rat. 1	Subtract 30 from the dice roll above for *that* character only. That is, if Octopussy originally rolled a 55 on the chart above, she will react towards the character who just rolled Charisma as if her result had been 25.
Qual. Rat. 2	Subtract 20 from the dice roll.
Qual. Rat. 3	Subtract 10 from the dice roll.
Qual. Rat. 4	No change in her original reaction.
Failure	Add 30 to the dice roll.

KAMAL LOCATION TABLE

D100 DICE RESULT	KAMAL'S LOCATION
01-40	Monsoon Palace
41-85	Octopussy's Palace
86-100	Oberai Shikarbadi

UDAIPUR TABLES

Encounter Table

2D6 DICE RESULT	ENCOUNTER
2	Gobinda
3	Kamal
4-5	Snake charmer (normal)
6-8	Snake charmer (actually Vijay)
9	Sadruddin
10-11	Well-dressed official whom the characters might mistake for a contact
12	Octopussy

Vehicle Obstacle Table

2D6 DICE RESULT	OBSTACLE
2	Street musicians
3	Street dancers
4	Melon stand
5-6	Street crowded with shoppers
7	Camel drivers with camels
8-9	Fabric stand
10	Children playing
11-12	No encounter

On Foot Obstacle Table

2D6 DICE RESULT	ENCOUNTER
2	Fakir walking barefoot on hot coals
3	Fakir juggling flaming torches
4	Fakir swallowing swords
5	Fakir lying on bed of nails
6	Fakir charming snakes
7	Melon stand
8	Fabric stand
9	Camel
10	Street dancers
11-12	No encounter

OCTOPUSSY PALACE ENCOUNTER TABLES

Basement Encounter Table

D6 DICE RESULT	ENCOUNTER
1	1 servant
2	2 servants
3	3 servants
4-5	Gobinda
6	NPC Table

Ground Floor Encounter Table

D6 DICE RESULT	ENCOUNTER
1	D6 servants
2	2D6 servants
3	D6 guards
4	D6 octopussies
5-6	NPC Table

First Floor Encounter Table

D6 DICE RESULT	ENCOUNTER
1-2	2D6 servants
3	D6 guards
4	D6 octopussies
5-6	NPC Table

Second Floor Encounter Table

D6 DICE RESULT	ENCOUNTER
1	1 octopussy
2	2 octopussies
3	3 octopussies
4	4 octopussies
5	5 octopussies
6	NPC Table

NPC Table

D6 DICE RESULT	ENCOUNTER
1	Magda
2	Kamal*
3	Octopussy
4	Magda and Kamal*
5	Magda and Octopussy
6	Octopussy and Kamal*

If the encounter rolled on this table has an asterisk (*) by it, roll a D6 again; on a roll of 1, 2, or 3, Gobinda will be accompanying Kamal.

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PENELOPE SMALLBONE

STR: 6 **DEX:** 7 **WIL:** 8 **PER:** 9 **INT:** 9

SKILLS (SKILL LEVEL/PRIMARY CHANCE)
Charisma (5/13), Cryptography (5/14), Driving (2/10), Electronics (3/12), Fire Combat (3/11), Hand-to-Hand Combat (4/10)
ABILITIES: First Aid, Photography

HEIGHT: 5'7"
WEIGHT: 120 lbs
AGE: 24
APPEARANCE: Striking
FAME POINTS: 5
HERO POINTS: 1

SPEED: 2
HAND-TO-HAND DAMAGE CLASS: A
STAMINA: 28 hours
RUNNING/SWIMMING: 25 minutes
CARRYING: 101-150 pounds

FIELDS OF EXPERIENCE: Computers, Jewelry, Snow Skiing, Squash, Tennis

WEAKNESSES: None

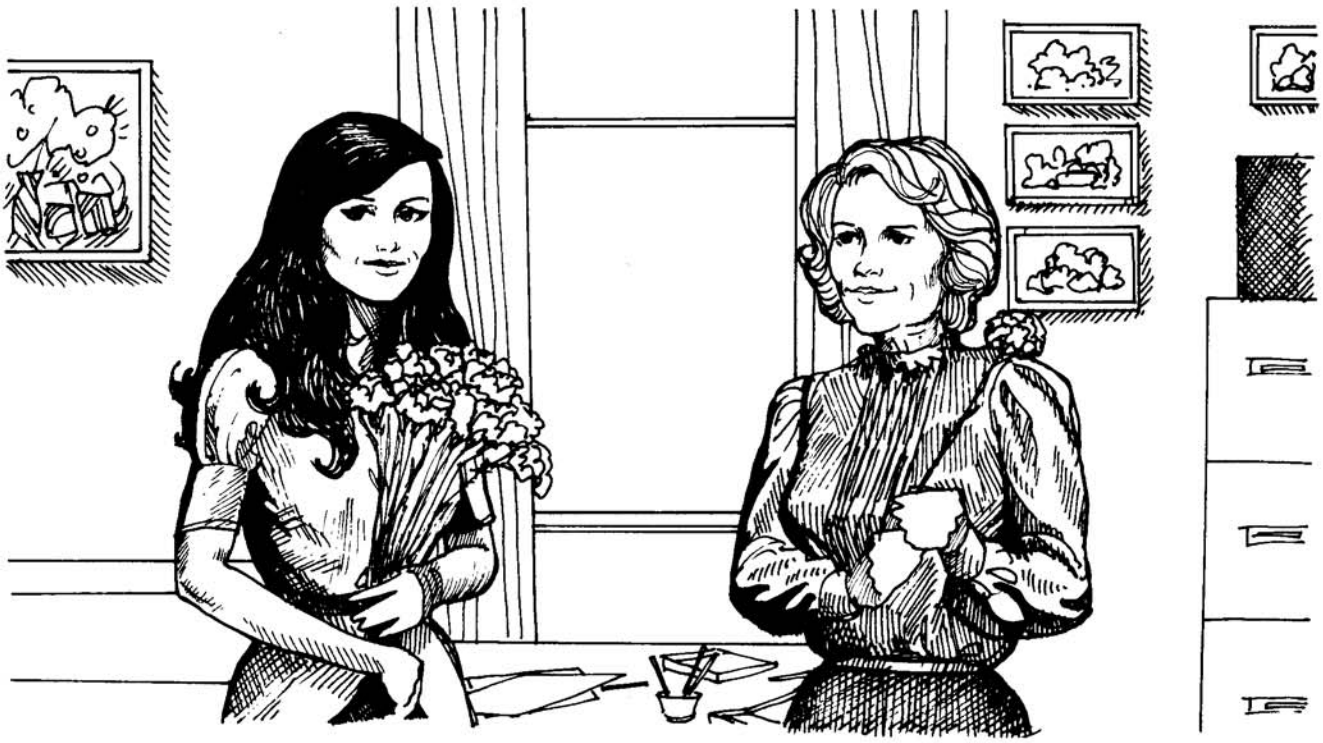
BACKGROUND: In M's outer office the characters will notice a new person. Miss Moneypenny will introduce her as Ms. Penelope Smallbone (emphasizing the *Ms*), her new assistant. Ms. Smallbone is stunningly attractive. Since James Bond has already made an opening pitch for her, any character of lesser status has little chance of attracting the newcomer.

Ms. Smallbone has long, dark brown hair, magnetizing blue eyes, and a perfectly proportioned figure. Combined with her open, friendly smile, she is someone to cause the heart of any red-blooded English male to flutter madly. You may have any male character with a weakness for women make a WIL roll at Ease Factor 7; if he fails, he must immediately begin the Seduction sequence, ending after the Opening Line until the mission is completed.

If the character's first meeting with Smallbone is in M's outer office, as it likely will be, she should receive a +2 Ease Factor modifier to resist the Seduction attempt. Since she is new and has a professional attitude toward her work, she does not consider the office to be a place for romantic interludes. Besides, she is already Enamored with 007, who offers a steep uphill struggle for a lady's attention.

If any male character not only fails his WIL roll, but also rolls a 98 or over, he has fallen in love with Ms. Smallbone. Over the course of a campaign, this turn of events will provide some interesting situations, especially with respect to that character's relationship with other characters who are "interested" in Ms. Smallbone, or with James Bond himself.

At your option, female characters with a weakness for men may make an Ease Factor 8 WIL roll when first meeting Ms. Smallbone. If they fail the roll, they will dislike Smallbone intensely. The higher the Quality Rating of the dice roll, the greater the animosity they have towards her. Such animosity could provide some interesting moments in the outer office in future missions. It could also cause the female character to miss out on some vital piece of information during the briefing, as a result of being in a snit over that hussy sitting in the front office.



Part III: Places and Events

A. The Auction

On the way out of M's office, Miss Moneypenny will hand the characters a small folder. Inside will be a picture of the Faberge Egg, a picture of Kamal Khan, and invitations to the Sotheby auction. She will explain that they will not be able to get in without these invitations. (These are props included in the Mission Envelope).

The invitation is an elegant, very formal notice given by Sotheby's to all the important jewelry collectors and merchants in the city. No one without an invitation will be admitted to the auction. It reads:

Sale of
A Casket of Magnificent Jewels
AND
A Treasure of the
Russian Royal Family

THE EMERALD SPHERE

BY CARL FABERGE

Admit one to the Main Sale Room
Tuesday, 20 April, at 8:30 P.M.
precisely
Entrance on Bond Street

The photograph of the Egg, despite being an inadequate likeness, is riveting in its depiction of the beautiful *objet d'art*. A note attached to the photograph indicates that further details about the Egg's actual make-up will be provided at the auction.

After being thoroughly "trained" by James Masterton in the fine skill of bidding, the characters will be ready to attend the auction at Sotheby's main auction hall. What they do until 8:30 P.M. (the time of the auction) is up to them. Masterton will inform them they are to dress in formal suits (not tuxedos) when attending the auction. Masterton will accompany them.

Sotheby's main auction hall is just inside the main entrance, off Bond Street. It is not a large room, but it is elegantly furnished, with appropriately antique tables and chairs, and is decorated with many *objets d'art*. Other antique furniture rests along the walls for future auctions, while above them hang numerous paintings, some for auction, most for ornament. A character with Fine Arts as a Field of Experience will recognize that all these things are originals. Eight elaborate and beautiful chandeliers hang from the carved ceiling.

While explaining the following room arrangement, you can show the players the diagram of the auction room (see the center insert). The auctioneer, Peter Miller, sits at a small table opposite the entranceway, his back to another door. This is the door to the preparation room, where all the supplies and auctionable goods are kept (Masterton will know this). To Miller's right is a table with two assistants, one to take telephone bids, the other to keep track of other written bids. A bookkeeper sits on Miller's left. Behind Miller is a display to register bids, giving the equivalent currency value. Finally, the bidders themselves are seated at three large, rectangular tables that can seat forty bidders and that form a horseshoe around the auctioneer. All furniture, of course, is an-

tique. Spectators and photographers are seated behind the bidding tables.

At 8:30 P.M. sharp, Peter Miller will enter the hall and take his place beside the already-seated assistants, and in front of the already-placed bidders. The character(s), since they are with Masterton, will be seated at the bidding tables (other characters may elect to sit among the spectators, if they so wish). Since one of the characters' objectives is to switch the Eggs, they should have concocted a plan to do so, which may determine where they wish to sit.

The first item to be bid upon is a casket of magnificent jewels, as described in the program. It will sell at a figure of about 150,000 pounds.

After this sale, the main entree will be served — the Faberge Egg. It will be brought to the display table in an ornate wooden "casket" roughly 12 by 8 inches, which when opened will reveal the Egg resting on dark green velvet. The Egg will be passed around for examination while in this casket. Characters may read along in their program as Peter Miller reads aloud the description:

"A superb green gold Imperial Easter Egg by Carl Faberge. Enamelled in transluscent green enclosed by gold laurel leaf tresses set with blue sapphire and four petalled gold flowers with diamonds, topped by a circlet of sapphires."

