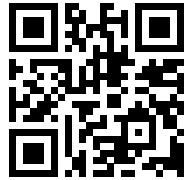


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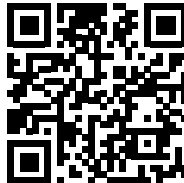


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[gaelcon.com](http://gaelcon.com)



[discord.gg/dDhdaPnp](https://discord.gg/dDhdaPnp)

*This Booklet is not exhaustive. All timetables and events subject to change, keep an eye on the Discord/Website/Social Media.*

# code of conduct

The IGA is dedicated to providing a safe and comfortable experience for everyone who attends our events. A full outline of the IGA gaming policy can be found on the Gaelcon Website, however we have included a short summary below.

Abusive behaviour of any kind, including, but not limited to, unwelcome attention, verbal intimidation, unwelcome physical contact will not be tolerated.

If you are being subjected to abusive behaviour or notice that someone else is being subjected to the same, or have any other concerns, please contact a member of the committee immediately. They're

recognisable by their pink shirts.

All reports will be recorded and the Chairperson will be informed. The committee will discuss the situation internally, as well as with any relevant parties, and a decision will then be made on what, if any, action is to be taken.

Event participants violating these rules may be sanctioned at the discretion of the convention committee.

Sanctions may include, but are not limited to, expulsion from the event, fixed-term bans from IGA events or permanent bans from IGA events.

# a word from the director

Apotheosis has a few meanings but when I picked it as this year's theme way back in December I thought I was referencing the turning point, the point where our heroes reach beyond their limits to succeed in one last desperate throw of the dice.

Instead I appear to have been prophesying the herculean labours and divine interventions (not all good) that went into getting the 35th Gaelcon to the point that the doors could be opened.

When you look at the committee page you'll see a list of people, there should be two more names for every person there, that's the sort of workload they all carried to get Gaelcon ready.

Sadly I have naught to offer them a humble thank you as a reward though I think they will take seeing all of you having a great time here as part of that reward too.

We have endeavoured to put on as much as possible this year for all ages and experience levels, Board games, card games, LARP's, RPGs, talks, panels, workshops and demo's.

We've stacked our hall with traders while leaving enough space to sit and play too, we've also tried to give something great to our more junior gamers as well with Fingal Community gaming and Thomond comics being a key part of that.

I hope you all have a great time this year and if you feel inclined to help lighten the load of next year's committee even just a little, talk to the folks at the IGA desk, they'll be delighted to talk about it.

Now, Roll for Initiative...

Gerry Mc Evoy, *Director, Gaelcon 35*

# the gaelcon team

Gerry McEvoy *Con Director*

Rob Brennan *Asst. Con Director, Boardgames Co-Coordinator*

Robb Twomey-Dunphy *General IT Overseer*

Ciara Costelloe *Boardgames Co-Coordinator*

John Tighe *Staff Co-ordinator*

Zoe Thompson *Guest Liaison and IGA Charity Officer*

Tymora Freeman-Stannett *General IT Underseer*

Rory O'Driscoll *RPGs & LARPs Coordinator*

Pat Maher *Operations & Logistics and IGA Treasurer*

Athene Storey Cosgrave *Trade Liaison*

Colm Cahalane *Design*

Isabella Storey Cosgrave *Corporate*

Dan Ahern *Wargames*



47A Church Street  
Banbridge  
BT32 4AA

TEL: +44 79028 93360

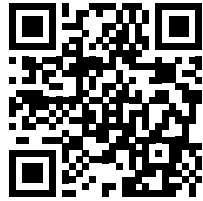
EMAIL: [roastandroll@outlook.com](mailto:roastandroll@outlook.com)



# ccgs at gaelcon

## Merchants Cup: Yu-Gi-Oh

Saturday 10am Registration, 11am Round 1, Invitational  
Advanced format, winner based on Swiss.



[iga.ie/gaelcon/ccgs](http://iga.ie/gaelcon/ccgs)

## Merchants Cup: Pokémon

Saturday 10am Registration, 11am Round 1, Invitational.  
Standard format, winner based on Swiss.

## Merchants Cup Flesh and Blood

Saturday 10am Registration, 11am Round 1, Invitational.  
Classic Constructed format, winner based on Swiss.

## Merchants Cup: Magic

Saturday 9am Registration, starting at 10 am Draft, Invitational  
Format: 3 rounds Vintage Cube, 3 rounds Pioneer following the MOCS structure.

## Gaelcon Flesh and Blood Open Day 1

Saturday 12pm Registration, 1pm Round 1. Entry: €7.50. Limited or blitz TBA  
Prizes: 2 packs in the pool per player, prizes based on record with a playmat for the winner.  
Highest scoring player over Day 1 and 2 receives a Booster Box, overall top 4 receive Boulder 100+ and Sleeves.

## The Irish Legacy League Warmup MtG

12pm Registration, 1pm Round 1 Entry: €7.50. Prizes: Sleeves for top 8, boulders for top 4, playmat for top 2, booster box for the winner.

## Gaelcon Commander Bowl MtG

Sunday 10am Registration, 11am Round 1. Entry: €5. Prizes: booster pack for each participant, top 8 boulder 133+, top 2 playmat, extra pack for whoever scores the most points at each table.

## Gaelcon Flesh and Blood Open Day 2

Sunday 12pm Registration, 1pm Round 1. Classic Constructed format. Entry: €7.50. Prizes: 2 packs in the pool per player, prizes based on record with a playmat for the winner.

## The Gaelcon Vintage Cube MtG

Sunday 12:30pm Registration, 1:30pm Round 1. Entry: €5 Prizes: Winner of a vintage Pod will receive a Boulder 133+, and anyone who goes positive will receive a pack of sleeves.

# rpgs & larps schedule

See page #26 for Pathfinder game schedules

	MORNING 10:00-13:00	AFTERNOON 14:00 - 17:00	EVENING 18:00-21:00	NIGHT 22:00-01:00
friday	No con yet...	No con still...	The F-Team LARP: Another Septim, Another Daedra	Lights Out!
saturday	The Collector of Asiago A Gobbo's Flag: 2Gorka2Morka The Old Witcher, Ballad of the White Wolf LARP: Render Unto Caesar	Cork: 2099 Fey Wanderer Under City, Under Pressure Escape from Red Star Pearls of Ellarion LARP: Star Trek Irregulars	The Magnificent Seven Campfire: Blood on the Snow A Shroom with a View One Day's Work LARP: 7 Rivers	Moonlight Narcissus
sunday	The Stolen Light Woman Taken By The Wind No Silver Linings Deception LARP: Articles of Colonisation	Campfire: Midnight Heist The Masked Return Sands of Time Escape to Willowbrook Park LARP: City of No Flag	<b>No Games During the Charity Auction</b> Rooms are open for free play - ask for help if interested	No Bump in the Night
monday	Raptor Railway Dungeon Repair Squad LARP: Tales of Toholon	Yucca Gold The Soul is a Bell	<b>You can go home now!</b>	

# rpgs

## friday 18:00-21:00

### The F-Team

*Rated T for Teens and Older Players*  
A Savage Worlds Adventure Edition Game for 5 Players by S.J. Calnan

It is 1965 and you are agents of Bureau 18, an agency so secret, even the highest government officials do not know of your existence. No one can know that travel between parallel Earths is possible. You have been charged with exploring the paraverse, gathering technology and fighting the threat of pan dimensional communism.

