

UK Games Expo 2016 Catalog

Note items marked * are on sale at a special convention price

Openquest Deluxe £20 Hardcover/£15 Softcover (normally £27/£20)

This is our introductory D100 Fantasy roleplaying game. A complete rule book with all the rules, setting information and starting adventure you need. Broadly compatible with other D100 games so you can use the adventures with minimal tweaking.

Settings/Mini-Campaigns for OpenQuest

The Savage North £12 (Normally £15) * A harsh barbarian swords and sorcery adventure in a cold land where evil stirs.

Life and Death £10 (normally £12)* This mini-epic plays out in a desolate post-apocalyptic fantasy world, involving a mystery that could heal the world or destroy it.

Crucible of Dragons £12 (normally £16) * Ray Harryhausen meets Clark Ashton Smith in this island sandbox.

OpenQuest Adventures £10 A collection of standalone adventures of various fantasy sub-genres.

Crypts and Things 1st Edition £10 (normally £18) *

Old School Level Based Swords and Sorcery Roleplaying through the lens of 80s UK gaming.

Blood of the Dragon £5 (normally £6) * An introductory adventure set in the harsh world of the Continent of Terror.

Tomb of the Necromancers £5 (normally £6) * A magical weapon desired by an Sorceress leads to the old sanctum of an unpleasant group of Necromancers.

Monkey £10. A simple card based storytelling game based on the Chinese Epic Journey to the West.

Project Darklight £15 *New Release!* A rules light Cyberpunk game, set in the 23rd Century where the 'punks fight a conspiracy as old as human history.

Hunters of Alexandria £12 A swords and sandals game set in Ancient Roman times using a straightforward version of the popular *Fate* rules.

The Company £15 (normally £18) A self-contained game using the OpenQuest rules about Modern Warfare.

River of Heaven £20 Hardcover (normally £30) /£15 Softcover (normally £23) An epic science fiction game set in the 28th Century using the OpenQuest Rules.

Adventures for River of Heaven

The Last Witness £5 (Normally £6) A generation ago a ship was sent out to contact the Machine Collective. It was presumed missing until now.

Reunion (Normally £6) You are rudely awoken from cryogenic sleep with the Stepship's alarms blaring, thrust into the mystery of what is happening.

Glorantha Fanzines

We are big fans of Greg Stafford's world of Glorantha and are honoured to have a license to publish fan material.

Hearts in Glorantha 1-5 Collected £20 The first five issues of our Gloranthan Fanzine.

Gloranthan Adventures #1 New Beginnings £10 Join a small barbarian clan in this five adventure collection and fight off their enemies.

Gloranthan Adventures #2 Red Sun Rising £15 All Hail the Reaching Moon! Join a Lunar Conspiracy to place a Lunar Heir on the Throne of a Dara Happan City state.

New to Roleplaying Games?

We don't like settings or rules systems that drown potential players in detail and fiddly complex rules. We want people to pick up our games and have *Maximum Gaming Fun* playing them as quickly as possible.

All our games are designed to be accessible to new comers. Our adventures are concise and self-contained, often with a set of ready-made player characters so you can pick up and play the adventure after the referee has quickly read it.

Particular recommendations from our catalogue

Monkey. This is a simple easy to play game uses playing cards to quickly resolve anything from big kung fu action sequences to bickering between the main characters. Set in a Mythological Version of Ancient China which should be instantly familiar to anyone of a certain age who watched BBC2 in the 80s, and is easily picked up by anyone who isn't

OpenQuest was designed as an introductory D100 Fantasy Game, with over 30 years of the authors gaming experience crammed into 200+ pages.

Hunters of Alexandria. A small A5 booklet that contains a short set of rules, information about the Urban Fantasy setting of Roman occupied Alexandria, four ready-made characters, and even a starting adventure.

Project Darklight. This game was built round a simple d6 dicepool system called Wordplay that is very easy for beginners to pick up and play and emulate the action of the Cyberpunk genre.

If you want an easy and accessible way to get into the joys of the world of Glorantha both issues of **Gloranthan Adventures** are designed to be short self-contained Story Arcs (think a game with the depth and length of one HBO TV Show Season) that focus on one of the cultures of the world. Our friends at Chaosium (stall E13) have copies of HeroQuest Glorantha, the roleplaying game that these books are written for.

D101 Games



**Caution
Wizards operating
in this area**

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