Sitting at the first table to the immediate left of Peter Miller is Kamal Khan, in a three-piece business suit. Beside him is Magda. The other bidders are of various nationalities, but mostly British, all well-dressed and most quite confident. Practically all are jewellers bidding on behalf of their clients.

The bidding for the Egg will begin at 100,000 pounds and proceed rather rapidly to 300,000. At this point Kamal, the bidding character and an elderly British gentleman will be the only three remaining (presuming the character has stayed in). The British gentleman will drop out at 350,000 pounds, leaving the remainder up to Kamal and the character.

At your discretion the character acting as bidder may make a WIL roll when the bidding passes 300,000 pounds to determine if he remains calm. (There is a lot of money involved.) The Ease Factor is determined by the price the bidding has reached:

Ease Factor 10	300,000-350,000 pounds
Ease Factor 8	350,000-400,000 pounds
Ease Factor 6	400,000-500,000 pounds
Ease Factor 5	500,000 pounds and over

Any successful Quality Rating (1 to 4) will mean the character is well in control of his anxieties about bidding too high (remember, he is not supposed to buy the Egg, just force Kamal as high as possible). A failure indicates a temporary breakdown of nerve — a hesitation or a few nervous glances. Two failures in a row indicate a more nervous character — forehead beginning to perspire, stumbling speech and the like. Three failures in a row mean the character will not bid any further; he has lost his nerve.

As a veteran bidder Kamal is not subject to any of this display of inexperience; he is far too calm. However, should the character push him higher than 500,000 pounds, you may decide to have Kamal stop bidding (he will attempt to steal the Egg later). Should this occur, the character has purchased the Egg, and must somehow come up with the money. (This could be an effective if the player is bidding ridiculously high and disrupting the flow of play.)

Of course, it is possible the character may obey M's orders and drop out as soon as Kamal is the only one against him. While there is nothing inherently wrong with this approach, it means neither Kamal nor Magda will take special notice of the character. They will not be very impressed and will not remember the character if they meet up with him later.

If he has won the bidding, Kamal will wait until the final proceedings are over and the Egg is wrapped and packaged, then will leave the hall. Outside, Gobinda will be parked in a rented limousine, which Kamal and Magda will enter. Gobinda will head straight for Kamal's hotel, the Berkley, where the three will spend the night to await their flight back to India in the morning.

At some point between the auction's beginning and Kamal's flight to India, the characters should try to switch the Eggs (at least, if they still remember the purpose of their mission). The Egg will be in Sotheby's vault until 7:30 P.M., at which time it will be authenticated by Thomas Snowman. At 8:20, it will be placed on the auctioneer's table in its case. The assistants will take their places at the tables at the same time.

While it is possible for any bidder to inspect the Egg while it is on display, they will have very little time to do so; if they take more than 30 seconds, Miller will ask for their bid. This is where Bond makes the switch in the movie. If the bidding character tries to do likewise, he must make an Ease Factor 10 DEX roll. A Quality Rating 1 or 2 means no one noticed the switch being made. A Quality Rating 3 indicates that those present at the table have a chance to notice. They should get a PER roll at an Ease Factor of 3. Assume a PER of 3 for all NPCs except Kamal and Magda; assume also that only D6 of the bidders (but always Kamal and Magda) have been paying attention. A Quality Rating 4 or failure indicates the character bobbled the Egg and is currently in the frying pan.

Anyone noticing the switch will, of course, sound an alarm, and the character will be in decidedly hot water. Kamal, should he notice, would alert the auctioneer only. If Magda notices the switch, make an immediate Charisma roll to determine her initial Reaction to the character. If the result shows she is Neutral, Friendly, or Enamored with the character, she will say nothing. If she is Antagonistic or Opposed, she will tell Kamal. This applies only if the bidding character is male. If the character is female, Magda will speak up if she notices.

If the character is noticed, the security guards will be called in, and the character will be taken to the local police for questioning.

Failing to make a switch at Sotheby's, the characters may try to switch the Eggs in Kamal's hotel room that night. If the characters have done their homework, they will have found out where Kamal is staying and for how long; alternately, they can follow the limousine to the hotel. Kamal will have the Egg in his room under Gobinda's guard while he and Magda hit a casino for the evening until midnight. After this, Kamal and Magda will share Kamal's room for the night, while Gobinda adopts a lidless sleep in the adjacent room.

Kamal's flight will leave from Heathrow at 7 A.M. for Delhi, thence to Udaipur.

B. Udaipur, India

A complete description of Udaipur can be found in the Thrilling Cities section of this adventure. There you will find descriptions of the citizens of Udaipur and local attractions.

Apart from these sights, the characters may encounter specific NPCs. For each 15 minutes they spend in the city streets, there is a 50% chance of an encounter in addition to any encounters you may wish to have as per the rules in the *James Bond 007* Basic Game book. If such a meeting occurs, roll 2D6 and refer to the Encounter Table.

ENCOUNTER TABLE

2D6 DICE RESULT	ENCOUNTER
2	Gobinda
3	Kamal
4-5	Snake charmer (normal)
6-8	Snake charmer (actually Vijay)
9	Sadruddin
10-11	Well-dressed official whom the characters might mistake for a contact
12	Octopussy

Once either Vijay or Sadruddin is encountered, no more encounter rolls are performed. In such a case, the characters will want to use the current recognition code to be sure Vijay or Sadruddin is the real thing. From the briefing, they know that Vijay and Sadruddin are their contacts, and they have seen pictures of them, but they have never actually met them. They know only that Vijay will likely be dressed as a snake-charmer, and Sadruddin will be in normal Western street clothes. The contact will take them to meet the other contact, who will be in an office on the other side of town.

By this time the characters may be known to Kamal and he may have identified them as the opposition or may feel hostile towards them. Should any of this happen and should Kamal sight them in Udaipur, he will order Gobinda to capture the characters and bring them to him for interrogation. Even if the characters do not encounter Kamal according to the table above, there is an 80% chance he will have seen them or heard about them being in Udaipur and send Gobinda after them.

Any chases will be, of necessity, slow ones, since the streets are filled with people and shopkeepers in makeshift sidewalk tents selling their wares. Running over pedestrians and upsetting temporary market stalls are particularly effective methods of blowing one's cover. The Festival of Holi is being celebrated in Udaipur, and there are several bazaar areas in full activity — the largest being right in the center of town.

Chases in vehicles should roll every other Action Round to see what kind of obstacles are in the characters' way. Roll a 2D6 and consult the Vehicle Obstacle Table.

VEHICLE OBSTACLE TABLE

2D6 DICE RESULT	OBSTACLE
2	Street musicians
3	Street dancers
4	Melon stand
5-6	Street crowded with shoppers
7	Camel drivers with camels
8-9	Fabric stand
10	Children playing
11-12	No encounter

At the beginning of every Action Round in a foot chase, roll 2D6 and refer to the On Foot Obstacle Table; it tells what type of obstacle the chased characters happen upon:

ON FOOT OBSTACLE TABLE

2D6 DICE RESULT	ENCOUNTER
2	Fakir walking barefoot on hot coals
3	Fakir juggling flaming torches
4	Fakir swallowing swords
5	Fakir lying on bed of nails
6	Fakir charming snakes
7	Melon stand
8	Fabric stand
9	Camel
10	Street dancers
11-12	No encounter

The characters may wish to use these fakirs or their props in a fight against their pursuers (who may also encounter them).

If the fight goes against Gobinda, he will flee. He is not trying to kill the characters — not yet.

C. Kamal's Location

When in Udaipur, Kamal stays at the Monsoon Palace 40% of the time. Of the other 60%, he spends 45% in Octopussy's palace and 15% in the Oberai Shikarbadi, where he hunts twice a month. To see where Kamal is when the characters enter Udaipur, roll on the Kamal Location Table.

Roll again on this table every two days to see if Kamal has changed location, unless of course he has discovered the characters and has changed his normal routine.

KAMAL LOCATION TABLE

D100 DICE RESULT	KAMAL'S LOCATION
01-40	Monsoon Palace
41-85	Octopussy's Palace
86-100	Oberai Shikarbadi

D. The Monsoon Palace

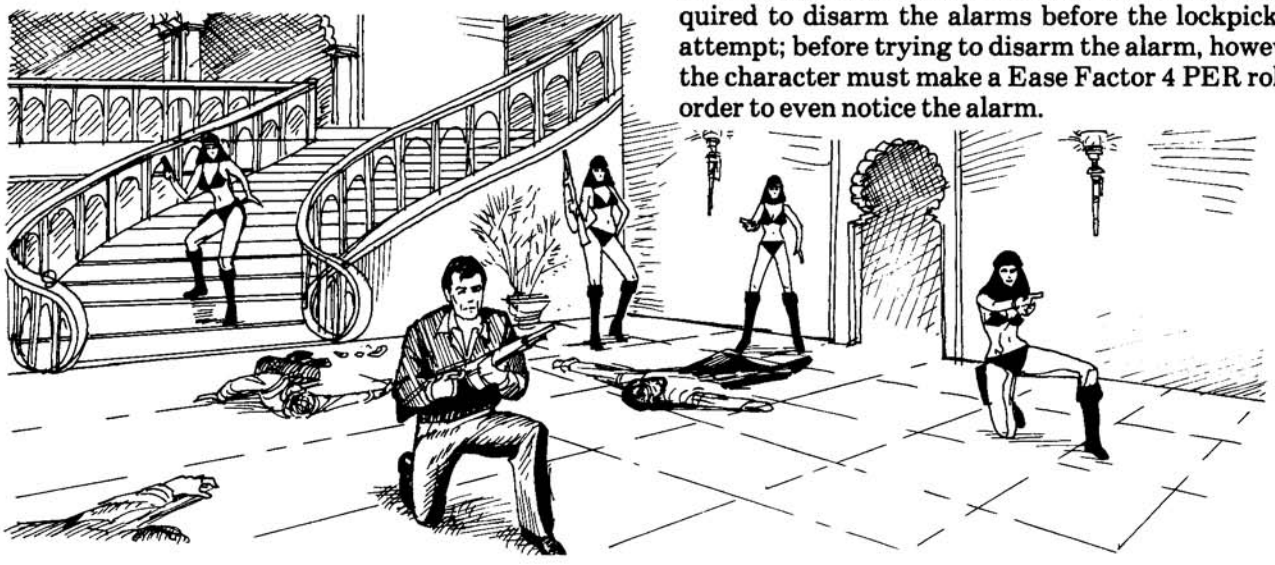
Arguably one of India's most exclusive hotels, the Monsoon Palace stands overlooking Lake Pichola. It was built 200 years ago near Lake Pichola, and was later converted from an historical landmark to a superb hotel. It has 105 rooms, ranging in quality from luxurious to first class (nothing less). Its guests may participate in water sports, shopping trips, dining, dancing, and, of late, gambling in the Shiavanas Club on the main floor. The Palace is one-quarter owned by Kamal Khan.

There are five first-class suites on the ground floor of the Monsoon Palace (the rest of the space is taken up by restaurants, pools, and the like). The next ten floors each contain ten rooms; the luxury suites are on the top two floors. Kamal stays in the best room of all, on the top floor, where Magda sleeps 50% of the time he is at the hotel (the other 50% she is in her own room). An adjoining room acts as both an office area for Kamal and as a sleeping area for Gobinda and two flunkies, all of whom are disguised as Kamal's business associates. Their room is less opulent.

Kamal's room is very large (110 feet by 65 feet) and off of it are a small sitting room, a dressing room, washrooms, and a larger living room. The sitting room contains a small library and a bar, the living room some very expensive furniture, the dressing rooms all the fixtures of vanity. The bedroom has the appropriate entertainment center, high-value chandeliers, desks, tables, and, of course, a four-poster bed with all the trimmings. Carpets are of beautiful Indian handiwork, and the walls are covered with paintings, sculptures, and Indian tapestries.

Magda has a room of her own on this floor, right beside Gobinda's (that is, two away from Kamal's). It is merely a first-class suite, but it contains much fine furniture, artwork, tapestries, and the like. As mentioned, she stays in this room when she is not with Kamal (50% of the nights they spend at the palace), and at all times when Kamal is at the Oberai Shikarbadi. When Kamal goes to Octopussy's palace, Magda joins him; there she also has her own room.