Two weeks ago an elite military unit was sent to a parallel Earth to take control of an artifact called the "God's Eye"... they died and so did the teams sent after them. America can not afford to lose this artefact to the commies and a special, last ditch, team has been assembled.

You are that team, you are the F-team.

See the complete RPG & LARP schedule at <https://iga.ie/gaelcon/rpgs-and-larps-schedule/>

22:00-01:00

### Lights Out!

*Rated T for Teens and Older Players - Suitable for Beginners*

A WoD Innocents Game by Roland Cooper Set In The Scion Universe

Big sister Lex is away on a camping trip. She always brings back cool things when she goes on camping trips. Like last time she brought home a giant tooth on a string! And the time before that a pretty purple feather!

We're not allowed go into her room, but sometimes the twins do go in and play with her camping toys. She doesn't seem to mind too much, and she's not home very often anyway. Mom and Dad have had to take little Gus to the hospital, so it's just me and my best friend looking after us for the night.

The twins were being very well behaved until dinner, then all the lights went out. So now we're all trying to find out what's going on. All the other houses are fine, and Mom's wards have activated, so nothing can come into the garden, or leave. We just have to wait for Mom and Dad or Lex to get back. Or the twins will do something stupid...



## saturday 10:00-13:00

### Fey Earth – The Collector of Asiago

*Rated A for All - Content Awarness: Insects*

A D20 System Game by Neil Byrne

Fey Earth is an indie TTRPG set in an alternate 19th century Earth where all the creatures from folklore and fairytale are real and live openly alongside humanity. This game is set in northern Italy. You are a group of adventurers who have been tracking a stolen artefact and have found its location. You must steal it back from a local who is very wealthy, with great influence and who is feared and respected by many.

### A Gobbo's Flag Is Deepest Red: 2Gorka2Morka

*Rated T for Teens and Older Players - Content Awarness: Violence - Suitable for Beginners*

A Dark Heresy(ish) Game by Xander Cosgrave

GorkaMorka has (probably) been unceremoniously destroyed by agents of Kounter-Revolushun. These agents include, but are not limited to, Humies, Beakies, Shinies, Beepy Humies, the Bourgeois

Ork classes, and any Gobbo who isn't a member of the Red Gobbo's Glorious Revolushunry Party.

Fortunately you have escaped using a ship stolen from the Shinies (That's Good), who want it back (That's Bad), The Red Gobbo has a cunning plan (That's Good) and needs his most skilled agents to complete it, that's you. (That's Very Bad)

It's simple really, you need to find a way to steal enough paint from the next Humie world you find to paint your entire enormous ship in Revolushunary, Fast, Red. This place 'Ball? Bawl? Bahl?' Seems to have plenty of it.

### The Old Witcher: Ballad of the Wild Wolf

*Rated M for Mature (Adults Only) - Content Awarness: Danger, claustrophobia, Slavic mythological monsters - Suitable for Beginners*

A New World of Darkness / Chronicles of Darkness Game by Nuge

"Good news, Tomek! I found us a witcher to deal with that bukavac that's been eating your sheep!"

"Gods, finally! So who is it, Anzelm? Is it ... Geralt of Rivia?"

"No."

"That's a shame. Thornwald The Armoured?"

"No"

"Vadmir the Manhunter?"



"Who? And no"  
"Conal The Bloody?"  
"Thankfully no"  
"Who then?"  
"... Marek of Stary Dol..."  
"... Tais'tea'lai aen Ban Faa'sach  
?!?"  
"You know my elfish is rusty"  
"...the Dragontoucher?"  
"Hadn't ... heard that one"  
"The Firestarter of the Ostergaard  
Bridge?"  
"That's surely exaggerated"  
"You mean we have to entrust our  
livelihoods to ... The Wild Wolf?!?"  
"...he was cheap?"  
"...I think I was happier with the  
bukavac..."

**14:00-17:00**

## **Cork: 2099**

*Rated T for Teens and Older Players -  
Suitable for Beginners*  
A Burn 2d6 Game by Lloyd Gyan

The world has changed. War, famine, consumerism and greed has turned the world we once knew into a capitalist wasteland of neon signs and new money. Those with the power to sit at the top look down upon the lower classes with pity, but no remorse. Those with no power look up with scorn, but also jealousy.

But it is those who have the rare opportunity to change all of that that are viewed with adoration, and malice, from all sides.

Amongst the denizens of Cork, the newly resurrected AI capital of the western world, figures within its desolate walls strive for change, and a new beginning. And it all starts with a simple case of Breaking and Entering.

## **Fey Wanderer**

*Rated A for All*  
A D20 System Game by Neil Byrne

Fey Wanderer is a whimsical, rules light ttrpg scenario in which you play fey creatures questing for treasure in the Fey Realm. It is a fun, light hearted game with an open magic system powered by your imagination!

## **Pearls of Elleron**

*Rated T for Teens and Older Players -  
Content Awareness: Religion/Cult, Human Sacrifice, Blood, Undead - Suitable for Beginners*  
An Elleron (D&D 5th Edition variant) Game by Eric C.

Rumors have spread about an obscure cult of Lizardmen called The Red Hand having entered an old abandoned underground shrine. Locals are worried about their presence and intentions. Adventurers will have to run an investigation and unveil dark forgotten mysteries...

See the complete RPG & LARP schedule at <https://iga.ie/gaelcon/rpgs-and-larps-schedule/>



## **Under City, Under Pressure**

*Rated A for All - Content Awareness: Fantasy Violence, Underground Exploration, Pests - Suitable for Beginners*  
A D&D 5th Edition Game by Fergal Monster

Sewer work in the sprawling ancient port city of Axgrave is a mix of mechanical maintenance, runic upkeep, pest control and paperwork. It's relatively safe when you have time, up to date maps, and people familiar with your section.

Today is not one of those days. A search and support mission goes awry and your team has been called in to provide backup. You are short on time, information and the comfort of familiarity. You'll have to delve into the depths of the undercity. It might just be giant rats, animated skeletons, giant rat skeletons or skeletal giant rats. Hopefully, nothing exotic or exciting. You may not in the pursuit of adventure, but that doesn't mean that adventure won't pursue you.

