

D101 @ Continuum 2012

The Games

*We run games, lots of games.
Sometimes people tell us to take a
break, but hey sleep is for sissies.*

Full details of what our crack(pot) team of
Gamesmasters are running for your entertainment is
given in the following pages (2-7)

The Talk

*We like to talk, we like to blah, blah,
blahdy blay blah about games.*

This year Newt will be doing a talk in the Seminar
room on Saturday 5pm entitled "~~Sex Secrets of the~~
Gaming Industry" "D101 WTF?" Details on page 7.

The Magic Stall

*We make and sell games. Our trade
stall comes from another dimension
and materializes for your satisfaction.*

Open between games in Room D101, the same place
as we run our games, or we ever Newt happens to
be.

Price List on the last page of this pdf (p8)

Now go....

REJOICE & ENJOY!

Many thanks to the Continuum organisers for
putting up with our Chaos again ☺



D101@Continuum 2012 is

- Newt Newport
(Benevolent Dictator of D101 Games)
- Dan Barker
- Tim Ellis
- John Holmes
- Rik Kershaw-Moore
- Gwen Mott
- Sacha Ratcliffe
- Jane Williams

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Friday Evening Slot 2

The Games

- The Night of the Toad (OpenQuest)
- The Secret of Ur'shruuk (Crypts and Things)
- The Green and Pleasant Land (Wordplay)

Title: Night of the Toad

Slot: Friday Evening Slot 2

System: OpenQuest

GM: John Holmes

Author: Simon Bray

Number of Players: 6

Description:

Number of Players: Wart is a small soggy village that stands on a well-used highway. It is a much loved stop for travellers and traders. Most that travel through these lands are heading to the famed city of Draxa, capital of this island nation. It rains most days in Wart, and the village is surrounded by flooded pastures, glistening rivers and muddy bogs, which provide good fishing, peat and rushes for the locals to sell. Most of the houses are thatched and made of wood; they stand above the flood plain on stilts and every household owns a little boat. Unlike most Pheraen settlements, Wart is not guarded by walls or even fences. It is as if the draconic monsters that plague the island have little interest in the locals .

The village is renowned for its excellent deep brown ale, friendly locals and excellent inn. The local men are notoriously ugly, but they make the best of themselves with their good nature. The women are lovely to behold and famed for their beautiful complexions.

Each year the villages hold the Festival of the Toad King, a three day event where much beer is drunk and there are a variety of contests, such as Frog Hopping, Toad Throwing and the infamous Spawn

Swallowing. The culmination of the festival is the crowning of the ugliest man, who is called the Toad King and dons a garland of dried frogs and crown of rushes before being paraded around the town and ending up in the arms of the village's prettiest girl.

Tags: Swords and Sorcery, D100, Dark Fantasy

Title: THE SECRET OF UR'SHRUUK

Slot: Friday Evening Slot 2

GM: Rik Kershaw-Moore

Author: Rik Kershaw-Moore

System: CRYPTS AND THINGS

No. of Players: 6

Requirements: None

Description:

Less than a days march from the Orun Mire lies the trackless wastes of the Ash Plains. Here amongst the high ash dunes lies the vitrified temple of Ur'Shruuk. Deep within the bowels of this temple is a dire treasure said to be worth more than the souls of men. Now the Princes of House Blazethorn wish it be theirs. Are you man enough to risk all to help recover it?

Tags: Old School Class/Level based fantasy, Clark Ashton Smith, Horror, Fighting Fantasy, White Dwarf (Early)



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Title: Blood of the Dragon

Slot: Friday Evening Slot 2

System: Crypts & Things

GM: *Sacha Ratcliffe*

Author: *Newt Newport*

Number of Players: 6

Description:

“Under a land shrouded in volcanic ash punctuated by rocky spires that tear at the sky they say the Great Dragon sleeps. Tyanos the Black, Trickster god of the long dead Hu-Pi people stole their blood and bottled it for his insane delight. As drink of the gods it confers immortality to mortal man, but at what terrible price?