Kamal has had special locks and alarms installed on the doors of all three of his suites. All lockpick attempts are given a −3 Ease Factor for Magda's or Gobinda's room, and a −4 Ease Factor on Kamal's room. Alarms will sound on the top floor, in the hotel lobby, and at the police station should anyone break the lock. An Electronics roll at an Ease Factor 5 is required to disarm the alarms before the lockpicking attempt; before trying to disarm the alarm, however, the character must make a Ease Factor 4 PER roll in order to even notice the alarm.



If Kamal is in the Monsoon Palace, he will be sleeping in his room from 3 A.M. till 10 A.M. From 11 A.M. until 6 P.M., he will be on business in the city (60% chance), boating or swimming (20%), or outside the city (20%). He regularly dines in the Monsoon's restaurant from 6 to 8 P.M., at which time he returns to his room to dress; he then proceeds, with Magda, to the Shianivas Club on the main floor, where he stays from 9 P.M. until 1:30 A.M.

THE SHIAVANAS CLUB

Down the hall from the main lobby at the Monsoon Palace is the Shiavanas Club, designed exclusively as a small casino.

It is a small room, ornately furnished and with a bar along one wall. At any one time, a few card games will be in progress, as will a few games of backgammon. This is not a full-time, professional casino; it opens at 8 P.M. and closes at 1:30 A.M., and there are no special wheels or tables. It is simply a convenience for the guests of the Monsoon. In fact, non-guests may not enter the club. One becomes a club member for the time one is booked into the hotel.

If Kamal is in the Shiavanas Club, he will be playing backgammon (you may wish to change the game to suit your campaign), against another gentleman. Kamal will have his opponent on the ropes, following a stretch of truly amazing luck. The opponent will be ready to give up and leave. In fact, Kamal is cheating, using loaded dice which always roll a double six. At least one of the characters should be encouraged to sit in and catch him. The cheating rules from Chapter 7 of the basic game book can be used to determine the outcome of the game.

E. The Oberai Shikarbadi

No matter what the dice rolls have so far determined, however, Kamal will head for the Oberai Shikarbadi for his hunting weekend on the first Friday after the characters arrive in Udiapur. On the following Monday evening, a roll must be made on the Kamal Location Table to see where he goes after leaving the Oberai.

The Oberai Shikarbadi is a privately owned club for sportsmen and hunters, located about ten miles outside Udaipur. Members stay here during their time in India and arrange or join hunting parties to bag the local wildlife.

The most distinctive part of the Oberai Shikarbadi is Kamal's workshop in the locked basement (−3 Ease Factor modifier to any Lockpicking attempt). It is an extensive jewellers' atelier with all the necessary equipment — machinery, presses, molds, tools, supply cabinets, and so forth — for a counterfeit jewellery operation. In conjunction with Orlov, and with the Twins, Kamal has been periodically taking gems from Octopussy's circus collection and duplicating them, keeping the originals for himself and giving the counterfeits to the Twins to put back into the display. So far about half of Octopussy's treasures have been converted; the originals are stored in this workshop.

His employment process is rather dastardly. Kamal hires two craftsmen at a time, from various parts of the world, and has them work for a month or two, depending on their capabilities. Then he kills them and places the bodies in the cold storage area of the lodge (also in the basement) until such time as he finds a perfectly safe way to dispose of them.

All this is possible because Kamal owns the Oberai Shikarbadi, a fact which is anything but common knowledge. This lodge and the Monsoon are his two main possessions in Udaipur.

From here he launches a hunting expedition, in search of big game in the neighboring jungle area. In this jungle roam tigers, monkeys, snakes, and the like, and Kamal with his elephants and assistants heads into it to obtain more trophies for his trophy display at Octopussy's palace. Anyone who plays him at backgammon will be automatically invited to spend a weekend joining him in the hunt.

Kamal has a hunting weekend planned for the first weekend after the characters arrive in Udiapur. At this time, he plans to contact Orlov regarding the plot (see The Conversation below). He will have invited any character who was courageous enough to have gambled against him at the Monsoon Palace.

While hunting, Kamal and his men will ride atop the elephants in the traditional expeditionary style. The only thing unconventional is the use of high-powered rifles with telescopic sights, which are far more effective against big game than were the muskets of colonial days when such hunting was at the height of its popularity.

Kamal does not necessarily stop at hunting big game. He will also seek out anyone who has used the jungle area to hide from him for any reason. Captured or discovered secret agents fall into this category.

Should Kamal suspect the characters of anything during the hunting weekend (as he likely will), he will head immediately for Octopussy's palace (not the Monsoon Palace) and his office. The characters should be encouraged to follow him.

If Kamal is at the Oberai Shikarbadi, he will be hunting from 6 A.M. until dusk, after which he will either dine and swim or go to his workshop, and then sleep. Magda will not be with him. If he is in Octopussy's Palace, he may be encountered using the encounter tables in the Octopussy's Palace section below.

F. The Conversation

Should the characters stay at the Oberai Shikarbadi, or should they be invited there, they will notice the signal from Q's Egg to be loud and clear. This, of course, will happen only if they have switched the eggs. They will also be able to hear, from the microphone installed inside the Egg, a rather fuzzy conversation between Kamal and Orlov (although they will not know it is Orlov). Orlov will either be in the workshop (25% chance) or Kamal will be talking to him on the phone (75% chance). In either case, the conversation will run approximately as follows:

Orlov: When will it explode?

Kamal: It is scheduled to detonate exactly twenty minutes after its appearance.

Orlov: You mean it will actually be visible?

Kamal: Certainly. It will add to the uniqueness of our circus. Remember, there is only one thing which makes this circus unique, and we must play it to its hilt. Besides, think how artistic it all is; that which makes Octopussy's circus unique will also make you unique.

Orlov: Yes, I see that. But when exactly will it — appear?

Kamal: My dear general, use your head. I've just mentioned the uniqueness of our circus. What is it that makes our show unique? What separates it from the rest?

Orlov: *(pausing)* Ah . . . yes! Very clever. How unique it will be then! *(pausing)* But then the circus will be linked to the explosion.

Kamal: Nonsense, my good general. There will be no one alive to tell what happened. And, with the "proof" you will have, the only possible source of blame will be the American C.I.A. Who else could bring a neutron bomb into Yugoslavia?

Orlov: A toast, my excellent comrade. A toast.

Kamal: Indeed.

This is only one of the conversations the characters will hear through the Egg. Until this Orlov-Kamal talk occurs, any character listening to the Egg will notice any of the following conversations, depending on a D6 die-roll:

CONVERSATION TABLE

D6 DICE RESULT	TYPE OF CONVERSATION
1	Instructing Magda to seduce a character to get information
2	Nothing interesting
3	Instructing a servant to get hold of Orlov
4	Instructing Magda regarding business at the Monsoon Palace
5	A seduction of Magda
6	Instructing Magda to get itinerary for the Circus

If the characters continue listening, the D6 roll should be performed every 15 minutes. If the D6 result is a 3 (instructions to get hold of Orlov), the conversation described above will occur 15 minutes later. It is at this point that the roll is made to see if Orlov is in the room or on the phone. If the D100 roll is under 25, the servant will reply that Orlov has just arrived at the Oberai and is being shown in. Kamal will be upset (because he has not been informed) but will accept the general's presence.

If the characters have not switched the Egg by this time, they should be given a chance to overhear the Orlov-Kamal conversation if they are searching the Oberai Shikarbadi.

G. Octopussy's Palace

To reach the shores of Octopussy's island, characters must either come by boat or use the crocodile sub mentioned in the Q Branch section (Part I). Surface vehicles coming to the island will always be noticed by the guards.

The sub must attempt to avoid detection by the outdoor guard, the water guard, and anyone else who may be watching. Each possible observer trys to make a Ease Factor 2 PER roll. On a Quality Rating 1, he detects the sub; on a Quality Rating 2, he thinks he sees something; on a Quality Rating 3 or 4, he suspects something and alerts the other guard(s). If the sub is caught once, subsequent detection rolls are made at an Ease Factor 6 PER.

One of the interesting side effects of creating such realistic devices is that they may be too realistic. Such is the case with the crocodile sub. There is a 10% chance that a real crocodile seeing it will become infatuated with it. It will approach the fake crocodile and do whatever crocodiles do in the form of making advances (the Seduction rules are not recommended). Should the character not keep perfectly still, the crocodile will notice him and will immediately attack. The croc gets the first bite, and from then on may bite twice per Action Round (Hand-To-Hand Combat). The crocodile has a Primary Chance of 20 to score a hit and has a Damage Class of H.

(Inventive characters may decide to use some form of airborne transportation to get on the island. They are subject to the same chance of being noticed as above but at an Ease Factor 3 PER.)

Octopussy's palace is an opulent, sprawling es-

tate house in the finest tradition of Indian architecture. Its gardens are modeled after the famous "Garden of the Maids," which was originally designed for use of the "maids" (peace offerings from Delhi to the Maharana), and contains ornamented pools and beautiful sculptures. The entire palace vicinity, then, is a living monument to classic Indian art and style. For this reason, Indian historical purists, who wish the grounds to survive, have started legal proceedings to have the palace declared a national treasure and oust the foreign woman. Octopussy and Kamal have, of course, refused and Octopussy has sworn she will have the place razed before giving it up.

The palace rests on an island near the far side of the lake from the Maharana's Palace. The island is as isolated as it is possible for such an island to be, and is accessible by water or air. The only real "ferry" service in existence is Octopussy's boat, powered by the rowing of the octopussies. The island is a mile out into the lake. Crocodiles and other such beasts live in the water of the lake. It is certainly deep enough for a reckless diver to be convincingly drowned.

Octopussy's palace has a Basement and three floors — Ground Floor, First Floor, and Second Floor. In general, the Basement houses security equipment, supplies and heating/generating equipment; the Ground Floor contains dining and sitting areas; the First Floor has the main bedrooms and the servant's quarters; and the Second Floor boasts several more bedrooms and the living area of the octopussies.

Two staircases join all the floors; the main stairway is in the building's front, the servant's stairway in the back. Naturally, the servants' areas and the owner's areas are separated from one another, but servants regularly appear in the living area, both to serve and merely to walk about. Although there are not as many servants now as there have been in the economically superior past, there are still enough — especially with all the octopussies running around — that encounters with people in the palace are almost inevitable.

To see if the characters have encountered anyone, roll 2D6. If the result is less than or equal to the hour of the day, an encounter has occurred. For example, if it is 8:00 P.M., an encounter will occur on a 2D6 roll of 8 or less (this is not a 24-hour military day). The only exception to this is the Ground Floor, where an encounter will occur on any roll other than 12 if it is past 7:00 P.M. and before midnight. Other than this time period, the normal 2D6 roll applies to the Ground Floor as well.

If the 2D6 roll indicates an encounter, roll again, this time D6, and refer to the Encounter Table for the appropriate floor. Each table will specify the number of servants or NPCs encountered; if the result is "NPC Table," roll D6 again and refer to the NPC Table. It will give an encounter with one or more of the major NPCs.

BASEMENT ENCOUNTER TABLE

D6 DICE RESULT	ENCOUNTER
1	1 servant
2	2 servants
3	3 servants
4-5	Gobinda
6	NPC Table

GROUND FLOOR ENCOUNTER TABLE

D6 DICE RESULT	ENCOUNTER
1	D6 servants
2	2D6 servants
3	D6 guards
4	D6 octopussies
5-6	NPC Table

FIRST FLOOR ENCOUNTER TABLE

D6 DICE RESULT	ENCOUNTER
1-2	2D6 servants
3	D6 guards
4	D6 octopussies
5-6	NPC Table

SECOND FLOOR ENCOUNTER TABLE

D6 DICE RESULT	ENCOUNTER
1	1 octopussy
2	2 octopussies
3	3 octopussies
4	4 octopussies
5	5 octopussies
6	NPC Table

NPC TABLE

D6 DICE RESULT	ENCOUNTER
1	Magda
2	Kamal*
3	Octopussy
4	Magda and Kamal*
5	Magda and Octopussy
6	Octopussy and Kamal*

If the encounter rolled on this table has an asterisk (*) by it, roll a D6 again; on a roll of 1, 2, or 3, Gobinda will be accompanying Kamal.