The world has changed. War, famine, consumerism and greed has turned the world we once knew into a capitalist wasteland of neon signs and new money. Those with the power to sit at the top look down upon the lower classes with pity, but no remorse. Those with no power look up with scorn, but also jealousy.

## **Escape from the Red Star**

*Rated T for Teens and Older Players - Content Awareness: Mechanical body horror, dark backstories - Suitable for Beginners*  
A Bionicle Game by Jamie Bowden using the Unofficial RWBY System

Since the Time Before Time, you Matoran have laboured in the service of Mata Nui, the Great spirit; guarded by selected Matoran heroes, the Toa, and lead by Turaga, all under the remit of the three Virtues: Unity, Duty, Destiny. As long as you can remember, that is how things worked.

But now you remember dying, and you don't remember how you ended up in that pod.

But here you are, in some abandoned facility being chased by the unnatural and the unliving; have you been thrown into the infernal pits of hellish Karzahni or has even Artakha fallen into the vile hands of the Makuta?

All you know is the last you remember you were Matoran, and now you're Toa heroes.



18:00-21:00

## The Magnificent Seven (Toa)

Rated T for Teens and Older Players - Content Awareness: Dark backstories - Suitable for Beginners

A Bionicle Game by Jamie Bowden using the Unofficial RWBY System - Sequel to *Escape from the Red Star* (above).

In the Time Before Time, the Great Spirit Mata Nui made the Matoran people and gave them this vast world to live. To protect them, some Matoran were fated to become Toa, heroes given immense strength, elemental gifts and empowered masks to hold back the monsters of darkness and night.

Most Matoran are not fated to die and then become Toa; but that's your story. Or more importantly that was your previous story when you escape from a homicidal facility this morning. Now your destiny is apparently in some far away land, but you can see a village of Matoran under attack from Rakhshi pirates who'll return in three days time.

You need a boat, they need security; can you help prepare the Matoran in 3 days?

See the complete RPG & LARP schedule at <https://iga.ie/gaelcon/rpgs-and-larps-schedule/>

## One Day's Work

Rated M for Mature (Adults Only) - Content Awareness: Violence, Blood and gore, drug references, rodents - Suitable for Beginners

A Deathbringer (D&D 5th Edition variant) Game by Graham Kane

A fledgling band of adventurers are offered a simple job. One day's work, what could go wrong?

## Campfire: Blood on the Snow

Rated T for Teens and Older Players - Content Awareness: Violence/murder - Suitable for Beginners

A Campfire Game by Wojtek Borowicz

A group of friends set out on a long-awaited adventure. They rented a cottage in the woods near a remote Alpine village in France and they plan to spend a couple of days kicking back, drinking mulled wine, and skiing in a nearby resort.

As they arrive in the snow-clad Briançon, the sun is already setting over the Alps. The travelers are weary from their long journey but soon this is going to be the least of their worries. Can they survive the night once the deadly secrets of Briançon emerge from the darkness on the night of the full moon?

## A Shroom With A View

Rated T for Teens and Older Players - Content Awareness: Mushroom-based monsters, undead, possible drug references

A Dungeon Crawl Classics Game by Stephen Conlan

A gigantic mushroom tower has sprung up in the forest near a sleepy village. Spores are infecting the locals, turning them into mindless zombies, the local leaders have tasked our adventurers with investigating the tower and halting the mushroomy menace.

22:00-01:00

## Moonlight Narcissus

Rated T for Teens and Older Players - Content Awareness: Religion, colonialism - Suitable for Beginners

A D&D 5th Edition Game by Eoin Moore

You, a devout servant of Lathander, arrived on the shores of Chult many months ago. Your goal was to reopen a long-abandoned abbey and resume its mission: to provide medicine and education to the local people and, in doing so, convert them from their heathen beliefs to the light of Lathander.

Things have not gone smoothly. The locals remember the last mission with disdain, and while some accept your services, none of them

seem convinced by your god's promises. The land itself also seems to reject you: your crops refuse to take root in its soil, the weather is oppressive and there are reports of terrible monsters lurking in its dark, mysterious jungles.

One day you are summoned by Celestia, your Mother Superior. She has asked you to investigate the source of a mysterious flower, with seemingly magical properties, that the locals treat with great reverence. In your investigation you will visit strange places, face tremendous adversaries and determine the fate of this fledgling mission.

# sunday

10:00-13:00

## No Silver Linings

Details available on [Gaelcon.com](http://Gaelcon.com)

A 1920s Call of Cthulhu Scenario by Mark Corrigan

During the cold, wet October of 1919; an ill wind blows through the Silvermines, a small rural mining village in Co. Tipperary, Ireland, when the investigators are called to investigate a bleak discovery. A body is found under circumstances that have the authorities baffled. As the investigators delve into the mystery, can facts be discerned from fiction where local folklore, conspiracy theories and paranoia are in between the lines?

## Decepticon

*Rated T for Teens and Older Players - Content Awareness: Drugs, poverty, body modification and horror, dystopia*  
A Cyberpunk 2020 Game by Dave M. Hayes

Night City, City of dreams, if those dreams are Nightmares!

Your gang was never big, or important, just mostly a group of friends that hung around and looked out for each other. Just Kids on Ka-booki messing around. When Jim-toe joined Militech you thought he had made it, thought he was going to be rich and live the life of a Corpo. You knew that would be the last you saw of him. He was off to much better things than you.

That was why it was so weird when Billbob got the message from him. He seemed scared, alone, but that's the thing about the Mudchute Choom. They always look after their own.

And once a Mudchute Boy, always a Mudchute Choom.

## The Stolen Light

*Rated T for Teens and Older Players - Suitable for Beginners*  
A D&D 5th Edition Game by Joao Alves

Embark on an enthralling quest in "The Stolen Light," a thrilling Dungeons & Dragons adventure tailored for daring characters of 1<sup>st</sup> to 3<sup>rd</sup> level.

Unravel the enigmatic tale of a high-priest's misguided devotion, where a sacred relic, the Lantern of Calandra, has been ruthlessly stolen, plunging a once serene village into turmoil.

Brave the perilous Bloodmoors, navigating through treacherous swamps and confronting mysterious swamp creatures, as you endeavour to restore the tranquility of Glenwillow.

Uncover the truth behind the theft and embark on a quest for revenge and redemption.

Will your valour and wits be enough to restore the spirit of the goddess Calandra and bring back the stolen light to this secluded village? Venture forth and embrace the challenge in this adventure!

## The Woman Taken By The Wind

*Rated A for All - Content Awareness: Death, very mild gore - Suitable for Beginners*  
A The Witch Is Dead Game by Bekka C

After her banishment from the kingdom, the once wicked witch Rhiannon did her best to change her ways. As one of her beloved familiars, no one knows this better than you. Which is why it was such a shock when you awake to her having being killed! Band together with your fellow familiars and hunt down the witch hunter who did this. Who knows, perhaps you can save her.

