

# A Grimm Substitution

by Adam vanLangenberg

*Four members of the Faerie court have angered their Queen.*

*They have been banished to the Land of Dreams and Inspirations.*

*It is a dark and evil land.*

*It changes people into stories and eats them alive.*

*They must find an ending if they want to escape.*

*And they want to escape...*

Adult Content	MA - These are the original Grimm tales. They are not pretty.
Characterisation	5 - Characterisation and group work is essential
Genre Knowledge	2 - A vague awareness of bedtime stories is fine
Rules Knowledge	NA - It's a story, not a game
Seriousness	5 - The only jokes I want to see are malicious ones

## An Utterly Affair

A diceless 'Planescape' game  
By Christopher Harvey

Now with 100

That's right, the game that never happened is now happening!

Sigil... the centre of the Universe. The one point where every plane meets up, where all the residents, no matter their heritage, have to work together. The start and end of many a planar adventure.

Also the home of Sigil Prep, the high school/University where all the major NPCs (and any PC worth the sheet their stats are written on) studied at one point. Take on the roles of three mind flayers and one human friend as they interfere with the lives of everyone else, while at the same time trying to make their own dreams come true.

Leave your canon-knowledge at the door. It means nothing here.

A single session systemless scenario for 3-4 players

Adult Content	M	Characterisation	4
Rules Knowledge	1	Seriousness	1
Awesomeness: 5			

## Celebrity Hunter

by James Wright

The premiere of the latest zombie flick goes horribly wrong when the images on the screen come alive and attack the audience! Does this spell disaster for the human race or will a handful of celebrities imbued with powers to fight the supernatural be able to save the day?

A single session **Hunter the Reckoning** game for 4 to 6 players

Adult Content	MA - High Level Fantasy Violence	Characterisation	2
Genre Knowledge	0	Rules Knowledge	0
Seriousness	1		

## Digital Harmony

By Andrew MacLennan and Josh Orth

MTV NewsNet interrupts our regular programming with this breaking news story! Singer/songwriter Jacqueline Lacroix's world wide concert netcast to promote her upcoming album launch has suffered a sudden break in transmission only minutes into the concert, leaving millions of fans outraged!

Let's skip with the pleasantries, we're on a tight timeline for this one. Jacqueline Lacroix has been snatched from her ranch estate mid-performance and Warner-Daewoo wants her back ASAP! - there are cash penalties in your contracts for failure to meet the deadline, so I won't keep you waiting. There's a jumper on the roof, I'll brief you in full while you're in flight.

Warner-Daewoo have made no statement concerning the interruption, and MTV NewsNet has been unable to reach Lacroix or her agent for comment! Angry fans are demanding a refund for the pay-per-view event, and high profile law firm Howard, Fine & Howard have announced they will be beginning a class action against Warner-Daewoo! Stay tuned to MTV NewsNet for updates as they come to hand!

Four covert professionals looking for a missing celebrity.

One Media Corp intent on secrecy.

A world of fans watching.

A two session Cyberpunk scenario for four players.

Written by Andrew MacLennan & Josh Orth

Adult Content	M - violence, language	Characterisation	3
Genre Knowledge	3	Rules Knowledge	1
Seriousness	4		

BE ALARMED BY THE TEMPLE  
OF THE APE MEN!

BE AMAZED BY THE LOST CITY OF GOLD!

BE A WESTRUCK BY THE POWER  
OF THE ANCIENT ATLANTEANS!

**COVER AS DINOSAURS RAMPAGE!**



**A Savage Worlds Game By Lon Teal and Scott Vandervalk**

Adult Content	M	Characterisation	4
Genre Knowledge	4	Rules Knowledge	1
Seriousness	2		

ky ſtu barrow

## India: Jewel of the Empire Land of Mystery

# An adventure of the Lakes District Needlework and Adventure Society

**comprising:**

A daring theft · a darling beast · a mysterious threat · sumptuous brocades · a grand affair · thwarted · challenging foodstuffs · ferocious beasts · grandeur and majesty · vile calumny · ripping adventure · dashing officers · scents dizzying and delectable · the softest silks and satins · and more tea than you ever thought possible