You are perfectly free — and in fact encouraged — to plant encounters rather than let the die decide. This is especially true in the case of the major NPCs. The encounter rules are given here as an aid only, and are certainly not binding.

At the back of the palace is the huge swimming pool, with its marble base and beautifully maintained deck area. One or more of the octopussies will be swimming in it at any time during the afternoon and evening.

1. ENTRANCE HALL

The walls of the entrance hall are covered with portraits and nature paintings of several sizes, all of these latter exploring the pleasures of sport and of hunting, and all of them set in England. A very British room, it contains chairs and a small sofa, even though it is not meant as a sitting room, and it looks comfortable despite its large size and high degree of polish. Doors lead either into the picture gallery or the main staircase.

2. PICTURE GALLERY

The picture gallery is a large room, with wooden walls and a hardwood floor. In fact, it is almost too heavily wooden to be comfortable. Light is provided from the skylight above (there is no ceiling until the skylight on the Second Floor). Around its walls hang photographs and paintings from around the world. On the south wall to the east of the door hangs an enormous (eight foot) portrait of Octopussy, with her two hands pointing towards the door. On the other side of the door (but still the south wall) hangs its mirror image. The many other pictures which grace the walls are all originals, most emphasizing British or Indian scenes. A small series along the north wall is a photograph display of famous jeweled ornaments and gems.

Notes: A character with the Field of Experience of Fine Arts will notice that the two Octopussy portraits are both originals, each by a different Indian artist. Their similarity is very peculiar, at least until Octopussy's vanity becomes well-known. Her double-pointing towards the exit means nothing by itself, but it could induce more fearful types to see it as an omen. Octopussy had them painted to give just that effect. The jewelry display of pictures is something else entirely. Any character with the Fine Arts Field of Experience who rolls a Quality Rating 1 or 2 on an Ease Factor 5 PER roll will notice a distinct imbalance in favor of Russian jewelry and ornament. These are pictures of Russian royal treasures yet to be brought out of the Soviet Union (there is no picture of the Faberge Egg). The rest of these pictures (there are 30 in total) show gems from around the world. Careful study by the Fine Arts specialist will reveal that two of the photos are of stolen gems. They were photographed by Octopussy, who could not bear to part with them while Kamal hid them for the next few years.

3. OCTOPUSSY'S BEDROOM

This large, incredibly ornate bedroom is on the first floor of the house, occupying with its component room the entire southeast corner. From ceiling to floor, and from wall to wall, it is yet another curious mixture of Indian and British culture. Paintings and portraits line the walls of all three rooms, while Indian carpets cover the impeccable hardwood floors. The furniture is mostly antique Victorian, except for the large bed which is a Near Eastern version of a canopy bed with all the look of a maharajah's. Somehow, though, despite its eclecticism, the interior design actually works; it is both functional and, believe it or not, beautiful.

The bedroom is flanked by a dressing room (east) and a sitting room. The dressing room is just that — a room where our lady dresses and makes herself up. It contains the vanity and the mirrors, as well as the wardrobe which occupies the entire closet, even though these clothes are her more recent acquisitions (the remainder are in storage on the top floor). A thorough search will reveal several provocative items of clothing, but nothing of any worth to the characters' mission.

The sitting room contains all the normal sitting-room paraphernalia, among which is a mahogany writing desk on which rests a very expensive desk set and an elaborate elephant paperweight holding down a small pile of papers. In the drawer, which is always unlocked, are several files. Should the characters choose to investigate, they will immediately see a file marked "Kamal." It contains a series of elaborate plans for how to conduct a jewelry heist. Several plans are included, but one is checked off with several red marks and is labelled, in a scrawl, "Adopted." Here is the full Octopussy-Kamal heist plan, but it contains only as much information as Octopussy knows. It does not mention Orlov at all.

Another folder, labelled "Circus," contains the complete itinerary for the current circus tour.

The only other item of interest in the sitting room is Octopussy's beautifully engraved jewelry box. It contains some extremely valuable jewels of all types; intensive investigation will reveal one of them, a bejewelled wristwatch, to have been stolen from London. However, only a considerable bit of investigation will reveal this (that is, phone calls to London jewelry specialists), unless the character himself is a jewelry expert.

The bedroom contains nothing of any interest, except the aquarium described below and, of course, Octopussy herself. She spends from midnight till 9 A.M. in it every day, then from 9 to 11 in the dressing room (in true coquette style). Encounters with her depend on the Encounter Table for the First floor, unless she is in bed.

Along the north wall of the bedroom is a long aquarium, in which are 2D6 small octopi. Each octopus has a blue ring around its body, and produces a

venom which is fatal in 3D6 seconds of injection. It will attack automatically if anyone tries to touch it, and it has a Primary Chance of 16 of succeeding in its sting. See the Octopussy's Boat section below for a further explanation.

4. KAMAL'S OFFICE AND MEETING ROOM

Once a schoolroom and governess quarters, Kamal's office and meeting room are on the First Floor of Octopussy's palace, directly above the dining room. If Kamal is not in them, the rooms will be locked. The meeting room has a lock with a −2 Ease Factor Lockpicking modifier, the office has a −3 Ease Factor lock. The main feature of the meeting room is the collection of hunting trophies Kamal has acquired over the years. The main decor is Indian. Along the south wall is a wall-length trophy case filled with elaborate trophies, while along the walls hang the heads of all types of game. A small collection of antique black-powder firearms hangs on a rack on the east wall, ammunition for which is in the drawer of the display case. The attributes for the firearms are:.

PM	S/R	AMMO	DC	CLOSE	LONG	CON	JAM	DRAW	RL
−4	1	1	G	0-2	4-6	+1	96-99	0	9

Kamal's office is decorated entirely in French Provincial, the only visible sign of his personal origins. In fact, the three paintings on the wall are all French art treasures purchased honestly from French art dealers, and the furniture has all been brought from French historical houses. All are original.

The desk is locked at all times, even if Kamal is in the room (infrequently). The lock has a −3 Ease Factor modifier. Inside are a number of files, all plainly labelled and all relating to business deals Kamal has concocted. One folder, entitled "Orlov," has an account sheet detailing the jewelry relationship between Orlov and Kamal, and how Octopussy is being used. *This sheet is included in the Mission Envelope and should be shown to the players.*

In another folder are photostats of the forged C.I.A. documents Orlov will use as evidence after the bomb goes off. The wording is in that eliptical fashion of people who are afraid their communiques will be intercepted but it definitely links them with the explosion. The documents mention a "special package" which must be smuggled into Yugoslavia because the local government would not give permission. This "package" is the first of many.

In another file are details of Kamal's dealings over the years. In it are details of the smugglers he worked with early on and notes proving that he killed his father and Vijay's father. Should Vijay find out about this he will be moved to killing Kamal Khan (see Vijay's background above).

Kamal's suite, across the hall, is decorated in modern Indian style, but contains nothing of interest to the characters, unless they are art lovers or thieves.

5. PALACE SECURITY

The security center is in the basement of the palace. It includes radar devices to detect approaching craft, sonar devices to search the surrounding waters, and all the other standard security equipment. Octopussy employs nine guards, three on duty on each of three shifts — 10 A.M. to 6 P.M.; thence to 2 A.M.; thence to 10 A.M. One guard is outside on the grounds, another patrols the water in a small motorboat, and the third makes the rounds inside the palace. Each guard has a 40% chance of being asleep after midnight. Each is armed with a Number 4 rifle and a Luger. Uzi submachineguns are available if needed. Use the characteristics, skills and Skill Levels of the bodyguards (see below), but subtract 2 from all characteristics and Skill Levels.

The security is generally good, but not always alert, since nothing ever happens to disturb them. As a result, any character attempting Stealth to get past them receives a +2 Ease Factor modifier to the attempt. If anyone is caught, however, the modifier is permanently lost. In addition, there is an extra 5% chance of any gun jamming when fired by the guards, reflecting their poor maintenance habits.

In addition, Octopussy has personal bodyguards who accompany her everywhere when Gobinda is called away with Kamal Khan. The bodyguards' average characteristics are:

BODYGUARDS

STR: 9 **DEX:** 9 **WIL:** 10 **PER:** 7 **INT:** 8

SKILLS (SKILL LEVEL/PRIMARY CHANCE)
Driving (5/13), Fire Combat (5/13), Hand-to-Hand Combat (8/17), Interrogation (4/12), Torture (6/15)

The bodyguards' Reactions to characters, if they are not with Octopussy, are based upon the usual Reaction rules, with the exception that Quality Rating results of 1, 2 or 3 are all treated as Quality Rating 3 results; they will never be *too* friendly with anyone, since their training does not allow it. Octopussy herself rarely even notices they are about, but if she does, she will react as per her Moods Table. She treats none of them with any great respect, but then she despises none of them either. They are simply there.

The bodyguards will all be of Indian nationality, and some will be dressed in traditional Indian attire. Others, to be less conspicuous, will be dressed in suits and/or work clothes. If the guards are with Octopussy when she meets the characters, they will obey her orders, unless she refuses to protect herself, in which case they will attack. The important thing for the GM to realize about the guards is that they are under Kamal's command, not Octopussy's, although she does not know it.

6. OCTOPUSSIES AND SERVANTS

Octopussy has 24 beautiful female servants called "octopussies." For their mistress they perform many menial and some not-so-menial chores, all the way from rowing Octopussy's boat to bringing her meals in bed. Octopussy is very selective in her hiring of palace help, as witnessed by the quality and appearance of all phases of the operation in her palace.

The cooks are among the best chefs in India, the keeper of the horses has an extremely fine record with these animals, the gardener and landscaper are both among the highest trained in the country, and her daily servants — the octopussies — are among the most lovely in the Eastern hemisphere. It suits Octopussy's vanity to know that, despite her servants' beauty, she is more beautiful — and richer — still.

All servants, except some of the octopussies, are Indian, and all are happy with their work and quite devoted to their mistress. The chef, however, does resent Kamal's continual presence, and will express his displeasure by serving sub-par dishes at important feasts in which Kamal participates. Otherwise, his cooking is superb. The landscaper and the gardener, naturally, know all there is to know about the grounds surrounding the palace, and the indoor servants know all about the inside. Reactions with all the servants are subject to the Reaction rules.

The octopussies themselves are all of varying height, and all belong to either the Attractive or Striking category for Appearance. They all exercise regularly (if not exactly strenuously) to maintain their appearance so they are in fit shape if a chase or swim becomes necessary. Some will have a slight weakness for men, while others will be practically immune to male advances. The average characteristics for the octopussies are:

OCTOPUSSIES

STR: 5 **DEX:** 7 **WIL:** 8 **PER:** 6 **INT:** 6

SKILLS (SKILL LEVEL/PRIMARY CHANCE)
Boating (5/11), Charisma (3/11), Evasion (4/10), Fire Combat (2/8), Hand-to-Hand Combat (6/11)

HEIGHT: 5'2" to 5'10"	SPEED: 1
WEIGHT: 95 to 140 lbs	HAND-TO-HAND DAMAGE CLASS: A
AGE: 22 to 28	STAMINA: 28 hours
APPEARANCE: Attractive	RUNNING/SWIMMING: 25 minutes
FAME POINTS: 0	CARRYING: 60-100 pounds
SURVIVAL POINTS: 0	

Note: The game statistics given above are an average of all the octopussies. Individual characteristics may vary by two (either higher or lower) at your discretion.

Suffice it to say that the air around the octopussies should be highly charged with the physical presence of a host of minimally clad beauties. Any character with a weakness for women will probably find himself in trouble.