14:00-17:00

## Escape to Willowbrook Park

*Rated A for All - Suitable for Beginners*  
A Homebrew Caltrop D4 System Game by Neil Byrne & Katina Waldman

In this game, you play a group of animals whose woodland home is being destroyed by greedy land developers... You are travelling to the mythical Willowbrook Park seeking safety. This is a game inspired by the 90s cartoon "The animals of Farthing Wood." It is also a game which is rules light, so perfect for beginners. It's very cute so children will enjoy it. But be warned, there is a chance of getting squashed by a car on your travels!

## Campfire: Midnight Heist

*Rated A for All - Suitable for Beginners*  
A Campfire Game by Wojtek Borowicz

Midnight Heist are a notorious group of thieves targeting shady billionaires and corrupt institutions. Their latest job takes them all the way to a prestigious auction house in the heart of London.

A man known only as Kilombo hired the crew to bring him a 16th century mask from the Kingdom of Ndongo. It belonged to Kilombo's ancestors before it was stolen by Portuguese

colonizers and eventually made its way into the hands of an infamous banking CEO, Liam Dubray. He will sell it to the highest bidder unless Midnight Heist return it to the rightful owner.

## The Masked Return

*Rated T for Teens and Older Players - Content Awareness: Drug references, debauched partying, criminal violence*  
A Warhammer Fantasy 4th Edition Game by Tadeus Cantwell

Following a successful mission to gain vital supplies for a party in Marienburg as the independent city came back from a plague, you all were granted invites to the grand party from the renowned host from Tilia.

The audience fell to silence as he made his grand appearance on the balcony above and swept around in a flurry of meet and greets. Yet still the tongues wont stop wagging, that this is an imposter. His close friends who vouched for you on the previous task from him now ask you to get to the bottom of what is happening.

See the complete RPG & LARP schedule at <https://iga.ie/gaelcon/rpgs-and-larps-schedule/>

## Sands of Time

*Rated T for Teens and Older Players - Suitable for Beginners - Content Awareness: Dehydration, (post) apocalyptic scenes, extreme heat, possible PC death, insects, undead, insanity, time, questioning reality, natural disasters, sand*

A D&D 5th Edition Game by Tadeus Cantwell

For longer than time itself the Prowling Sands have plagued our world. They creep ever closer, swallowing civilization as the desert grows. We haven't much time left before our last stronghold is taken. But there may be hope. We have chanced upon a rumour, a legend at best; a city, long lost, and a curse. Dare thee, fair adventurer, cross the Sands of Time and find the root of our strife? Sands of Time is mainly an exploration adventure with a bit of horror and mystery solving.

**18:00-21:00**  
**No Scheoule**

We are not running games alongside the charity auction, but rooms are available for free play. The RPGs and LARPs team will be available to help.

See the complete RPG & LARP schedule at <https://iga.ie/gaelcon/rpgs-and-larps-schedule/>

**22:00-01:00**

## No Bump in the Night

*Rated A for All - Suitable for Beginners*  
A Game by Lexi

No Bump in the Night is a D12 system in which you play toys protecting your child from the monsters which dwell under their bed. This is a fun, rules-light system that's easy for beginners to pick up.

**monday**  
**10:00-13:00**

## Raptor Railway: The Maiden Voyage

*Rated A for All - Content Awareness: Darkness, extreme cold, cults - Suitable for Beginners*

A Pathfinder 2nd Edition Game by Tom Armstrong

The year without a summer is over and the masses once huddled within the vaults of Sanctuary are have begun to return home. But moving so many people takes time, especially when most have little choice but to walk.

To aid them on their journey Ranger Captain Chib has completed work on the New Valerie Express. The first new train to run on an ancient railway long forgotten. But he is the guardian of Sanctuary he cannot

simply leave to drive the train. So he has chosen each of you to take his place, to guide this train on its maiden voyage to the town that is its namesake.

It should have been an easy task, and at the beginning it was going so well but in a moment everything went wrong. The train has been hijacked and your trapped in a damaged carriage at the back of the train.

It is up to you to find out who is behind this and stop them. The fate of the people of Sanctuary depends on you.

## Dungeon Repair Squad

*Rated T for Teens and Older Players - Content Awareness: Descriptions of bodies, decay, fire; guns and genre-typical violence - Suitable for Beginners*

A SPELL RPG Game by Dylan Breheney

The Tomb of the Profane One was once a place of horror, where countless adventurers went to disappear. But times change, even if Liches don't.

These days, the once isolated Dungeon exist well within city limits, and a steady stream of adventurers has left the place in disrepair; the traps are broken and abused, the minions have left their stations and the upper

floors of the Dread Tomb are populated with squatters, food vendors and gift shops. Even worse: rent is overdue. With just hours before a group of government-licensed adventurers arrive to repossess the Dungeon, the Profane One has taken desperate measures.

You have been summoned onto the scene; the most powerful magic workers from across the ages, resurrected with a simple task; fix up the Dungeon and fill it with the most devious traps you can conjure, before the champions of the realm arrive to snuff out your second chance at life.

## The Goat-Man Is Coming

*Monday - A Rivers of London RPG game written and moderated by our guest of honour Lynne Hardy for 4 people - Win a spot at the table in our Charity Auction!*

**14:00-17:00**

## After The End: Yucca Gold

*Rated T for Teens and Older Players - Content Awareness: Enclosed spaces, body horror, descriptions of fires/burns, drug and alcohol references, possible combat and violence, firearms - Suitable for Beginners*

A Game by Tiphannie Duke for the Low Fantasy Gaming System

Rumours spread from mountains



above the Grand City of Vegas. Local legends speak of the great power of Grays, some of a lost king's tomb, with most mentioning ancient curses. Sifting through facts, fairy tales, and conjecture the scholars of the Celestial Capitol of Sacramento believe there to be an antediluvian artefact of immense power in the region.

Advised by the scholars and fearing growing tension with the Kingdoms of Cascadia and Deseret, Emperor Milton and Governatus Brittany of the Celestial Empire of California have set up a group to investigate these rumours and locate the antediluvian artefact... if it exists.

Having tracked from the Free City of Reno to Death Valley, the rumours seem to originate from the town of Amargosa. Having arrived at the town, the locals confirm the rumours but mention other mysterious strangers seeking the same prize. It is now certain haste will be needed to seize this great artefact for the Empire of California.

This oneshot is set in the world of After The End. A low-fantasy setting in America in the year 2666 CE after a cataclysmic event as the world has now recovered to medieval feudal society in the ruins of the old.

