

D101 Games at Continuum 2018

After missing the last couple of Continuums we are back and running and selling games all weekend.

Where?

Room D101, in the main building upstairs on the first floor.

What Games we are running?

Lots of Monkey, with the odd game of RuneQuest2, 13th Age Glorantha, River of Heaven, Beyond Dread Portals, and OpenQuest. See the following pages for full details.

The Mega Monkey on Saturday afternoon

On Saturday afternoon we will be running our three table Monkey extravaganza, The Mandate of Heaven.

Play a Chinese Immortal in one of the three cities of the three worlds of Monkey; Western Heaven (with Lynn Yin), Chang'an The Chinese Capital (with John Ruddy) and The City of Darkness in the Ten Courts of Hell (with Newt).

Sign up for the table you wish to play on.

Journeying to the West (Again) Seminar Room Saturday 8-9pm

I'll be giving a quick talk about making of Monkey 2, of which copies will be available.

Buy D101 Games

In between games the I will be selling books and magazines on the Magic Stall which magically appears between game slots during the day.

I've got small stock of Monkey the RPG in Hardcover at the special convention price of £23. Also on sale: Hearts in Glorantha, Gloranthan Adventures, River of Heaven, The Hollow West, Project Darklight, Hunters of Alexandria. See over for pricelist.

Hope to see you in Room D101

;O) Newt

(and Monkey)

If you miss us at the con,
we can be found on the web at

d101games.com



D101 Games Magic Stall at Continuum 2018

We will be carrying the following in limited amounts.

The Stall will be open during breaks between games Friday -Sunday, during the day.

Monkey the Role-Playing Game £23 (normally £25)

Hearts in Glorantha Issue 6 £10

Hearts in Glorantha Issue 1-5 Collected £25

Gloranthan Adventures #1 New Beginnings £15

Gloranthan Adventures #2 Red Sun Rising £15

Crypts and Things (softcover) £10 (normally £20)

River of Heaven (softcover) £10 (normally £20)

Life and Death Zarth Edition £10

OpenQuest (softcover) £15 (normally £19)

The Savage North £5 (normally £10)

OpenQuest Basics £5 (normally £12)

Hunters of Alexandria £10 (normally £12)

The Hollow West £10 (normally £12)

Project Darklight £5 (normally £15).

BAMBOO WOOD

MONKEY THE ROLE-PLAYING GAME

Slot 1

Narrator: Newt Newport.

Room: D101

The Pilgrims are Journeying West and have come to a vast Bamboo Wood.

They wonder what strange terrors await in this ideal ambush spot?

This is a quick demo of **Monkey The Roleplaying Game**, packed with fun kung-fu, laughter and the odd bit of horror to get the immortals seeking redemption from heaven into action. No knowledge of Chinese Mythology needed or required, and the system is a very simple straight forward one that uses regular playing cards.



Player 1

Player 3

Player 2

Player 4

Additional info:

This is a short game which I expect will only last two to three hours.

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The Night of the Toad

OpenQuest

Slot 1

GM: Tom Zunder

Scenario by Simon Bray

After adventuring on the demon infested isle of Pharea for a couple of weeks, you and your party reckon its time to have a break from its terror and spend some of that ill-gotten loot. You ask around and the locals point you in the direction of a small village called Wart just down the road on the coast, saying that The Festival of the Toad King is well worth a visit. You arrive in the village to the sights of much boozing and merrymaking. Surely even terror takes a break for a pint or two?



Player 1

Player 4

Player 2

Player 5

Player 3

Additional info:

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HOPPING VAMPIRE MAYHEM

MONKEY THE ROLE-PLAYING GAME

Slot 2

Narrator: Newt Newport

Room: D101

And so, the Journey to the West continues. Foot sore and tired to the soul the Pilgrims arrive in a poor peasant village. In stead of the rest that they need, they are beset by hopping corpses out to drink their blood! Apparently, a monastery up on a nearby holy mountain is renowned for its ability to exorcise evil spirts. Perhaps you should just pop over and get their help.

This is a quick demo of Monkey the Role-Playing Game, packed with fun kung-fu, laughter and the odd bit of horror to get the immortals seeking redemption from heaven into action. No knowledge of Chinese Mythology needed or required, and the system is a very simple straight forward one that uses regular playing cards.