A character may, of course, attempt to dally with one or more of the octopussies. The Reaction of each is dependent upon the Encounter and Seduction rules, but it will be rare for an octopussy to succumb, especially if she is performing a specific task for her mistress. Their loyalty to their mistress is far too strong, and this loyalty is strengthened by a fear of punishment from either her or Kamal, whoever catches them in disobedience. There is a 75% chance that an octopussy encountered during the day is on duty and a 40% chance at night. If on duty, subtract 2 from all Ease Factors during the Seduction sequence (from the seducer's Ease Factor only).

If their mistress is threatened with violence of any kind, the octopussies will try to protect her, using whatever means they can. They know where some weapons are stored in the palace, and they know enough about these weapons to use them if necessary. They are loyal, in this regard, to the point of risking personal injury, a few to the point of risking death.

Most of the octopussies share an unfortunate trait (unfortunate for the would-be seducer, that is): they are extremely jealous, of their mistress and of each other. Should a Seduction attempt be successful with an octopussy, there is a 40% chance that another octopussy will try to interfere. Should Octopussy be the object of a successful Seduction attempt, there is a 30% chance that 2D6 octopussies will appear with the excuse that they thought their mistress was in trouble.

The important thing to remember is that Octopussy has trained her women into a determined, disciplined fighting machine — a machine which will spring into action at her slightest command. This is not a collection of empty-headed pieces of fluff. Their diligence and loyalty are a tribute to Octopussy's organizational abilities.

One octopussy will act as Octopussy's second in command and be the leader of the rest. This leadership will change every week, however, since Octopussy does not wish to show favoritism among her subordinates. In general, the leader will have the authority to order the others and the servants about their daily tasks, and to apply punishment if necessary. Depending upon the octopussy, this temporary authority might go to her head and as a result influence her reactions to strangers within the palace. For the characters, this could mean great luck or, just as likely, make things that much harder.

As a whole, the servants are people who hold Octopussy in high regard and who will attempt to protect her if she is threatened. They are average (that is, non-agent) in any combat skills, however, so they can be brushed aside rather easily by a determined agent. But such an action could bring the palace guard, Kamal, Gobinda, and Octopussy down around the character's head. Charisma, Persuasion, and occasionally Seduction will aid an character far more than will firing a few shots.

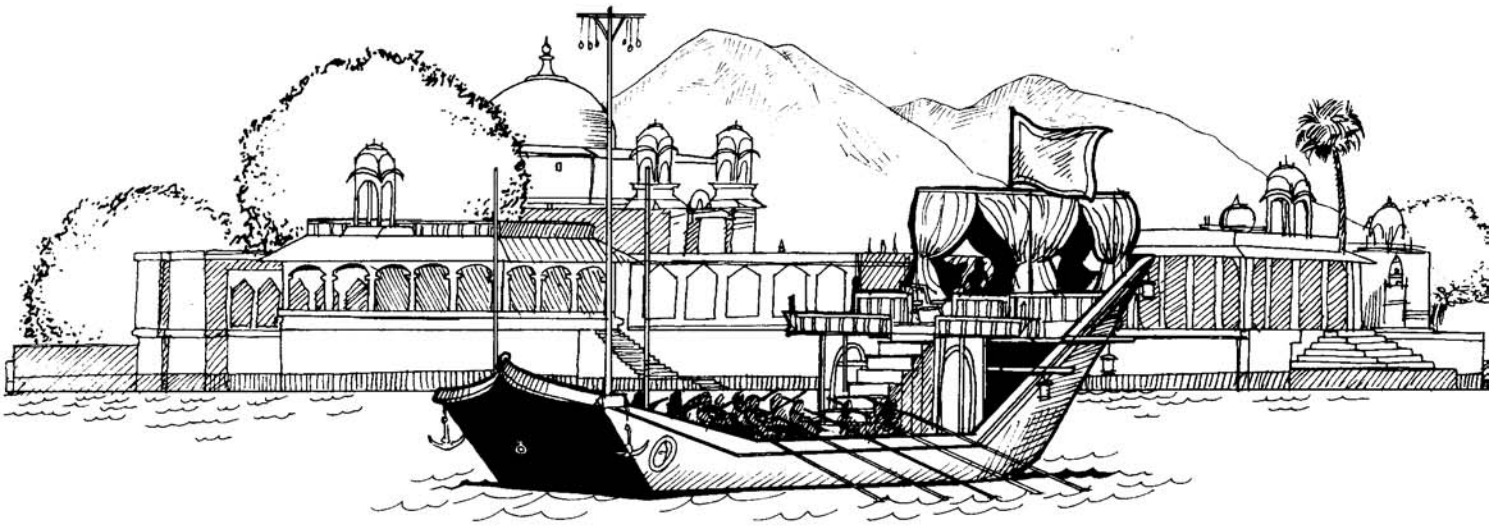
H. Octopussy's Boat

The boat that regularly plies the waters between Octopussy's island palace and Udaipur is of Indian design and powered by ten oars. The oars themselves are powered by the octopussies, decked out in shorts and rather skimpy tops; on their belt-buckles is the octopus symbol (see below). On board are actually twelve or thirteen people — the ten oarswomen, a captain (another octopussy), Magda, and occasionally Octopussy. The boat goes to Udaipur on Wednesdays and Saturdays; there is a 75% chance Magda will be on board and a 25% chance Octopussy will be riding on it. Also on board are tropical plants and fruit in baskets, with flowers adorning both the sides of the boat and the fronts of the octopussies.

At the rear of the boat flies a large flag. White in background and blue in detail, it displays an octopus design, the same as that worn on the belt-buckles of the octopussies. In the 19th century, a secret order of female bandits and smugglers regularly raided Udaipur and its environs, trying to capitalize upon the naivete of the British governing people and the growing absenteeism of the owners of the city's palaces. The secret order was destroyed within a few years, but Octopussy, in order to maintain an air of mystery about her, decided to use it as her theme.

Although her octopussies do not actually raid or pillage anything, the memory of that cult among the older people in the city ensures that the octopussies are never questioned and that the palace is never visited. The blue-ringed octopi in Octopussy's aquarium were given to her by her father; she uses them as the symbol of her "cult."

The front of the boat is a quarters for the senior member of the trip — either Magda or Octopussy. It is a small, well-decorated sitting room with bar and refrigerator, designed so that the journey does not fatigue the passengers overmuch. After all, the city is a mile distant.



I. The Circus Train

The circus train has been embarked on a Balkan tour for the past two months, playing a day here, a week there, until it will eventually complete a circuit on both sides of the Iron Curtain. It began in Istanbul, and it has stopped in Bulgaria and now Yugoslavia. Its itinerary will take it through Budapest, then through Wien (Vienna) to Praha (Prague), thence to Berlin and over into Hamburg, through the Low Countries, Paris, Geneva, and around the Italian boot. It will end up back in Yugoslavia, through Greece, and finally will return to Istanbul. All this will take a year.

Magda and Octopussy join the show only for the capital cities, and even then not for all of them. The circus tour is not as frantic as, say, a rock tour, so on many nights the troupe is completely inactive, as they wait for the weekend and their next show.

So far, the circus has stopped at Istanbul, Edirne (Adrianople), Plovdiv (Philippopolis), Sofiya (Sofia), and the town of Nis. Its short (one day) stay in Beograd (Belgrade) owes mostly to the fact that poor scheduling has brought Octopussy's circus through Belgrade only three weeks after another leading circus, so the marketing boys decided against a big stay. From Belgrade it is scheduled for Novi Sad (one day), Subotica (two days), and finally to Budapest for a two week stay.

The train consists of several brightly painted

cars with elaborate designs and paintings in circus tradition. All designs, though, are based on an octopus motif. Towards the rear of the train are storage cars. Octopussy's private car is right in the middle of the train, surrounded by the jewelry car to the rear (with 2 guards), the Twins' car behind that, and the security car behind that. In front of Octopussy's car is an elegantly designed and decorated dining car, in front of which is the car of Magda and the leader of the octopussies. Kamal has no car, since he does not travel with the circus.

Octopussy and Magda, along with the 24 octopussies from the palace, will join the circus in Nis, just before it leaves for Belgrade. It will leave Nis the day before its performance in Belgrade. It is an overnight journey between the two locations. Octopussy and Magda remain with the circus during set-up and preparation. They will be in their respective cars 50% of the time, and outside with the crew the other 50%.

THE TRAIN CHASE

Unless the characters miss all the clues available to them in Udaipur, they will almost certainly discover the better part of the jewelry and/or bomb plots (especially the jewelry part). Given a certain amount of good playing, they should be able to figure this out before the circus train actually leaves for Belgrade. If so, they may wish to "ride down" the train and give chase.

The dates on the Circus Itinerary prop have been left blank so you can include more stops to allow the characters to catch up with the train. Ideally the train should pull out of Nis just as the characters are reaching the railyard. The train should not be so far away that chase seems impossible. This gives the characters a chance to confront the NPCs between Udaipur and Belgrade. Also, players who remember the movie will have the chance to re-enact the fights and chases across the top of the moving train. Besides it gives you ample opportunity to thwart the characters, thereby setting the stage for the climactic moment at the circus.

The occupants of the train will not be expecting a pursuit. Therefore their chance to detect a Tail is equal to the Quality Rating of the Tail roll, not two times the Quality Rating as outlined in the Chase rules. If the pursuing characters are noticed and reported there are several things the people in the train can do:

- Stop the train and send guards back to deal with the characters;
- Try to pull away while firing on the characters (firing optional);
- Slow down the train to let guards off to occupy the characters while the train continues on.

You may choose any of these reactions which seem appropiate or use one of your own devising. Firing from the train receives a −2 Ease Factor modifier in addition to any other modifiers. The train will take D6 minutes to come to a complete halt.

Even if nobody on the train notices the pursuers, the characters will have to do some tricky driving (or flying) to catch the circus train and board it. The circus train, because it is on tracks, will only be able to Flee from the pursuing characters. (Trying to Quick Turn or Double Back with a diesel engine is difficult.)

If the characters have not commandeered another train engine, they will have to follow the train by driving alongside or swooping down out of the sky. If they are pursuing on the ground, you will have to decide what kind of terrain they are travelling through or what kind of obstacles they encounter and assign the appropiate Ease Factor modifier. This modifier can range from −1 for open fields to a −4 for rock, rough, or mountainous terrain, or pursuing across bridges. If the characters find it possible to drive along the rail line itself, the modifier will be −3. Note that a sufficient expenditure of Hero Points will allow even an unexpected chasm to be "flown over" without using the rail bridge if a Trick Maneuver is used.

Once the characters reach the train, they will have to jump aboard it if it has not come to a stop. This transfer will entail 2 separate D100 rolls. Before making the transfer, the player must decide where on the train the character should jump for. You should give a PER roll if the character is looking for a particular car and conduct any chase with that car as the target. If the characters are trying to reach Octopussy's car towards the front of the train, they can be subject to attack from the cars they pass on the way there.

When the player has declared where he wishes his character to land (if there is no specific place the character is considered to have leaped onto the end of the last car), the character must leap from his vehicle to the train. The Primary Chance for this leap is [(STR+DEX)/2]. The leap is made at an Ease Factor 5. This Ease Factor can be modified for the character's physical condition. In addition, the leap should receive a −3 Ease Factor modifier if the character leaping is also the driver with a further −1 Ease Factor modifier if it is night. If the roll fails, the character has fallen short of the train.

Even if this roll succeeds, the character must get a handhold on the train. Use the same formula and Ease Factor to determine how good a handhold he has (Quality Rating 1 equals a firm hold, Quality Rating 4 equals very shaky). A failure means the character has not been able to retain his hold.

The amount of damage sustained by the character is up to you. If the leap is tried during a chase sequence, you can use the Mishap Chart in Chapter 5. At your discretion you may give the character a roll versus DEX to avoid being hurt.

Once the character has a handhold, he may enter the train or run along the top. Entering is no problem, other than the possibility of getting shot. Running along the top requires an Ease Factor 5 roll against the same Primary Chance as leaping unto the train (see above) for every 100 feet covered.