The very quest for this elixir is insane. A trip into a harsh and unforgiving land of the Spires, a poor and bandit ridden weird land, inhabited by the likes of Black Joop, Nigus the Headless and the Mother of Hydra. Names that should send a shiver down your spine. So pick up your sword, down the last of your ale to steady any nerves and stride off towards a great adventure amongst the rocks that defy the sky.”

Tags: Old School Class/Level based fantasy, Clark Ashton Smith, Horror, Fighting Fantasy, White Dwarf (Early)



Title: The Green and Pleasant Land

System: Wordplay

Gm: *Newt Newport*

Author: *Newt Newport*

Number of Players: 6

Description:

Welcome to Britannia the Great, a green and pleasant land of fair play, prosperity and magic. You left its comforts to explore the wider world, and bring light to the darkness found there. But after the Great Hurt War of 1914-18 a dark and ominous cloud covers the land. Many citizens of this noble land are despairing of those lost in the Great Hurt War have faded away leaving much of the country side and many factories deserted. The Queen of Hearts has disappeared at the end of the War and her angry daughter the Red Queen has been put in her place by the Son of the Great Architect, Jim. The soulless Nightmare men lurk in the shadows preying on the weak and weary, infecting whole communities with mean spirit and killing them through the terror of isolation. Many a cricket field lies overgrown as a Britannia's sense of sportsmanship dies in the hearts of its people. The future is changing the very land, but who does it belong to?

There's something afoot Op North in the borough of Oddham. Disturbing reports are reaching the Ministry of Secret Doors, of cannibalism, a work force in revolt and a dragon gone missing. Lord Winstone, head of the Ministry, is taking a personal interest in the affair.

NOTE: This game is set to run for three hours. Please do not sign up if you are expecting a four hour game.

Tags: Whimsical, Edwardian Fantasy, Fairytales for Adults, D6 Narrative game,

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Saturday morning Slot 3

The Games

- Operation Camphor (The Company)
- Escorting the Goddess (HeroQuest)
- The Magical Painter (Monkey)

Title: OPERATION CAMPHOR

GM: Rik Kershaw-Moore

Author: Rik Kershaw-Moore

System: THE COMPANY

No. of Players: 6

Requirements: None

Teaser:

02:13 ZULU - Briefing Room Alpha, Hurricane Base. In the last five minutes you've gone from being fast asleep to being painfully awake; such is the life of a team working the SHOTGUN emergency response shift. "Less than a hour ago an armed band of four intruders entered the flat of Hank Thornville, a key member of the Sea Transport Section, and abducted him. We currently do not know who these intruders are, or why they would wish to attack Hank; what we do wish to do is recover Hank with all speed. Right now you are to grab you gear and get airborne. You are wheels up at 02:20 ZULU." A fast paced action thriller, putting you in the boots of members of The Company, an elite independent Private Military Service Provider. The Company is a global security concern capable of dealing with any situation from a high octane firefight to the tracking down of serial killers.

Tags: D100 Modern Warfare, Thriller.

Title: Escorting the Goddess

Slot: Saturday morning Slot 3

System: HeroQuest 1

GM: Jane Williams

Author: Newt Newport

Number of Players: 6

Description:

Lenath Tors is a woman marked for death. Her marriage would bring together two feuding families, ending hundreds of years of clandestine warfare. The heroes must escort her through the crowded city avoiding assassins and other unique dangers of their civilisation. They are members of her Association, the Five Trees of Bounty, a grouping of social units as per Dara Happan tradition and fellow practioners of the Lunar way. As such the success of Lenath's marriage is in their best interests both in terms of social and religious advancement.

Tags: Mythic, Ancient World, Intrigue, Action

Title: The Magical Painter

Slot: Saturday Morning Slot 3

System: Monkey

GM:Gwen

Author: Newt Newport

Number of Players: 6

The Queen of the Western Heaven's favourite mortal Painter has gone missing. Nobody seems to care or know where he has gone. The Queen arrives at the Ministry of Thunder to demand its agents recover him. The Ministry says "you say jump, we say how high" and assigns its best agents to the job. Yes that's you scruffy lot, get yourselves down to Earth right away!