## The Soul Is A Bell

*Rated M for Mature (Adults Only) - Content Awareness: Coercive cults, body horror, gore*

A Mage: The Awakening (2nd Edition) Game by Seán Leaney

Somewhere in the southwest US, sometime in the late 1960s. The hippie movement is in full swing, and in a commune out in the desert, they're saying they've uncovered the secrets of the human soul.

You are Tremere. Only you may have secret knowledge of souls. And then you eat them because you have a gaping maw of the nothing-dragon where you own soul used to be.

No House has ever initiated you into its secrets, but these mystical desert weirdoes might just have the knowledge a "young" lich needs to found their own secret tradition of soul-eaters. And hey, even if it's a dead end, no-one will miss these dropouts, and you're getting hungry.

See the complete RPG & LARP schedule at <https://iga.ie/gaelcon/rpgs-and-larps-schedule/>

Catch the LARP descriptions after the break.

# Hobocon

## Mind The Gap



### Service update announcement

We would like to advise that the **Hobocon 9**

scheduled for 2020  
has been delayed due to  
*you know why.*

*It wasn't Godzilla.*

The con is now expected at  
**June Bank Holiday, 2024**.

We apologise for the delay.

Further details can be found at  
<https://www.facebook.com/hobocon>

# gaelcon 2023

Crowne Plaza Hotel Dublin Airport  
Northwood Santry  
October 27<sup>th</sup>-30<sup>th</sup> 2023



GUEST OF HONOUR  
LYNNE HARDY



JB  
2023

MAP BY JOG BROGZIN  
COLOUR BY BLAZING SCALES  
FIND US IN THE TRADEHALL

Autism  
Assistance  
Dogs  
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CHARITY PARTNERS



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# Glasgow 2024

A Worldcon  
For Our Futures

8<sup>th</sup>-12<sup>th</sup> August 2024

SEC, Glasgow

[www.glasgow2024.org](http://www.glasgow2024.org)

    @glasgowin2024

## larps

<https://iga.ie/gaelcon/rpgs-and-larps-schedule/>

**friday**  
18:00-21:00

### Another Daedra, Another Septim

*Rated T for Teens and Older Players - Content Awareness: Potential excess of drinking, mentions of mental illness, drug references, murder, sacrifice, betrayal, PVP.*

A Homebrew LARP by Fergal Keenan

“Have you heard? Mehrunes Dagon has screwed up, surprising absolutely no one, got his face eaten off by a Dragon. It’s an improvement really. Still one has only so much time to give that gleeful thought, with him crippled everyone’s on the move to try and snap up whatever they can well things are going to get interesting around here.

Apparently everyone wants to avoid Sheogorath getting in there – the anticipation is a realm full of cheese. No, Peryite’s called everyone to The Pits to sort it all out – of course this could all lead to another bloody invasion of Tamriel when you think about it.

The Daedric Lords and their inscrutable machinations and all that – right back to work, those mortals won’t flay themselves.”

**saturday**  
10:00-13:00

### Render Unto Caesar

*Rated T for Teens and Older Players*

A political science fiction LARP by Gavin Walsh. Set in the Warhammer 40K universe, for 10-14 loyal citizens of the empire.

*“In the grim darkness of the far future there is only war.”*

That might be true for most of the galaxy but not for Castor. Far enough from anything important yet close enough to enjoy Imperial protection it has been a peaceful and prosperous planet in the far future of the 41st millennium. In fact the regular tithe has become less of a concern and more of a time of celebration. That is until now.

It appears the entire Imperial Tithe has gone missing. And with the Emperors representatives arriving soon it is up to you to find out what to do or who to blame. Trouble stirs on the paradise planet and secrets may come to light as you must find a way to... Render Unto Caesar.

14:00-17:00

## Star Trek Irregulars: The Quicksilver Lake

*Rated T for Teens and Older Players - Content Awareness: Moderate Threat - Suitable for Beginners*

A Homebrew LARP by Irene & Shane

With undeniable evidence of something rotten at the heart of Starfleet, the misfit crew of the USS Saint Jude must venture into darkness and danger to uncover the conspiracy and save the Federation. But will they fall to their darker selves along the way?

18:00-21:00

## 7 Rivers: The Grand Masquerade

*Rated A for All - Suitable for Beginners*  
A Homebrew LARP by Rowland Cooper & Oisín Duffy

The City of New Corinth invites one and all to our annual Grand Masquerade. Though some have labelled our customs as “unsafe”, and “tasteless”, the greatest party in the world promises to be bigger and better than any before! Come to the Corin Mountains and see our beautifully restored buildings, meet our colourful citizens, get robbed blind (consensually, of course) and maybe even take a dip in our

no-longer-poisonous lake.

As is tradition, those who display their fanciest outfits, masques, and shows wealth for the longest will be offered a wonderfully unique prize. As always, our festivities will be telling stories from our past that we can learn from. This year, our theme will be the Fall of Bastion to the Corruption, and what mistakes we can learn to avoid as New Bastion rises from the ashes of the once ‘grand’ city.

This year, we have an extra special something for you all. The legendary Starforge will be opened to select members of the public for the first time in almost three decades, and rumours are circulating that the current forge master will be taking a few commissions; rumours we can neither confirm nor deny. So, we hope to see you all in Corinth at some point during our festivities. We can’t and won’t promise fewer explosions than last year, but we can and will promise that you will leave with fuller hearts and lighter purses.

sunday  
10:00-13:00

## The Articles of Colonisation

*Rated T for Teens and Older Players - Content Awareness: Terrorism - Suitable for Beginners*

A Battlestar Galactica LARP by Xander Cosgrave

The Cylon Rebellion began on Caprica, it began with technologists and ambition, but it spread throughout the colonies like a wildfire. Everyone had them. Everyone was using them. But their initial attack was uncoordinated and messy, it caused chaos, but there was nothing decisive, and the Cylons with the ships they built when they had control over Scorpia Yards fled. But they are returning and now Caprica has brought a proposal to all the other colonies, to unify in the face of this new external threat, to build a fleet that can protect the colonies and stop the war that is seeping in from the edges of the system. It is a time of great opportunity, and it is a time for action. So Say We All.

14:00-17:00

## City of No Flag

*Rated 12+ Only - Content Awareness: Slavery, Body Horror, Drugs, Violence, Sex work*  
An Oceania LARP by the City of No Flag Team

Being a Pirate is hard in the modern universe. Most of the large system conglomerates hold all the power and in recent years have been wiping out all the planetary ports that would have accepted you to dock, and you have been left somewhat out in the cold.