If the character is noticed, the guards and people on the train will pursue him whether he is inside the train or on top of it. The rules of the chase sequence should be adhered to, even though they may need modification depending on the circumstances. Whether the chase is inside or outside, a healthy dose of Hero Points will do the characters a world of good.

TRAIN CHASES

If the character makes it aboard without being noticed, there will be an encounter for every 10 minutes spent going through the train. To determine who the character encounters, roll 2D6 and consult the following table:

TRAIN ENCOUNTER TABLE

2D6 DICE RESULT	ENCOUNTER
2	Octopussy
3	Magda
4	The Twins (Mischa and Grischa)
5-9	D6 guards
10-11	Circus personnel (clowns, acrobats, etc.)
12	Semi-domesticated pet (monkey, ocelot, maybe a loose tiger, or something similar)

If the character makes it to the top of the train without being noticed, he will not encounter anybody until he makes his presence known. The characters must make a Stealth roll to keep from being heard by the people inside the car. Use the Stealth rules in the Basic Game book to determine if the characters are detected.

If the character is atop the train and has been noticed, the people on the train will pursue and confront him there. For every three Action Rounds of combat or chase, there will be one encounter. If the encounter is a person, it indicates that that person will climb up onto the train to join in the fight or pursuit. If the encounter is not an person, it indicates that it is an obstacle encountered that round.

TOP OF TRAIN ENCOUNTER TABLE

2D6 DICE RESULT	ENCOUNTER
2	A Twin (Mischa)
3	Strongman
4-8	One guard
9	Two guards
10	Tunnel (all people on top of train must become horizontal or be swept off the train)
11	Signal stanchion (all people on top of train must either become horizontal quickly or jump over the stanchion arm, or they will be swept off the train)
12	A Twin (Grischa)

If the chase or combat goes on long enough, the top of the train can become heavily populated. Use your own judgment regarding the number of NPCs on train roof vis-a-vis the number and condition of characters.

Anyone swept off the train may try a Ease Factor 3 DEX roll to have grabbed onto the train. If successful, they are hanging from the side of the train.

J. Octopussy's Circus

Octopussy's circus, while certainly being well-established, is neither particularly innovative nor especially popular. Like all circuses today, it suffers from a general lack of interest on the part of the public, but because of Octopussy's enormous financial standing, it is in no danger of bankruptcy. In fact, over the past few years the costumes, props, and the quality of the acts have all been upgraded, until they have reached a level of excellence equal to any circus in Europe. All it needs now are some famous names.

The circus grounds are comprised of a main tent surrounded by six auxiliary tents. The main tent, of course, is where most of the action takes place, and has the ring; it is described in more detail below. The six auxiliary tents each contain lesser shows or attractions (fortune-tellers, for example), and resembles features in a fair more than a traditional circus. Hard financial times have demanded a joining of fair and circus which does not sit well with traditional circus lovers.

The characters will be free to enter any of these tents but will not find anything useful. All the interesting discoveries are either in the main tent or in the trailers which store the equipment and materials.

The trailers (which bring the equipment from the rail sidings about a mile away), have all the circus belongings in them. Characters will find, in addition to spare equipment and costumes, sufficient evidence to confirm a link between Kamal Khan and the circus, but nothing of any real use to them.

All the performers' personal belongings are in their trailers. They travel light since they are constantly on the move. In Octopussy's quarters though the characters will find (with a Ease Factor 3 PER roll) several pieces of jewelry. Characters should get an Ease Factor 5 INT roll to recognize them as part of a stolen collection. Ostensibly, Octopussy holds onto them for safekeeping. Actually she enjoys taking them out and admiring them.

In Magda's trailer are letters and ledgers proving she has been Kamal's mistress for some time. The letters go on to show that Magda considers herself vital to Octopussy's chance of success in the jewelry heist. She is not, of course.

While all this may be interesting it is hardly vital information. The bulk of information is to be found in the main tent.

THE PARADE

The circus begins with a parade through the city streets on the morning of the first show. Often, of course, the show plays for only one day, or one weekend, in any given location (the day of the long circus tenancy is over), so the parade immediately precedes the show. Such is the case in Belgrade, where the circus is now to stop.

At the front of the parade is Magda, dressed in a souped-up tuxedo, dancing, twirling, and juggling her way towards the circus grounds. The "souped-up tuxedo" consists of a formal black top hat, a silk shirt and cravat, and a black "body suit" under a sequined, glittering black coat with tails. Black fishnet stockings and high-heeled shoes show off her rather stately legs. She alternately juggles plates, pins, or balls, and playfully pickpockets the spectators who line the route ("playfully" because she gives back what she takes). She is a total showstopper.

Following Magda are four octopussies, alluring ornaments for the circus. Each is dressed in white net stockings and a silvery "bathing suit" open in front from the neck to the navel. Long gloves cover the arms, and a spectacular headdress crowns the whole outfit; the headpiece looks like a Roman helmet with huge feathers on top plus the octopus design that rises from the forehead to join the plumes. Plumes also grace the shoulders. Covered with glitter, and with dangling jewelry, each octopussy is a fantastic sight to behold.

The main circus procession comes next. A series of trucks with open trailers pulls the performers and animals. The animals are both caged and in the open, depending on the nature and disposition of the beast. Elephants and horses wear glittering outfits and are ridden by various performers, and the lions roar at small children as if on command. Gymnasts roll and flip, and the Twins do a hand-to-hand balancing act whenever they are not simply walking along and waving at the crowds. The procession continues thus until at last it enters the main tent.

At the end of the parade comes the charivari, in which clowns tumble and bumble about the ring. The clowns provide the contrasts — the bumbling after the stately, the comic after the serious, the laughter after the tension; they enter at the opening of the show, entertain between acts as the ring boys change props, and close the last act. Artistically, at least, they provide the circus with a unity it would not otherwise have.

THE PERFORMANCE

The ring is 42 feet in diameter. It is a circle, covered with sawdust. Around it runs a ring frame, separating it from the tiers of seats which rise in concentric circles. On its day in Belgrade, the seats will be full, with 15,000 people watching the acts as they unfold.

First into the ring are the trick riders. Octopussy's circus has family riding act, in which a mother, father, and their son and daughter all ride and interchange their tricks. Although the circus originally employed a *voltige* rider (one rider, one horse), a replacement became necessary when one of the Twins killed him during a knife-throwing demonstration; he had been dallying with the Twin's favorite octopussy. The family will flip from horse to horse, ride atop one another's shoulders, and the like. They will finish traditionally, all leaving on one horse with the ringmaster leaping onto the horse's mane and a clown grabbing the horse's tail and being dragged out.

The second act features the Twins, in a traditional strongman act. Together, they perform hand-to-hand balancing acts of high skill. In the first movement, one Twin will lie on his back and support his partner, who does a handstand on his brother's hands. Then, the first twin will keep the second in the same position while rolling over onto his stomach. Rolling back, the second twin will lower and twist himself until he is horizontal, in precisely the same position as the first. They then leap up and perform two additional (similar) acts. After they leave, a contortionist comes on and contorts himself into all sorts of unnatural positions. Owing to his skill, his act fascinates but never nauseates. Finally, the Twins reappear with a perch act, and then they leave.

Next come the performing animals. At this point, only smaller animals — birds, dogs, and the like — will appear, and it is a short program. Following these come the liberty horses, those riderless horses that dance and perform. The ringmaster will crack his whip to guide them around the ring, and they will occasionally climb things and perform such outdated circus stunts as counting and spelling. Octopussy's circus is, in places, too traditional.

To bring the show to the intermission, out come the daredevils (the *caisse-coux*). Here are the human arrow, a stunt motorcyclist, and, finally, the human cannonball. After the latter has set his shot at exciting the crowd, the ringmaster will announce, "My lords, ladies and gentlemen, there will now be an interval of fifteen minutes."

Precisely fifteen minutes later, the ringmaster will re-enter the ring and introduce the animals of the Big Cage. Predictably, lions, tigers, and elephants (among others) will appear. There are many elephants, of course, since the circus' origins are in India. Included here is the famous "teeterboard," in which the trainer stands on one end of a small seesaw, while an elephant brings its foot down onto the other end; the trainer somersaults onto the head of yet an-

other elephant. Lastly appear the monkeys and the chimps, all dressed as people, each funnier and more endearing than the last. Next appear the jugglers with their dexterous tricks, and then the ground acrobats; both acts are quite short but highly entertaining. Clowns entertain between virtually all acts.

THE JEWELRY DISPLAY

At this point the ringmaster will say, "My lords, ladies and gentlemen, we have several acts for you yet — the trapeze artists, the next set of acrobats, and of course, our beloved clowns — but first we give you the finest, most dazzling show of all, the show which makes Octopussy's circus unique among all the circuses of the world — the glittering, blindingly beautiful, world-renowned Octopussy Jewelry Display, with its famous and wonderful treasures of the world. Yes, here is the show that makes this circus unique, the show you have come to see. Now, we keep you waiting no more. *Enter the Treasure!*"

At this point, twelve octopussies will slowly march around the ring, each carrying a dazzling jeweled ornament which the ringmaster will introduce. After this procession stops, and the octopussies are motionless around the ring, twelve small elegant carts, each with a few jewels and ornaments resting on it, will be pushed by other performers in front of the octopussies; again, the ringmaster will introduce and briefly explain the significance of each treasure. All this takes a few minutes only (a circus act must of necessity be short). Finally, the house lights will go down, and multicolored lights will sparkle off the gems. Then, Magda will push into the center of the ring a small table with a pure white cloth. On it is an egg-shaped jewel with lights dancing off its polished luster.

When it is in place, the ringmaster will step beside it and proclaim, "My lords, ladies and gentlemen, I now present the newest of our magnificent treasures, and indeed the most unique: here, from the extinct world of the Tsar and Tsarina of Russia, the now-dead world of palaces and pageantry, of towers and untold wealth, comes the stunning, spectacular, stupendous treasure of the Russian Royal Family itself — the Faberge Egg."

This is, of course, the characters' clue. Since the uniqueness of the act has been emphasized (and it is best to hammer the players over the head with that word), the same word which was emphasized in the Kamal-Orlov conversation at the lodge, they should realize that the Egg itself is the bomb. A look of consternation should darken their faces here, because they will also realize — or at least will come to realize — that the Egg in the ring is actually Q's Egg; therefore, the real bomb is the egg they replaced. They have twenty minutes to find the bomb.

If the characters have the Egg close at hand, you may wish to shorten the time they have to defuse it, by scheduling a delay in the circus acts. No matter, they will still have a fair bit of hustling to do. It is vital that at this point the players realize that the Egg is supposed to be the bomb; if they do not comprehend, they will quite possibly blow up either themselves or the hotel at which they left their attache case, or maybe even M. Not that they will necessarily stop the bomb even if they do realize its real identity, but it would make a frustrating adventure should they be sitting enjoying the circus when they find themselves blown up. It may be necessary, in the case of the unaware or first-time players, to intervene a bit for them.

If the characters attempt to run into the ring to get at the Egg (for whatever reason), they will be stopped by, first, the circus security, and then by the Twins. Security for the jewelry act is naturally very high, and it has been necessary more than once for the circus staff to render a would-be thief unable to walk in order to guarantee the safety of these treasures.

If the characters earlier failed to pull the Egg switch, then the egg in the ring will be the real bomb. In such a case, of course, rushing the stage may be the necessary thing for them to do.

After the jewelry act leaves the ring — to enormous applause — the trapeze artists will swiftly take their places and begin. Fifteen minutes, to the second, later, they will be making their exit as the clowns come on to peform their act and the show. *Five minutes into their act the bomb will explode,* unless, of course, it has been defused. Once the act has started consult a watch and keep track of the time. The amount of time it takes until the players announce their characters' actions should be subtracted from the five minutes. You will also have to keep track of time spent in a chase or a combat.

If the bomb explodes, it will destroy everyone at the circus and the population within a half-mile radius of its location. However, if the characters manage to defuse it without raising a panic, the circus will continue to the end, closing with the finale following the clowns. Everyone will leave happy, since the show has been fine.