**A WORLD of ADVENTURE awaits**

### A single session systemless scenario for 4-5 players

Adult Content	PG - Fisticuffs and Derring-do
Characterisation	4 - Character is <i>everything</i> , dear.
Genre Knowledge	3 - Knowledge is seldom necessary when one has style.
Rules Knowledge	NA - Society's rules must be taken seriously, but the game's need not.
Seriousness	2

# Kiwamaru

by Peter Strong

## The End.

This is the final episode of the 13 part series on the lives and loves of the members of the Special Mobile Unit

Adult Content Genre Knowledge Seriousness	M - adult themes, some violence	Characterisation Rules Knowledge
1	5	0
3		

# Last Exile

by Jye Nicolson

*What lies beyond the furthest reaches of the sky?*

The great airships tear through the clouds above Anatole, their guns filling the sky with fire in a pointless, bloody war.

*The path upon which the angels walk.*

In the horrifying storms of the Grand Stream, vanships dogfight, their pilots straining with all of their skill.

*What lies beyond the furthest reaches of memory?*

The inhuman Guild hold an ancient secret - the salvation of the dying world - which they squander as they play their decadent games of manipulation and murder. Take to the skies and show them humanity's pride!

Last Exile is a two-session game of high adventure and mystery in the skies for 3-4 players. Written by Jye Nicolson, inspired by the anime of the same name.

Adult Content	PG	Characterisation	4
Genre Knowledge	2 - Airships and dogfighting!	Rules Knowledge	0
Seriousness	3		

LearnZentral presents

## MAYHEM ON THE ORIENT EXPRESS

Imagine The Orient Express, that train of excitement and mystery. Picture the elegant dining car, filled with the cream of 1850s society in their top hats and tails.

Now it enters the Orient proper, and things go a little strange. The cogniscenti of Europe are joined by rich Chinese merchants, and middle-eastern princes share tables with Indian Rajs.

Further on, it enters Imperial China, and the cheaper cars start to fill with Chinese of all walks of life.

Now, you enter. At least one of your mortal enemies has secreted a weapon on the train, and is set to destroy Canton, the furthest Eastern station on this line. Unfortunately, you have many enemies, and they could be in any carriage, or be wearing any mask.

I guess you're just going to have to kick butt until you find out who it is.

A single session 4 player **Feng Shui** game by Alex Neilson

Adult Content	MA
Characterisation	4 - Martial Arts Heroes
Genre Knowledge	4 - Martial Arts Heroes
Rules Knowledge	1 - Just think like a martial arts hero
Seriousness	3 - ditto

# Overnight to San Francisco

by Milk Bonsall

"Next stop Reno, Nevada! All those not continuing on to San Francisco get out here as we're running non-stop through Death Valley!"

The bus pulls over and all but six of the passengers climb off, gather their belongings and disappear into the terminal. The bus refuels and then swings out onto the highway, the silver of the Greyhound bus reflecting the hot afternoon desert sun.

The passengers doze quietly in their seats, the heat of the desert providing a warm blanket over them as the sun slowly begins to sink into the west, casting long shadows across the open terrain.

As the sun finally dips beneath the horizon, night falls and the sky is ablaze with stars, a crescent moon soaring high above them as the bus continues on, ever westwards.

Overnight to San Francisco is a single session game for four players written by Milk Bonsall. This game was previously run at Dwarfcon 2006.

Adult Content	MA - Adult Themes, Horror	Characterisation	4
Genre Knowledge	0	Rules Knowledge	0
Seriousness	4		

## SABOTAGE WITH POPPERS

by GANETH JONES, LINCOLN DUNN, AM WAKSBERG AND BENJI LARK

Seventeen warriors of the Orcish Skullbiter clan hid at the top of the ridge. Their eyes gleamed and their breath came short at the prospect of the prey they hunted. The scout, further ahead, crawled back to the group, keeping low in the thick underbrush.

His whisper electrified the hunters, "He is there. Most of their strong ones are away. He has no guard."