Description: Comedy, Kung-Fu action, BBC 2 80s TV, Chinese Classic

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Saturday Afternoon Slot 4

Title: Fort Boneguard

Slot: Saturday Afternoon

System: Crypts and Things

GM:Newt Newport

Author: Newt Newport

Number of Players: 6

Description:

“When the fire rained from the sky, the civilisation that clustered around the river that flows through the Spires was burnt to a crisp. Every man, woman and child died in the holocaust, and their bleached bones carpeted the land. With malignant spirits and undead being the main inhabitants of this forsaken land, the Warlords of the South established Fort Boneguard to prevent its horrors drifting into their lands”

The Ancient Chronicle of Zarth.

The Bone fields are a bleak desolation, where nothing grows and bones stick out of a dusty bleak ash plains. It is a cursed land where only the groaning spirits of the dead and the restless undead roam. You and your ‘friends’ have come to this Godless land to make your fortune. Some would say you are blinded by gold-lust and will end up food for the crows or worse. You say “what is life without a bit of risk”.

Tags:Old School Class/Level based fantasy, Clark Ashton Smith, Horror, Fighting Fantasy, White Dwarf (Early)

NOTE: This game is set to run for three hours. Please do not sign up if you are expecting a four hour game. I need to be finished by 5pm to go give a talk.

Title: Operation Redemption

GM: Rik Kershaw-Moore

System: The Company

No. of Players: 6

Requirements: None

Teaser:

Dateline: Venice, Italy. It should have been just another routine assignment for the guys from Specialist Services – guard an auction house in Venice. Just how hard could it be? Even Intel Command placed it as a low risk operation. That was until it all went Pete Tong. With the alpha team murdered and the Principle demanding results it is time to get serious. A fast paced action thriller, putting you in the boots of members of The Company, an elite independent Private Military Service Provider. The Company is a global security concern capable of dealing with any situation from a high octane firefight to the tracking down of serial killers.

Tags: D100 Modern Warfare, Thriller.



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Saturday Evening Slot 5

Title: City of the Evil Emperor

Slot: Saturday Evening

System: Crypts and Things

GM:Newt Newport

Author: Newt Newport

Number of Players: 6

Description:

“Everyone in the Continent of Terror knows that the Evil Emperor was a false Emperor who seized power during antiquity and brought the evil of Khaos to the world. His ascension brought about the Long Night of Terror, and that he was destroyed when the light of Nemesis returned to the world and the rightful Emperor mounted the Imperial Throne, that his very palace was crushed under a meteor pulled from the Sky becoming his Tomb.

The Continent of Terror is threatened by a group of charlatans and tricksters known as the Scarlet Riders. These evil and deceitful people worship the Evil Emperor as a living deity. You are one of a handful who knows of the Scarlet Riders true evil and you must spring into action to save Zarth!

A group of Scarlet Riders under the traitor Count Ardru have travelled to the Grand Debris, the Evil Emperor’s ruined city, with the implicit objective of awakening him to learn magical secrets that will allow them to dominate all of Zarth! Not only that but they have snatched relatives and loved ones to sacrifice to the foul Khaos God. Gathering your weapons and magic you quickly move to stop them.

Now you find yourself on the dusty streets of Zonos which stands next to the Grand Debris. You stand in in the Square of the Lost. To the north is the large and tacky Governors’ Palace, to the South there appears to be a rude two story flat roofed Administration and Records building while to the west is the giant closed Gates of Doom, which lead into the Grand Debris.”

NOTE: This game is set to run for three hours. Please do not sign up if you are expecting a four hour game.