That is where Carthage Deep-Space Station comes in. 2 Granada class Superheavy Traders welded togeth-

er with Galena Class Carrier thrown into the mix for good measure. This is now your port, your sanctuary, but with all such places there is a price, before, in other stations and drifts, it was money, but on Carthage, it is service.

monday  
10:00-13:00

## Tales of Tolohon: The Cleanup of Sendai

*Rated T for Teens and Older Players - Content Awareness: Environmental Disaster, Refugee Crisis - Suitable for Beginners*

A Homebrew Tales of Toholon LARP by Shane Carr

After Caelia City was melted by the decomposing bodies of the kaiju that attacked it, it seemed the great nation of Sendai was doomed. But a vast coalition of countries and corporations have united to remove the slime, begin restoring order and prevent further monster attacks.

But the damage done was more than physical: Central authority and mutual trust has broken down as the Intellect rulers of the provinces vie for power, and the foreign powers keeping the peace have their own interests. With the kaiju blood mopped up, it’s time to deal with some even worse toxic sludge: Politics.

# pathfinder at gaelcon



<b>friday afternoon</b>	<p>Table 1 - levels 1-4 - with Liam Quest 14: The Swordlord's Challenge</p> <p>Table 2 - levels 1-4 - with Miguel Quest 15: In the Footsteps of Horror</p>
<b>saturday morning</b>	<p>Table 1 - levels 1-4 - with Liam Intro: Year of Unfettered Exploration</p> <p>Table 2 - levels 1-4 - with Gary Foundation's Price</p>
<b>saturday afternoon</b>	<p>Table 1 - levels 1-4 - with Phil Intro: Year of Unfettered Exploration</p> <p>Table 2 - levels 3-6 - with William The Blackwood Lost</p>
<b>sunday morning</b>	<p>Table 1 - levels 1-4 - with Gary Fury's Toll</p> <p>Table 2 - levels 3-6 - with Tim Dacilane Academy's First Great Prank War</p>
<b>sunday afternoon</b>	<p>Table 1 - levels 1-4 - with Stephen Equal Exchanges - Necessary Introductions</p> <p>Table 2 - levels 3-6 - with Andrew Shattering Golden Chains</p>
<b>monday morning</b>	<p>Table 1 - levels 1-4 - with William Lions Of Katapesh</p> <p>Table 2 - levels 5-8 - with Andrew Heidmarch Heist</p>

Full details on our Pathfinder Society programme on <https://iga.ie/gaelcon/pathfinder-society-schedule/>



Fingal Community Gaming is funded by the Chief Executive's Innovation Fund. Chief Executive of Fingal County Council, AnnMarie Farrelly, said, "Fingal Community Gaming is a new and innovative way of engaging the community. Reaching out to, and supporting, young people and empowering them will help to unlock their potential. Staging tabletop games in public libraries, and venues like Swords Castle, taps into the public zeitgeist surrounding games like Dungeons & Dragons".

Over the weekend they will be offering introductory sessions for D&D both in the main hall and a sensory friendly room we have designated specifically for them to use as needed.

The games on offer are:

Saturday 11am-1pm & 2pm-4pm  
Sunday 11am-1pm & 1pm-2pm

Monday 11am-1pm & 2pm-4pm

## Halloween Night Dungeon Crawl

*Suitable for ages 8+, Sensory Friendly Game. Designed by Megan Davidson.*

Join the Dungeon Masters of Fingal Libraries for a spooky one-shot dungeon crawl in a cavernous maze deep beneath the surface of Faerûn! Magically transported from a Halloween party on Earth, you find that your costume has transformed to give you the abilities you need to fight your way through the maze, uncover its mysteries, and find a way to get your party back home...

## Remember, Remember

*Suitable for ages 8+, Sensory Friendly Game. Game designed by Jack Carey.*

Sometimes, the world needs heroes to defeat monsters. Sometimes a kingdom needs warriors to protect the world from evil. But sometimes a city mayor needs a bunch of adventurers to stop a crazy group of cultists from blowing up parliament. What could go wrong? Join the Dungeon Masters of Fingal Libraries for a thrilling one-shot inspired by the Gunpowder Plot.



# special events

## Charity Auction

The IGA Charity started as a drunken “no, I want it more” between two slightly intoxicated gamers in a pub many moons ago and since then has grown into something that has a real impact on the lives of many people.

Each year the IGA Charity auction raises money for a chosen children’s charity. This year BelongTo continues to be our Primary Charity Partner. BelongTo does amazing work with providing support to young people within the LGBTI+ community. This year the IGA are pleased to announce that we have chosen a secondary Charity Partner, Autism Assistance Dogs Ireland. Autism Assistance Dogs provide assistance dogs for diagnosed autistic children aged between 5 and 12 years old who engage in flight or other risky behaviours.

This year the IGA Charity Auction will be held on **Sunday, 29th October 2023** and will be hosted by Brian Nisbet.

## Pub Quiz

Once Again, the Gaelcon Pub Quiz graces our hallowed halls and is hosted by our benevolent and perpetual host, Graham Turner. Play with your friends, Argue with your friends, Do both at once. Tickets are 20 Euro for a Table (Your perpetual soul is no longer accepted after The Incident) and Prizes will be extremely good.

## Guest of Honour: Lynne Hardy

Multi-award-winning games designer Lynne Hardy first discovered role-playing games at university. Over the last few decades, she has worked for Nightfall Games, Pelgrane Press, Cubicle Seven, Modiphius, and Green Ronin—amongst numerous others—as a writer, editor, or both. She also created her own steampunk pulp adventure game: Cogs, Cakes & Swordsticks. More recently, she formed part of the team responsible for updating Chaosium’s legendary Masks of Nyarlathotep campaign. She now works full-time for the Chaosium as Associate Editor for the Call of Cthulhu RPG and Line Editor for the ENnie award-winning Rivers of London: the Role-playing Game.



## Going Underground

*A Rivers of London RPG game written and moderated by our guest of honour Lynne Hardy for 4 people - Saturday and Sunday 2:30-5:30pm*

The late shift at the Folly, aka the home of British magic, receives a call from their British Transport Police liaison, Sgt Jaget Kumar. There’s trouble on the London Underground. But just what did a terrified workman see down there in the maze of tunnels that runs beneath London’s streets? And what are the investigators going to do about it?

## Lunchtime Panels with Lynne Hardy

*1-1:50pm Saturday & Sunday*

**Saturday:** Interview with Lynne Hardy & con chair  
**Sunday:** Getting Started in the Gaming Industry

## Game Organisers Networking

*Saturday Evening 6-7pm in the Galecon Bar*

If you’re involved with organising game events in Ireland, we’d love to see you here! The IGA has sponsored tickets for representatives of university gaming groups to attend: and we have con directors from Gaelcon, Warpcon, Leprecon 2024, Chimera Con 2024 and more. We hope to figure out everything that is right and wrong with gaming in Ireland, brainstorm initiatives, make new connections, find ways to support each other and our plans.

