

LUTHER Arkwright

ROLEPLAYING ACROSS THE PARALLELS

Design Mechanism Announces New Luther Arkwright Roleplaying Game for RUNEQUEST

December 2012: The Design Mechanism has licensed the exclusive rights to produce a brand new roleplaying game based on Bryan Talbot's acclaimed graphic novel series *The Adventures of Luther Arkwright*.

Luther Arkwright is a trans-dimensional troubleshooter working for WOTAN, the agency that monitors the myriad parallel worlds of the multiverse. The first, iconic graphic novel series focuses on the attempts by the sinister Disruptors to unleash the Firefrost weapon and so cause widespread destruction and chaos across the parallels. Luther, working in a version of Earth where Cromwell's descendants still hold power, goes to extraordinary lengths to thwart the Disruptors' plans.

An overview of the Luther Arkwright saga can be found at:
http://en.wikipedia.org/wiki/Luther_Arkwright

And at Bryan's own site at: <http://www.bryan-talbot.com/arkwright/>

Luther Arkwright: Roleplaying Across the Parallels will see Bryan's iconic character and setting powered by the RUNEQUEST 6 rules. The game will focus on WOTAN's attempts to police the multiverse and prevent the Disruptors' (and others') schemes. Characters in the game each have a unique ability that has brought them to WOTAN's attention, including psionics, mysticism and other talents of the kind found in the Arkwright multiverse. The game takes RQ in a new direction: rules for the modern era, along with mechanics for Steampunk concepts, travel between parallels, and even maintaining the same character across multiple worlds, will be included.

The game will be written by Pete Nash and Lawrence Whitaker, collaborating with Bryan Talbot. Bryan had this to say: "2014 is the 36th anniversary of the beginning of the original serialisation of *The Adventures of Luther Arkwright* graphic novel, and it's never been out of print since then. In the summer, Dark Horse books are releasing a large format, hardback prestige edition of the book, which will also include the sequel, *Heart of Empire*, an extensive illustration gallery and a ten page interview. It's so very cool that this brand new *Luther Arkwright* role playing game is being published in this same year. I'm very excited about the project."

Lawrence Whitaker added: "As you can imagine, we share Bryan's excitement. Pete and I are long-time Arkwright fans and, with our deep love and affection for multiverse-spanning concepts, eternal champions, and the whole *Fin de Siècle* milieu, this is a perfect setting for us. We're very much looking forward to working with Bryan and getting the *Luther Arkwright* game finished for the end of 2013."

Further information regarding *Luther Arkwright: Roleplaying Across the Parallels* will be made available via the Design Mechanism website and its forums: www.thedesignmechanism.com