Tags:Old School Class/Level based fantasy, Clark Ashton Smith, Horror, Fighting Fantasy, White Dwarf (Early)

Title: Night of the Toad

Slot: Saturday Evening Slot 5

System: OpenQuest

GM: John Holmes

Author: Simon Bray

Number of Players: 6

Description:

Number of Players: Wart is a small soggy village that stands on a well-used highway. It is a much loved stop for travellers and traders. Most that travel through these lands are heading to the famed city of Draxa, capital of this island nation. It rains most days in Wart, and the village is surrounded by flooded pastures, glistening rivers and muddy bogs, which provide good fishing, peat and rushes for the locals to sell. Most of the houses are thatched and made of wood; they stand above the flood plain on stilts and every household owns a little boat. Unlike most Pheraen settlements, Wart is not guarded by walls or even fences. It is as if the draconic monsters that plague the island have little interest in the locals .

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Each year the villages hold the Festival of the Toad King, a three day event where much beer is drunk and there are a variety of contests, such as Frog Hopping, Toad Throwing and the infamous Spawn Swallowing. The culmination of the festival is the crowning of the ugliest man, who is called the Toad King and dons a garland of dried frogs and crown of

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rushes before being paraded around the town and ending up in the arms of the village's prettiest girl.

Tags: Swords and Sorcery, D100, Dark Fantasy

Sunday Morning slot 6

Title: The Ministry of Thunder

Slot: Sunday Morning Slot 6

System: Monkey

GM: Dan Barker

Author: Newt Newport

Number of Players: 6

Your errant immortals find themselves in trouble with the Heavenly Authorities. Fully expecting to be cast out of Heaven for your crimes, instead you find yourselves drafted into the celestial Ministry of Thunder. Run by the God of Thunder, Lei Gong, it takes on the role of punishing those crimes that mortal law can't or won't reach

Description: Comedy, Kung-Fu action, BBC 2 80s TV, Chinese Classic

Sunday Afternoon slot 7

Title: Escorting the Goddess

Slot: Saturday morning Slot 3

System: HeroQuest

GM: Tim Ellis

Author: Newt Newport

Number of Players: 6

Description:

Lenath Tors is a woman marked for death. Her marriage would bring together two feuding families, ending hundreds of years of clandestine warfare. The heroes must escort her through the crowded

city of Serries avoiding assassins and other unique dangers of their civilisation. They are members of her Association, the Five Trees of Bounty, a grouping of social units as per Dara Happan tradition and fellow practioners of the Lunar way. As such the success of Lenath's marriage is in their best interests both in terms of social and religious advancement.

Tags: Mythic, Ancient World, Intrigue, Action

Talk Saturday 17:00pm Seminar Room

"D101 WTF"

Find out out what's happening in the mad little world of D101 Games, everyone's favourite gaming small press.

Learn what's happened in to our plucky heroes since you last saw them and what mad capers of AWESOME and WIN they are planning.

Highlights

- Gloranthan Fandom and how Newt plans to wrestle with it like it was a cute cuddly TIGER!
- The symbolic significance of 108 Heroes of the Sung Dynasty.
- What happens when you type "Hollow Moon" into Google.
- How D101 plan to DO Cthulhu (hrr, hrr, hrr).
- Why OpenQuest is still Winning.

Sound like a lot to cram into an hour long talk? No problem, because when you are dealing with D101 Games you are dealing with Hyper Reality TM.

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Price List

All prices in Groatarn Groats.

Cash & Cheques accepted.

- Hearts in Glorantha Issues 1-5 £6
- Gloranthan Adventures 1 £10
- Book of Glorious Joy (Hard Cover) £25
- Monkey £12
- OpenQuest £15
- Savage North £10 (usually £15, page numbering wrong)
- Life and Death £12
- OpenQuest + Savage North + Life and Death £30.
- Empires Rising £12
- Crypts and Things Hardcover £25
- Crypts and Things Softcover £15
- The Company Hardcover £25
- The Company Softcover £19
- Ye Little Book of HeroQuest Fantasy £6



Final Thought for the Con:

Remember never obey the 2am rule,
unless you are genuinely sleepy.

**NO SLEEP TO
CONTINUUM**
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Visit

D101games.com

So ye shall know us and of our works!

Art Credits

John Ossoway pages 2 & 3

Steven Austin pages 1 & 8