Player 1

Player 3

Player 2

Player 4

Additional info:

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The Black Ziggurat

13th Age Glorantha

Slot 2

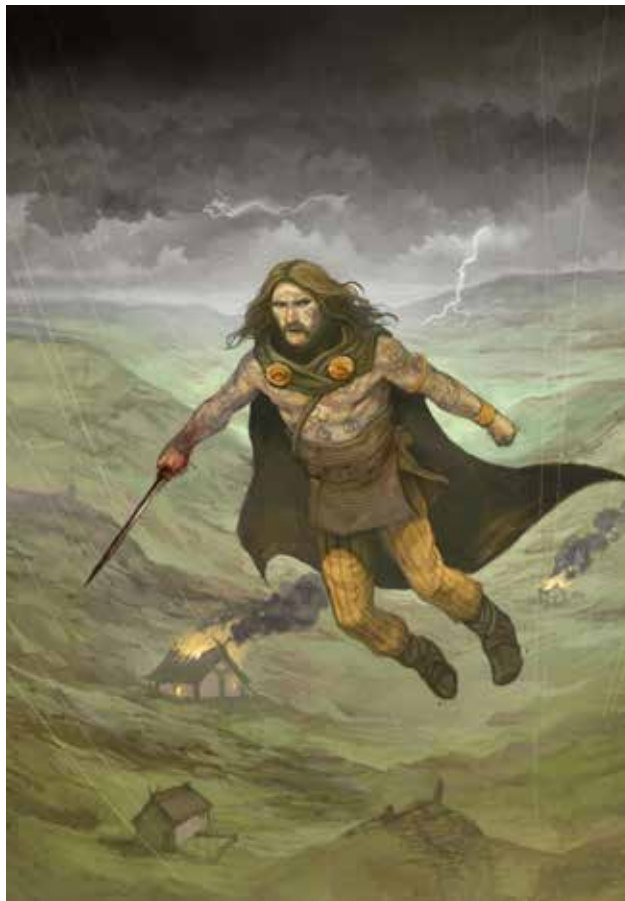
GM: Guy Milner

Author: Newt Newport

Room: D101

“Thrusting, hairy Orlanthei tribesmen, you have been sent to assist another clan, the Long Ravens, who appear to have a minor undead problem. Upon your arrival, the Vale of Lerin is in crisis, as the Chaos God of Vampirism Nontraya rides again, terrorising the villagers. Can your PCs save the people of Lerin and bring peace back to the valley?”

13th Age in Glorantha combines narrative flexibility with tactical depth in a D&D-style adventure in the land of myth, gods, and anthropomorphic aquatic birds. 2nd level pregens.



Player 1

Player 3

Player 2

Player 4

Player 5

Additional info:

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GUARD DOGS

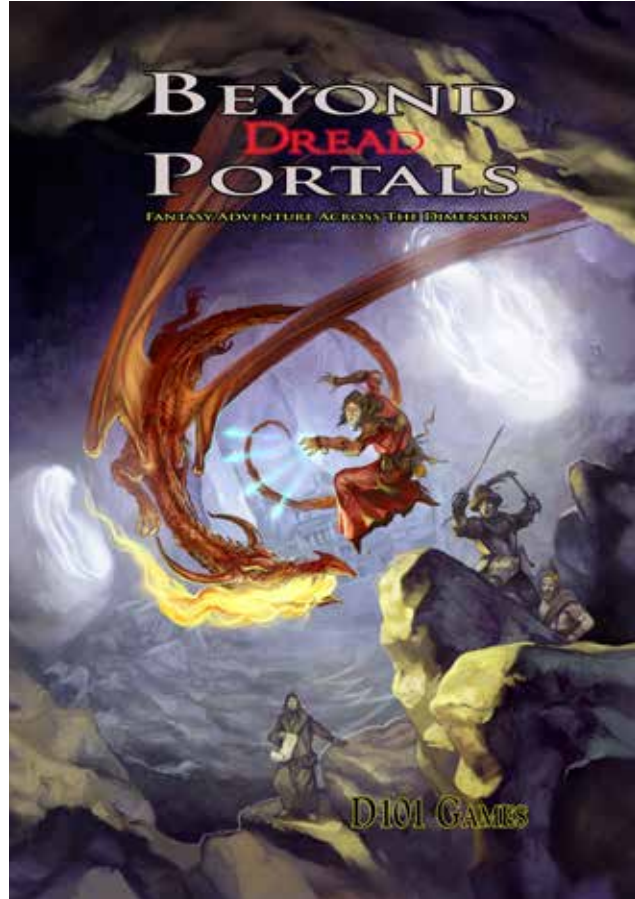
BEYOND DREAD PORTALS

Slot 3
GM Newt Newport
Room D101

It was your job to guard the Dread Portal to Erebus, but somehow, someone slipped through on your watch last night.

This security breach is bad news. Erebus is a particularly foul world that the Empire of Ys withdrew from after a disastrous colonisation attempt. They kept the portal, closed and under guard by ex-members of the Explorer's Guild like you, just in case of emergencies. Now the various Noble Houses are up in arms about the breach, fingers are being pointed in your direction, and you've got the sinking feeling that you are going to end being scapegoated while whoever snuck through the gate gets away with it.

Beyond Dread Portals is a post-D&D fantasy adventure game, by Dr Mitch about to be kickstarted by D101 Games, set in a city-state which has a multidimensional empire linked to it by the magic portals of the title. The pc are explorers of these worlds, and adventures revolve around the very real dangers of their expeditions and the intrigue that surrounds them.



Player 1

Player 3

Player 2

Player 4

Additional info:

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MANDATE OF HEAVEN: TANG CAPITAL

MONKEY THE ROLE-PLAYING GAME

Slot 4

Narrator: John Ruddy

Room: D101

You stand in the back room of the City God's Temple. A ragtag group of civic immortals, responsible for the smooth running of the great cosmopolitan city of Chang'an the capital of the great Tang Empire. Your boss, Little Wing the City God is notably agitated. Normally he's engrossed in the city's vibrant culture, it's beautiful fashions and good food from the Empire and beyond. But today he's worried by reports that Peaches of Immortality have been going missing from the Queen Mother of the West's garden up in the Western Heaven. The fact that one of the local Triads has been trying to sell "Peach Treasures" to local dignitaries and underworld figures is an unhappy coincidence that he can't ignore. They are doing it openly in the Great Market! Without a license! What if a demon was ever to eat one!

Poor dear is practically in tears, guess who is going to be assigned the job of catching the villains and squaring it with them upstairs in Western Heaven?



Player 1

Player 4

Player 2

Player 5

Player 3

Additional info:

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MANDATE OF HEAVEN: 10 COURTS OF HELL

MONKEY THE ROLE-PLAYING GAME

Slot 4

Narrator: Newt Newport

Room: D101

The Twelve Hells aren't meant to be soft on the damned. They are supposed to be places of pain and suffering where evildoers are punished for their crimes on earth, in a hell particular to their crime, for a set amount of time, until finally they drink the potion of forgetfulness and are reincarnated into a new life.

Its ruler, King Yama, is furious. Something is not right in the Twelve Hells. Recently It's not all screaming and eternal torture. There seem to be outbreaks of harmony and order. There are even tell-tale signs of sweetly perfumed flowers blossoming in the usually despairing dingy soot infused atmosphere. He can smell the faint whiff of Hope.

The absolute ruler of the Ten Courts wants you to investigate this... 'niceness' and put a stop to it.



Player 1

Player 2

Player 3

Player 4

Player 5

Additional info:



MANDATE OF HEAVEN: WEST HEAVEN

MONKEY THE ROLE-PLAYING GAME

Slot 4

Narrator: Lynn Yin

Room: D101

Someone has been stealing the peaches of immortality from the Queen Mother of the West's garden. You've been summoned to her court for an audience. While her two tame(ish) Tigers prowl in front of her, she explains that with the Peach Party to which all the august immortals of the Western Heaven are invited to coming up this is not a good thing. She remembers the last time when 'you-know-who' stole peaches and spoilt the party for everyone. She clenches her fists and fiercely proclaims that this is not to happen again! Therefore, she is dispatching your small group of investigators from the Ministry of Thunder to the Peach Garden to find out what is going on.