## Mantic Games presents Firefight

Intro games of Firefight! Firefight is Mantic Games Sci-Fi Squad level wargame; Awarded Best Miniature Wargame Of 2022 at the OnTableTop Industry Awards! Find out why in 1/2 hr - 1hr with an Intro Game in the main hall!

## Thomond Comic Creations

We will be running character creation workshops over the weekend in the main hall.

## Guitar Cards

Demoing in the main hall on Monday, learn how music works with colourful card games and interactive exercises. Guitar Cards make understanding the heart of music more fun and accessible.

## No Silver Linings

We are delighted to announce that Irish game designer Mark Corrigan has agreed to run a demo of No Silver Linings – more info in the RPG Section!



## IGA AGM

**Monday Lunchtime:** The IGA will, once again, be hosting their AGM at Gaelcon. Attendance is open to all. This will feature yearly reports and election of Directors. All members should have received notice with regard to this so if you're an IGA member, make sure you check your emails.

## Battletech

*Presented by Battletech Ireland, all weekend in the main hall.*

Grand Melee on Saturday, this will be one or two sessions that players can tag in or out of as they want and are free.

Large participation game on Sunday. This will be an all-day game that players can bring a force to and use in the game, with pre-generated forces available if people want to play but don't have miniatures or rules.

Alpha Strike Participation game on Monday, this will be a half to full-day game, two pre-generated armies will be fighting but players are welcome to join and take control of some forces.

## Gaslands

*Saturday and Sunday in the main hall - just come up and ask to play!*

Gaslands is a game of post-apocalyptic vehicular mayhem.

It is a tabletop wargame of car-on-car destruction in a post-apocalyptic wasteland. Players form a racing team, and compete for money and fame, scrapping in between races for the resources they need for the next race.

Players can bring their own teams but 11 pre-made racing teams are provided for people who don't have their own. There are also multiple rulesets to allow younger audiences to participate.

## Jog Brogzin Fantasy Mapmaking

Jog Brogzin has been making fantasy maps for over 30 years. Available for commissions, he makes every style of map and artwork imaginable. He will be selling double sided dungeon tiles at Gaelcon 2022 and running a Dungeon Mapping Workshop: part tutorial, part collaborative challenge for all artistic ability levels (from absolute beginners to master cartographer!)... we are going to make as many dungeon map tiles together as possible.



# boardgames

sponsored by: 

<https://iga.ie/gaelcon/boardgame-events/>

All weekend, we will have helpers to introduce novice and experienced players to boardgames. To facilitate this, Gaelcon are delighted to partner with Dublin Gaymers and ChimeraCon Volunteers. As usual, we will have a boardgame library available for you to borrow games throughout the convention.

### Playing Games

In the boardgame room (Thames - meeting room 15/16 upstairs) and the main hall, there will be reserved tables with volunteers running scheduled games all weekend. You can sign up to play at the boardgame desk in meeting room 15/16. Scan the QR Code above for a live schedule.

Free-play tables are available on a first-come-first-served basis in the boardgame room during convention opening hours. There are also tables available in the main hall for demos, teaching and playing games from 9am to 6pm.

Table signs will be available in the boardgame room and main hall to show that you are looking for players for your game. Look out for them if you want to join a game. These are colour-coded based on the experience required: *Red* shows the players are looking for someone to teach them how to play the game. *Orange* shows the players are looking for extra players who are experienced in playing the game. *Green* shows the players are

looking for extra players who want to play and they are happy to show them how.

Space permitting, you can ask at the boardgame desk for a game you are willing to teach to be added to the schedule on the reserved tables but there will be limited slots available for this.

### Library

Registration and a refundable 5 euro deposit are needed to borrow a game from the library in the boardgame room (Thames - meeting room 15/16 upstairs).

### Events

At 5pm Saturday, Sunday and Monday there will be a raffle for attendees who have registered at the desk, borrowed games or played scheduled games. Check out the prizes at the boardgame library desk.

All weekend Steve Jackson Games will be demoing in the main hall. Stop by their table to find out more.

All weekend there will be volunteers available to teach games like Twilight Imperium, Gaslands, Everdell, Takenoko, Star Wars: The Clone Wars, Star Trek Ascendancy, A Game of Thrones, Dune:Imperium, Mare Nostrum: Empires, Horzion Zero Dawn, Stone Age, Cthulhu Wars and more.



# meet the traders

## **Kickcraft**

Handmade leather jewellery and accesories.

## **ReRoll Games**

ReRoll Games is a game and hobby store serving the local and not so local community of County Meath for the last 8 years!

## **Limit Break Comics**

The European Science Fiction Society nominated publisher of Turning Roads, Down Below, Meouch and Lens. It celebrated its 5th birthday in July 2023.

## **Ozma Art & Games**

Freelance artist that makes prints & stickers based off of range of games.

## **Wonderfool Art**

Small artist with a background in animation creating prints, stickers and other small goodies.

## **sunnystories**

An autistic queer artist who sells invisible disability lanyards and badges, pride art of frogs and other frog related things. They draw fanart of cartoons and anime and sell them as prints and stickers. The art they create is for people to see themselves in it to get the representation they need in media.

## **itsHalfpint**

A digital artist who specialises in stylised art for commissions and art prints ranging from original designs to fanart and crossovers. Also selling sticker designs.

## **Martachanart**

Selling hand made prints, stickers, badges, notepads and crochet goodies. The themes are DND, frogs, skeletons and cute stuff. Theres something for everyone!

## **LauraAndTheCanvas**

Original art in the form of prints, pins, keychains, mugs, t-shirts and hoodies. They also sell hand painted canvas pieces of fanart.

## **Peannlui**

Freelance artist making her own comic books, art prints and fun merchandise.

## **Seventy Percent Cocoa**

Original illustrations and fan art, a wide variety of framed and unframed prints, stickers and badges.

## **Itsikster**

Itsikster consists of SFW fan art and original prints and paintings, suitable for all ages!

## **MeMyselfAndMisha**

Digital artist and crafter and making shadow boxes based on retro games also sells their artwork as stickers and badges all printed and made by themselves

## **Minteafox**

Small artist store that sells stickers, enamel pins, keychains, prints, and some other goodies.

## **Pawprint Paintings**

Original artwork and prints of adoptable DnD characters, fantasy designs, stickers, anime fanart and the likes.

## **Jog Brogzin Fantasy**

### **Mapmaking**

Jog Brogzin has been making fantasy maps for over 30 years. Available for commissions, he makes every style of map and artwork imaginable. He will be selling double sided dungeon tiles at Gaelcon 2022 and running a Dungeon Mapping Workshop.

## **Warlock Leathercraft**

Handmade leather gaming accessories such as dice trays and dice bags.