The first blows struck were from their bows, but the charging orcs were only seconds behind the arrows.

With a scream of defiance, their quarry fought back. His last fight was truly magnificent, and before they brought him down he felled many of their number.

...

The four orcs of the Blood Wyvern Tribe returned home from their patrol. There had been signs of rival skullbiters in their territory, but they had lost the tracks a few hours out.

They heard strange cries in the air.

A great pyre burned near the cave entrance.

Their chieftain had been killed.

The struggle for succession was about to begin.

Savagery with Purpose is a 3 session D&D 3.5E scenario for 4 players. Please note that due to the nature of the game, it is necessary to run the 3 sessions of the game consecutively.

Adult Content	MA	Characterisation	2-4
Rules Knowledge	2	Seriousness	3

# Sentinel: In the Beginning

by Nathan Cooper

April 1st, 1347.

The Day of Reckoning.

The Day when the forces of Good and Evil will fight for control of the World.

Such prophecies are usually treated with disdain, but when they are made by the Patriarch of the Holy Faith the implications are far more terrifying.

Nevertheless, people ignored, and people forgot.

Others simply prepared.

And then, at the very stroke of midnight that April morning ... the old world ended.

And the battle between the Light and the Darkness raged for a century.

The new world that began that day was a very different place. Now, religion is no longer just a belief.

People **know**.

Deus exists.

Angels exist.

... Demons exist.

Fortunately, there are those born with the power to defeat them

The world has been rebuilt in a new image. Science and religion alike have illuminated mankind. But 759 years after the First Day of Days, humanity is still dealing with the shocking aftermath

A multi-genre demon-hunting adventure with a difference, set in a new world by Nathan Cooper, for four players.

*Warning: This game features some religious content. This is by no means the core of the games intent, but player discretion is advised.*

Adult Content	MA	Characterisation	3
Genre Knowledge	2	Rules Knowledge	2
Seriousness	4		

## The Ebony Rose

by Aaron Zerkow

"I remember my Mentor, always telling me how I was lucky, and heir to Atlantis or Mu or wherever. He told me about how the struggles of the world, politics, money, fame, were a load of crap because this world is an illusion, a prison for the good people of earth.

That's right, you're one of the awakened, such pettiness is below you, he said, you see the universe with new eyes now.

Trust me kid, even though we are enlightened, we're still people, we hate, love, get angry, are prejudiced and everything else that makes humans special.

When you combine that with the ancient powers that are now at your fingertips ..."

**The Ebony Rose** is a Film Noir inspired *Mage the Awakening* game for 4-5 players.

Knowledge of the genre with either new or old is useful, but not necessary.

Adult Content	M	Characterisation	4
Genre Knowledge	2	Rules Knowledge	2
Seriousness	4		

# THE VAMPIRE'S CRYPT

BY ALICIA GAMERON

It's cold and misty in the Scottish highlands, and the castle being used as not just the on-location set but also the cast and crew accommodations during the filming of *The Vampyres Crypt* is draughty.

Filming is almost finished, much to everyone's relief as the big storm last night cut off lines of communication, and rumours have been going on all during filming about a stranger somewhere in the castle. Some of the crew have headed down the road to make sure that it's not blocked while you - some of the crew and actors - work to try to get this movie completed before this bad weather gets worse. Matters are being complicated, however, by the mysterious illness of the lead actress.

Adult Content	M
Characterisation	3
Genre Knowledge	3
Rules Knowledge	0
Seriousness	3

## WHITE SANDS

BY KRIS DE UALLE

**Dane**  
won the nightspot in the town of White Sands during a poker game.

**Dupree**  
Has been Town Marshall for a while, with a list of the usual suspects.

**Harrington**  
had to get off the Maglev to avoid Northern Guard Intelligence agents.

**Julia**  
is in White Sands with her lover, a loaded 7mm and no papers.

Heavy Gear  
four players, one session  
some rules  
mostly story and action  
bring a D6 or three

Adult Content	MA	Characterisation	4
Rules Knowledge	2	Seriousness	1
	4		