Player 1

Player 2

Player 3

Player 4

Player 5

Additional info:

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STARSHINE EPISODE I: DARIUS 7

RIVER OF HEAVEN

Slot 6

GM: Newt

You are on the run. If they catch you they will kill you.

So you hid on the last planet that anyone in the whole Universe would want to find you – Earth. Burnt out Earth, Abandoned Earth, Lawless Earth. Where you hide in Kill City, beneath the Skyscrapers where the elites look down on the huddled masses of poor. Where the pollution is so bad if you didn't have a working mask you'd be drowning in it.

Then a woman called Carla in a bar tells you that legendary Lord Darius, captain of the renegade Step Ship "Star Shine", is looking for a crew. That he's looking for people like you to offer a ticket off this hell planet to a life of freedom amongst the stars. All you need to do reach the orbital elevator on the other side of the city while playing a deadly game of hide and seek with the Hunter-Killers of his rival Lord Algernon.

River of Heaven is a D100 Science Fiction game set in the 28th Century. As well as the fiction of writers such as Alastair Reynolds, this adventure pulls heavily from TV series such as Firefly and Blakes 7.



Player 1

Player 3

Player 2

Player 4

Additional info:

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THE BAG OF WIND

MONKEY THE ROLE-PLAYING GAME

Slot 7

Narrator: Gwen Mott

Room: D101

The Jade Emperor wants you to escort one of the Queen Mother's handmaidens to a party on Kuan Yin's Western Island. The only problem is that someone has stolen the Windlord Fung Po's magic Bag of Wind, while Demons run amok and torrential rains flood the lands of the Tang Emperor.

As disgraced immortals of the Western Heaven, you see more than a few opportunities to make up for your previous mistakes and return home.

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Player 1

Player 3

Player 2

Player 4

Additional info:

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The Temple of the Golden Gorp

RuneQuest 2

Slot 7

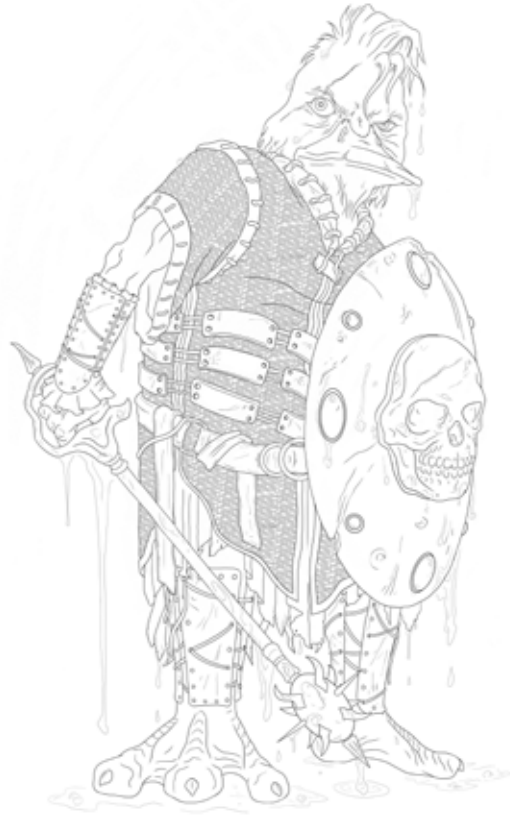
Narrator: Newt

Room: D101

“You stand before a small hill that rises out of the featureless wilderness. Your small group of treasure hunters are about one day’s travel from the nearest village. You stocked up with food and water just before you left. The locals know about the hill, but they consider it haunted and avoid it. That is why they are farmers, and you are adventurers!

As you get closer to the hill, you notice a massive stone troll head, a big brutish thing with a snout and many stone teeth. A recent mudslide caused by heavy rains during the previous Sea Season has exposed this ancient entrance just as your contact in the Sage’s Guild told you. The Sages want you to go into what they think is a Chief’s tomb from the Dawn Age and recover the lost Sword of the Dawn that they believe is in there. The longbeards have already told you are welcome to the rest of the loot within the tomb, a lifetime’s worth of gold and silver, and that they will give you a preferential rate on any magic items or scrolls you want to sell to them. “

A Rune Quest Classic funhouse dungeon in the spirit of some of the wacker RQ2 adventures from back in 70s/80s.



Player 1

Player 3

Player 2

Player 4

Additional info:

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