Defusing the bomb is not particularly difficult, since it is simply a matter of turning off the miniature digital timer (the timer will show the time until detonation). An INT roll at Ease Factor 8 is sufficient to defuse it (any Quality Rating result indicates success). In other words, as long as the characters find the bomb, they should be able to defuse it with little difficulty. If one character blows the defusing, another may try (but each only once); if all fail, well, that's the way things go.

Part IV: Consequences

A. If the Characters Succeed in Defusing the Bomb

For James Bond, merely saving the world is not enough; he also insists on capturing the villain. If the characters adhere to the Bond mythos, this will be true of the *Octopussy* adventure. Defusing the bomb may be, depending on the characters' actions, relatively easy (or the attempt could kill them). What becomes difficult is catching those responsible for the bomb's existence — Kamal Khan and General Orlov.

General Orlov has been staying near Belgrade for the past two days, just outside the danger radius from the bomb. His assignment was for Hungary, but he exercised privilege of rank to disappear for a couple of days. He plans to remain on the Belgrade outskirts, out of uniform, until the bomb detonates; then he will appear, three hours later (to allow time for a faked plane trip) in full uniform. Taking advantage of the fact that the city is in commotion, he will launch into his tirade against the U.S. military and the arms race while waving the counterfeit C.I.A. documents. He will argue in favor of Soviet build-up in view of the current situation in Belgrade.

Although he is far too impetuous to have made contingency plans in case the bomb plot fails, Orlov will in such a case leave for Hungary. If necessary, he will steal a private plane for this purpose, but more likely he will use his private car.

If the bomb is defused, roll D100 every five minutes to see if Orlov goes to the circus to investigate the delay. For him to go, the D100 result must be less than the number of minutes which have passed since the planned detonation time. For example, 20 minutes after the scheduled detonation, Orlov will leave if the D100 result is 01-19.

Until Orlov goes to the circus, he will stay in a small, innocuous-looking hotel east of the city, listening for the explosion.

Kamal, on the other hand, will wait in the Monsoon Palace for news of the bombing. With Gobinda and his other guards with him, he will not think of leaving since he, quite naturally, feels perfectly safe there. He is so sure of the outcome that he is not even listening for news reports, and thus he will have heard of the foiled plan only shortly before the characters get back to Udaipur. He will, therefore, be at the Palace if the characters return to Udaipur.

He will, however, put on 2D6 more guards when he hears of the foiled bomb attempt, so the characters had best be prepared. If the characters attack him, and he feels he is going to lose, he will attempt to escape by racing through the streets of Udaipur to the airport 12 miles away, where he keeps his private Beechcraft. From here he will head for Korea.

There remains the problem of Octopussy's guilt in the jewelry heist. If the characters have been attracted to Octopussy, and this is likely, they can take to heart her advice that jewelry heists are not really a matter for M.I.6, and let it go at that (as Bond does in the movie). If, however, the characters are staunch, dedicated doers of good, and have no special weakness for attractive women, they may first bring her to justice and then arrange for a physical check-up to ascertain that they still have male blood flowing through their veins. As for the other lady, Magda, she may be considered innocent in both matters (that is, the bomb and the heist).

Since Octopussy and Magda will be more than a little annoyed at having been left by Kamal to die, they will probably wish to participate in Kamal's capture (**Note:** The Udaipur police will not help, since they have no reason to believe that Kamal is guilty). The octopussies and other remaining members of the circus, except for the Twins, are at their command.

In the movie, the octopussies, Magda, and Octopussy storm the Monsoon Palace and are in turn rescued by Bond. You may stage the storming of the palace, or you may leave it to the characters. If you stage it, you may wish to arrange it so that the ladies attack first, thereby leaving them available for rescue by the characters.

CAPTURING KAMAL KHAN

The distance from the Monsoon Palace to the airport where Kamal keeps his Beechcraft is 12 miles. This is not a private airport, but it is a small one. The route consists of city streets, all of which will be laden with pedestrians, vendors, and the hustle-bustle of Indian life; then two miles of open highway; and finally four miles of winding, hilly, gravel roads leading to the airport. In a chase, Kamal gains a +1 Ease Factor modifier for knowing the route.

Once Kamal has reached the airport, he and Gobinda (and any hostages they have) will have to make a 20-yard dash to the airplane. Gobinda will provide covering fire, unless of course he is encumbered with a hostage. Assume that the plane is fueled and started (Kamal would have given orders via the radio in his car); assume also that the runway is clear (they always are in the movies). Kamal will head onto the runway immediately to take off as quickly as possible.

If the characters have not yet stopped Kamal, they may be now forced to perform the heroics at the climax of the movie — that is, to capture the plane as it is taking off. Only those with substantial STR, DEX and WIL need apply, and it will not hurt if the character has a Pilot skill of at least 3, in order to know anything about planes.

The outside of the flying Beechcraft is a wonderful place to have the characters finally confront Gobinda, although only a substantial application of Hero Points on the characters' part will allow them to succeed. It will be very easy at this point for the character to die. Given that Bond himself came close to doing so, there is nothing wrong with this (though the character might be unamused should he fall to the ground). If they get Gobinda, they must still take on a gun-carrying Kamal, who has control of the aircraft. Best of luck to them.

The Beechcraft's attributes are:

PM	RL	CRUS	MAX	RGE	FCE	STR	COST
0	4	180	260	1530	3	8	148K

If the characters miss leaping on the plane, ask them for what you consider to be an appropiate number of Hero Points. If they are willing to spend these points, tell them there is another plane at the airport. It is covered over with canvas to the side. It does not look very impressive.

When they uncover the plane, tell them it is an Acrostar that is obviously on a stopover here while being shipped somewhere. Depending on the players' plans, you can alter the Acrostar from the basic book to either accommodate two people or have it armed with one 50-caliber machinegun. The characters then can try anything from a mid-air switch from plane to plane, to shooting down Kamal's aircraft, to forcing it to land.

The Acrostar's attributes are:

PM	RL	CRUS	MAX	RGE	FCE	STR
+2	4	260	310	900	1	3

Of course, there is just as good a chance that Kamal will escape. Although such an action will render the characters less heroic, an escaped Kamal (and Orlov, for that matter) will present the GM with a ready-made villain for a home-cooked adventure. Such a move, if desired, can be arranged with the greatest of ease, given the adventure as presented.

B. If the Characters Fail

If the mission fails — that is, if the bomb detonates inside the circus, or for that matter in any other politically vulnerable spot — the characters are in a bit of a mess. If they are still alive, it will be essential for them to capture those responsible for the bombing in order that their plot can be revealed. The whole mission becomes especially difficult at this point, since killing Kamal and Orlov will not be enough; they must be captured to be tried. Octopussy will also be in extremely hot water, since it was at her circus that the detonation occurred.

It will be up to the characters to decide whether or not they will report their failure to M. If they do so, they will likely be taken off the case completely, unless they can Persuade M to give them a chance at "revenge." They may, instead, break all contact with M and try to solve the case themselves, risking a severe reprimand later but allowing themselves a chance of making up for their failure. Of course, not reporting the cause of the explosion could result in a third World War, so they had best report to someone. In any event, the only thing left after an unsuccessful mission is to

try to bring the villains to justice, and then see what happens. Obviously, it must be done swiftly.

Since the death of Tito, Yugoslavia has been the site of extensive diplomatic activity by the world's superpowers. It is situated in a militarily strategic location, so the Soviet Union wants it as part of the Warsaw Pact as much as the United States hopes it becomes part of NATO. If the bomb detonates in Belgrade, then, the severest repercussions will come in the form of an immediate turning away by Yugoslavia from the NATO alliance. The explosion is, after all, the result of an American plot (as proved by Orlov's evidence).

Of course, the diplomats will be scurrying about trying to calm the churning political waters. There are several things that can happen because of the explosion. To determine what happens, roll a D100 after the end of the mission and consult the Political Events Table.

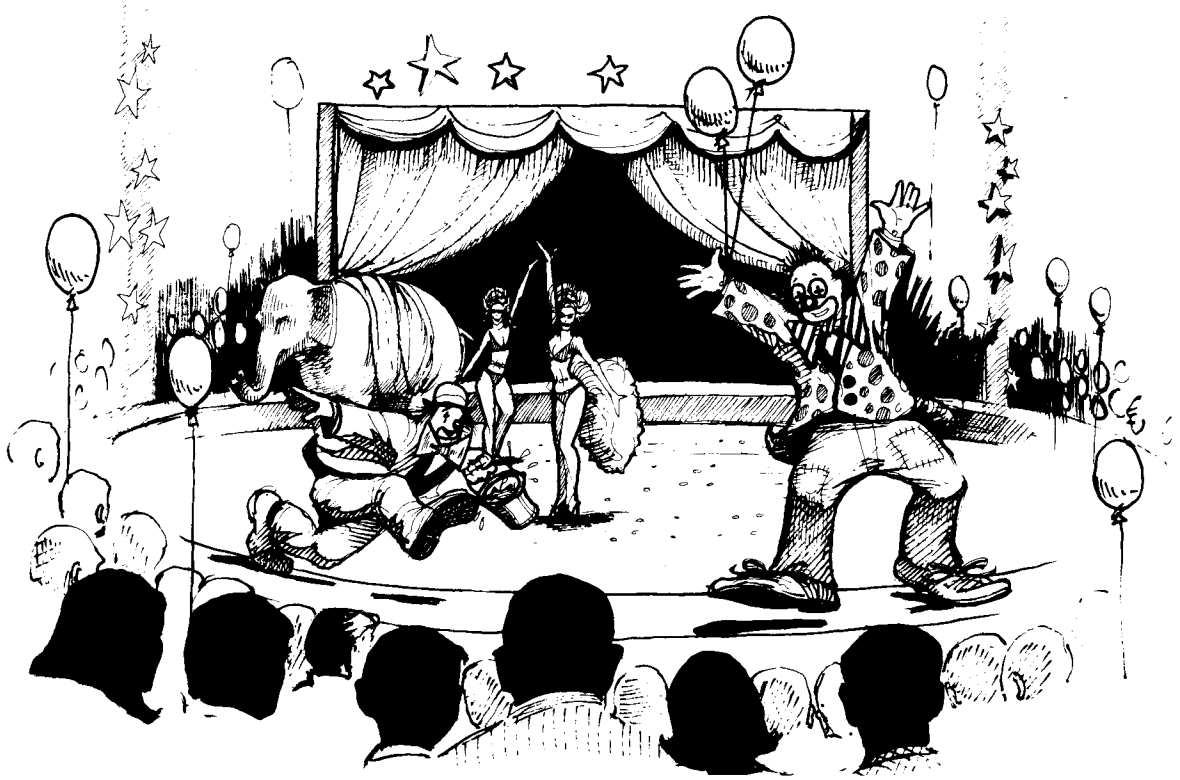
POLITICAL EVENTS TABLE

D100 DICE RESULT	EVENT
01-30	Successful Western emergency diplomatic sessions have convinced the Yugoslavs that what happened was not the result of a plot by the United States. The world situation remains unchanged, except that any agent who is part of the NATO alliance will meet with hostility during any encounter in Yugoslavia, or with a Yugoslav secret agent.
31-60	Yugoslavia closes it doors to all American diplomats, ambassadors, and other officials. Any American operatives are hunted, arrested, and tried. British operatives receive a −2 Ease Factor modifier on any Reaction Rolls made in Yugoslavia, −1 Ease Factor in any other non-NATO European country. France threatens to leave NATO immediately.
61-90	Yugoslavia joins the Warsaw Pact to gain the protection of the Soviet Union. All operatives working in Yugoslavia will have the same problems as if he were working behind the Iron Curtain.
91-98	Yugoslavia joins the Warsaw Pact. Soviet troops are deployed along its western borders. There are limited attacks by the Soviets against NATO forces. These attacks are considered protectionary by non-NATO countries.
99-100	World War III is declared. (Use your imagination.)

Inform the players of these consequences. None of them are very good, but they can make things right if they capture the people responsible and get the proof that it was the work of individuals not of a NATO country. This stimulus should get their characters moving.