## **Sandbox Ltd.**

A TTRPG and TCG shop down in Cork where weekly tournaments for MTG, Yu-Gi-Oh and Pokémon are run!



Jan 26th - 28th

# Warpcon 2024

## University College Cork

Roleplaying Games, Card Games,  
Live Action Roleplay, Wargames,  
Traders, Special Events,  
And More!



# community pages



## Indie RPGs Dublin

<https://tinyurl.com/indie-rpgs-dublin>

An inclusive beginner-friendly community to enjoy indie roleplaying games of all sorts as well as other social events. Every Sunday afternoon you are welcome to join and tell stories together with, rules-light games that usually only last one session.

## Historical Games Group

[HGG.Dublin@gmail.com](mailto:HGG.Dublin@gmail.com)

We play board and miniature wargames, strategy games, thematic games and the odd eurogame with a strong focus on historical games but occasional diversions into fantasy, science fiction or space exploration.

## Tuesday Night Magic

[@tuesday\\_night\\_magic\\_carlow on Instagram](#)

Social group where people come to play different formats for Magic: The Gathering. Commander format is the main focus but we hold competitions and weekly prizes for members of the Group. New and veteran players welcome.

## Wexford Town Gamers

contact [eoinmcorrigan@gmail.com](mailto:eoinmcorrigan@gmail.com)

A friendly group of gamers based in Wexford Town, with a wide variety of gaming tastes, from Euro boardgames, to RPGs, to wargames.

## The Last Chancers

<https://www.thelastchancers.org>

Wicklow's premier tabletop gaming club, providing a friendly and welcoming environment for gamers of all experience levels and interests. Originally founded by the North Wexford Gamers in 2009 by a small group of gamers sharing a pizza and a passion for Warhammer Fantasy Battles.

## Board Game Designers Ireland

<https://facebook.com/groups/BoardGameDesignersIreland>

A playtesting and development group for designers of all manner of analogue games - boardgames, card games, RPGS, etc.

## Dublin BattleTech

<https://discord.gg/GWqx8PznHU>

We meet up 3-4 times a month for regular BattleTech games. New players are always welcome for introductory games. As well as pickup games on the night we also run campaigns and occasional playtest sessions for upcoming products. We are also part of the new competitive circuit for Ireland.

## Dublin Gaymers

[on Facebook, Instagram and Discord](#)

LGBTQ+ social group, fostering an inclusive environment for people to meet and play board games together.

## Pathfinder Society Ireland

[@pfsireland on Facebook](#)

We're the Pathfinder & Starfinder Organised Play Campaign.

## Open Game Night Athlone

<https://opengamenight.com>

Open Game Night is a fun weekly event open to all who enjoy tabletop gaming of any kind. If you're into board games, role playing, Magic or anything tabletop related then this is the event for you!

## Tabletop Kildare & Dublin

<https://discord.gg/vc2JUcqFeE>

We are a Celbridge-based board game group meeting every Thursday, upstairs in The Whisting Pig pub on Celbridge main street. We see all types of games hitting the table, ranging from board games, social games, wargames and rpgs. We have a discord for game organisation, and host yearly events such as our Christmas white elephant and year-aversary charity auction/raffle. With parking and good food, we welcome everyone from far and wide!! Come join us for some games!

## Treaty City Gamers Guild

<https://www.tcg.ie>

Friendly independent community gaming for like minded individuals with an interest in boardgames, card games & Tabletop miniature games (historical, fantasy & science fiction wargames). Freedom to play whatever you like, however you like it. Pre-book, Pre-arrange, Play for the last Sunday of the month !

## Kilkenny Nerd Club

<https://discord.gg/439tJH47>

A casual, inclusive club for boardgames, wargames and role-playing games. New people welcome. We have MTG showdowns, multiple tables of 40K, one-shot and campaign RPGs, and a table full of boardgames to pick up and play. There's no expectation to play, some people draw, paint models, or hang out with their nerd friends.

## Bayside Board Games Group

<https://www.baysidecommunitycentre.ie/groups>

Free monthly board games group aimed at adults and late teens in a local community centre (in North Dublin). We play anything that people want, from quick card games to long strategy games. Plenty of choice of games available and also feel free to bring your own. Tea/coffee available and easy access via dart, bus, or car.

Hitting shelves in Dublin on October 25<sup>th</sup>-28<sup>th</sup> 2024.

# thank you from the committee to everyone whos helped make this a great gaelcon

These people, stores, and community groups, sponsors (and definitely even more we haven't listed) Made the Con Happen.

Stephen Conlan, Wojtek Borowicz, Dylan Breheny, Eric C, Lloyd Gyan, Gavin Walsh, Shane Carr, Tadeus Cantwell, Graham Kane, City of No Flags Team, Eoin Moore, Irene & Shane, Joao Alves, Nuge, Bekka, Neil Byrne, Seán Leaney, Rowan Turner, Tom Armstrong, Jamie Bowden, Xander Cosgrave, Dave M Hayes, Tiphany Duke, Feargal Keenan, Rowland Cooper, Fergal Monster, Oisín Duffy

Róisín Cunningham, Andras Gerlei, Eoin Ó Seanacháin, Steven Flynn, Caroline Keating, David Breathnach, Gonzalo Malaga, Jack O'Sullivan, Kyle Tiernan, Christopher Anich, Diego Gosalvez, Eoin Costelloe, Carl, Alex, Nan Heyneman, Colin Lock Tunissen, Femmy, Peter Perge, Brian Nisbet, Alexis Twomey-Dunphy, Fiadh Twomey-Dunphy, Denis O'Connell

Kickacraft, ReRoll Games, Limit Break Comics, Ozma Art & Games, Wonderfool Art, Sunnystories, ItsHalfpint, Martachanart, LauraAndTheCanvas, Peannlui, Seventy Percent Cocoa, Itsikster, Elisabeth Neveux Illustration, MeMyselfAndMisha, Minteafox, Pawprint Paintings, Jog Brogzin Fantasy Mapmaking, Warlock Leathercraft, Sandbox Ltd

Dublin Gaymers, Dublin Battletech, Thomond Comic Creations, Fingal Council Community Gamers, Lynne Hardy, Mark Corrigan, Pathfinder Ireland, Underworld Gaming, Broadsword Wargaming.



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Irish Games Association  
GAMES ARE GOOD FOR YOU

Gaelcon will return.  
See you there.



47A Church Street  
Banbridge  
BT32 4AA

TEL: +44 79028 93360  
EMAIL: [roastandroll@outlook.com](mailto:roastandroll@outlook.com)



# and thank you the people we do it for



OUR SPECIALS TODAY:  
CARD GAMES  
BOARD GAMES  
WARGAMES  
RPGS  
LARPS



**22-24**  
**MARCH**  
**2024**  
**GOLDSMITH**  
**HALL**