If the bomb explodes anywhere else, there will still be problems, but not of the same nature. If in Moscow, for example (however it gets there), there is a good chance of a retaliatory strike by the USSR; at the very least, *Pravda* will have a field day churning out propaganda pieces. If in Udaipur, India will certainly be less than amused, but they will not join forces with the Soviets no matter what. If in England, the characters can consider themselves relieved of duty.

You will have to decide whether or not the bomb will be discovered by someone other than the characters before it is detonated, especially if the characters leave it with M.I.6. It is not a good idea to have M.I.6 blown off the map.



Part IV: Redesigning Octopussy

A. Further Missions

There are 4D6 stolen gems hidden around the world. If Octopussy does not — or cannot — reveal their location, the only way the characters could find them is to search her files completely; the files will reveal the cities in which the gems are hidden, but not where or with whom. You can select almost any city in the world as a location for the stolen jewels and have the characters search for them. The resulting adventures will form a linked campaign, with the possibilities of Orlov, Kamal, and Gogol reappearing. In addition, the jewelry counterfeiters who worked for Orlov will become major figures in this campaign, as they will attempt to knock off the characters to protect themselves.

Another possible campaign is to follow Kamal's underworld business arrangements around Indian and French territories. It is also possible to bring Thomas Snowman into the story as a regular Soviet spy, incorporating the chaos he could cause as a trusted official at Sotheby's. Finally, Magda's rather mysterious beginnings could become a full-fledged adventure, as her story unwinds and the links with Kamal and other Indian underworlders become known. Udaipur itself, with all its palaces, could be the beginning of such a campaign.

B. Varying the Complexity

The *Octopussy* Adventure Module is designed to be a fair challenge for one "00" character or two Agent rank characters, or four Rookie rank characters. If your party consists of a different combination, you may wish to vary the complexity of the mission. For example, fewer than four Rookies stand little chance of surviving at all while two "00's" will hardly find it any challenge.

The chart below lists the possible combinations of characters. On the same line are modifiers for NPC Characteristics and Skill Levels. All NPCs should be modified using these guidelines (just make sure the final numbers are not less than 1 or greater than 15). The NPC Number is used to modify the number of minor NPCs (Guards, for example) encountered at any time, according to the encounter tables. There will never be fewer than one NPC encountered.

For more intricate combinations of characters' ranks, you can base your decision on a comparable combination above.

Another method for lowering the difficulty is to selectively eliminate certain NPCs. Removing Gobinda from the proceeding will certainly make the mission easier. You could also decide not to leave NPC Reactions and decisions up to random die rolls. Making Octopussy automatically Friendly or Enamored with a character can also make the adventure easier.

COMPLEXITY VARIATION CHART

GROUP COMBINATION	NPC CHARACTERISTIC MODIFIER	NPC SKILL MODIFIER	NPC NUMBER MODIFIER
1 Rookie	−5	−4	−3
2 Rookies	−4	−3	−2
3 Rookies	−2	−2	−1
4 Rookies	0	0	0
5 Rookies	+2	+2	+1
1 Agent	−4	−3	−2
2 Agents	0	0	0
3 Agents	+3	+2	+1
4 Agents	+4	+4	+1
5 Agents	+4	+6	+4
1 "00"	0	0	0
2 "00's"	+3	+3	+3
3 "00's"	+5	+6	+4
1 Rookie/1 Agent	−1	−2	−1
2 Rookies/1 Agent	0	0	0
3 Rookies/1 Agent	+1	+2	+1
1 Rookie/2 Agents	+1	+2	+1
2 Rookies/2 Agents	+3	+2	+2
1 Rookie/3 Agents	+3	+3	+3
1Rookie/1 "00"	+1	+2	+1
2 Rookies/1 "00"	+3	+2	+1
3 Rookies/1 "00"	+3	+4	+2
1 Agent/1 "00"	+3	+2	+1
2 Rookies/1 "00"	+3	+3	+3

C. Altering the Basic Scenario

Throughout the *Octopussy* Adventure Module are suggestions on how to alter the mission while it is in progress. However, you can alter the basic premise of the mission. This may even allow you to replay the adventure without it losing interest. Some suggested changes are:

1. Kamal does not take the Egg from the Auction Hall. Instead he leaves it with Snowman, who will hold it until morning or ship it to the circus in Istanbul via guarded cargo plane. This change will allow the characters to switch the Egg after the auction, rather than during the auction. Of course, the homer signals will be misleading.

2. Octopussy is aware of and involved in the bomb plan. This change will greatly alter her Reactions as well as her character. Also, it will change the adventure since the characters will have to work harder to uncover the plot and have fewer potential allies.

3. The climactic fight for the Egg can be staged on the way to Belgrade, specifically in Sarajevo, the site of the 1984 Winter Olympics. The repercussions from an American bomb found at this site, when combined with Olympic security fears which have barely subsided since the 1972 Munich games, will cause many anxious moments for any intelligence network on the side of the good guys.

Part V: Thrilling Cities

Udaipur, India

Udaipur, located in the northwest part of India (reasonably close to Delhi), has been called the "City of Dreams," the "Venice of the East," and the "City of Sunrise." Now part of the administrative unit of Rajasthan, its history extends back to when the region was the state of Mewar. Udiapur was built during the 16th century, on the shores and the islands of Lake Pichola, itself an artificial lake built during the 14th century.

The city has five main gates along a wall bastioned to protect against ramming (iron spikes line the outer wall). On the islands of Lake Pichola are several island palaces, all built as responses to — and some in imitation of — the palace of the Maharana Udai Singh. The most opulent of these palaces contain brilliant mosaics and mirrors, antiques and historical relics, lush gardens on the outside, and are mostly of classical Indian architecture (the Taj Mahal is a familiar example of this type of architecture).

The approach to Udaipur, through Lake Pichola, is by way of a channel in the city's harbor. There is a 75% chance the travellers will see a crocodile in the channel, and a 100% chance they will be attacked by one if they fall or dive in the water. Along the water's edge are women washing clothes and children threatening to jump in for a swim (much to the crocodiles' delight). The Maharana's palace is clearly visible atop its crest, while other luxurious buildings stand right along the waterfront. The harbor itself is bustling, crowded with walkers, children, and merchants.

The Udaipur streets are similar. They are mostly dirt streets, filled with pedestrians, tourists, vendors, water sellers with their gourds, children, policemen, cars, trucks, horse carts, camels, and all the other inhabitants of a typical Indian street scene. Here walkers will be jostled, haggled, and otherwise not left alone by the untold numbers of people wishing to help them ease the burden of carrying large sums of money. Also seen will be beggars, on whom the characters might take pity, and occasional "showmen," creating spectacles for the delight — and the money — of the crowds. Particularly noticeable is the frequent snake charmer.

HOTELS: Udaipur is famous for its accommodations, and the characters may choose to stay at whatever hotel they like. The most opulent is the Monsoon Palace; it is also important because Kamal Khan usually stays in it. The hotel is among the best known in India, and is the one to which Vijay and Sadruddin will refer them. But there are plenty of others. The 55-room Laxmi Vilas overlooks the city and Lake Pichola. The Oberai Shikarbadi, 20 rooms and 10 miles out of town, was once a royal hunting lodge; Kamal, an ardent hunter, visits the lodge twice a month for his hunting expedition. Other hotels include the Arand Bhawan (20 rooms), and the Allen Hotel (50 rooms).

RESTAURANTS: Udaipur's main restaurants are the Kwality Restaurant and Berry's, along with the restaurant in the Monsoon Palace.

MONEY: One pound equals 16.72 rupees.

COMMUNICATIONS: Telephone service is only fair, a little worse on international calls. Telegrams can be sent from any hotel desk.

LANGUAGES: Hindi, English

GETTING AROUND: Taxis are available. Cars may be rented but the narrow, crowded streets make for hazardous driving.

EQUIPMENT: Ease Factor 4

INTELLIGENCE AGENCIES: M.I.6 has a Level 3 Station House here. The KGB has a Level 1 Station. The C.I.A. has no Station in Udaipur.

OCTOPUSSY

Udaipur, India. The City of Dreams.

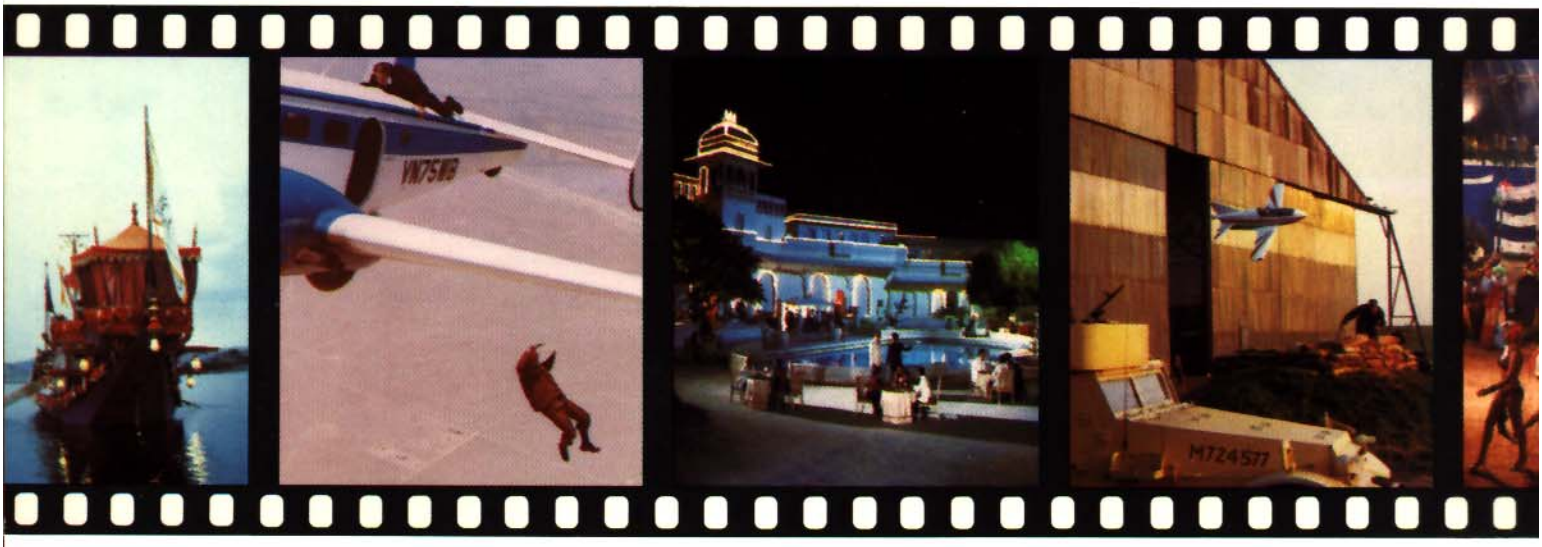
BRIEFING: Somewhere in this opulent city, the mysterious tradesman known as Kamal Khan is bringing to fruition a plot that will throw the world into chaos. Elsewhere, in her island palace on Lake Pichola, the beautiful Octopussy is scheming to multiply her enormous store of priceless jewels. Meanwhile, on another continent, one of the great treasures of Tsarist Russia — the Faberge Egg — is being slowly transported by a deadly circus towards an unknown destination.

MISSION: As an agent of M.I.6, the British Secret Service, you must attempt to find the link between Kamal Khan, Octopussy, and the Faberge Egg. But your task is far from easy, and it could be lethal. Armed with a few pieces of special equipment from Q Branch — and your own natural resourcefulness — you must uncover and defeat an underworld plan of international import. For if *you* fail, the world itself could face destruction.

The Jewel of Death

The *Octopussy* Adventure package contains:

- An illustrated 48-page Gamesmaster's Guide with complete instructions on running an adventure.
- An Agent's Briefing Dossier from M.I.6 with 8 Mission Information Sheets.
- A full color wrap-around folder complete with a portfolio of the major non-player characters.



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JAMES BOND 007

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