

gaelcon³⁶



gaelcon36



event - convention

Irish irish games association

1999

Dagna Crosson

CONTENTS

- 2 Contents + Code of Conduct
- 3 Con Director Welcome + Team
- 4 RPGs + LARPs Timetable
- 5 RPGs + LARPs Descriptions
- 20 Conference Map by Jog Brogzin
- 23 RPGs + LARPs Descriptions
- 28 Pathfinder
- 30 Special Events
- 32 Community Pages
- 34 Traders
- 36 Charity Auction
- 37 Thanks
- 38 Introducing the Gaelcon Archive



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 purple 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

It was the best of times, it was the worst of times, the two extremes that any conrunner has to contend with. When I came on board to direct this years Gaelcon, it was with a quarter century experience of running cons around the world... And none running one in Ireland...

It's been a learning experience, and along the way, I found good people and bad, I saw what had been going wrong, and with the good people, particularly my assistant director Tymora, we've worked together to make it right.

Did we manage?

The day after will tell us with certainty, but before that, I hope you take five minutes to come and tell us in person. Next year will be better, the lessons we've learned this year and the lessons we'll learn over the weekend will all be carried forwards, and if you don't tell us what you want there, we won't know to include it.

I'll see you all, out there.

John Dodd
Gaelcon Director
*looking at the Dublin Convention Centre
and considering not "What If?", but "When?"*

the gaelcon team

- | | | |
|--|---|--|
| John Dodd
Director & Logistics | Dan Ahern
Wargames | Zoe Thompson
IGA Charity Officer |
| Tymora Freeman-Stannett
Assistant Director & Trade | Ciara Costelloe
Boardgames Co-Coordinator | Ruari Roddy
IGA PRO & IT |
| Rory O'Driscoll
RPGs & LARPs Coordinator | Rob Brennan
Boardgames Co-Coordinator | Colm Cahalane
Design |
| | Pat Maher
IGA Treasurer | |

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**Comhairle Contae
Fhine Gall**
Fingal County
Council



rpgs & larps schedule

See page #26 for Pathfinder game schedules

MORNINGS
10:00-13:00

Afternoon
14:00 - 17:00

Evenings
18:00-21:00

Night
22:00-01:00

monday

LARP: The Dohkahn Accords
The 25th Annual Semantic Academy Spelling Bee
Revenge at Glunkrey Part II: Making Memories
Ritual at the Grove
The Potato is Just An Illusion
Murder on the Orient Express

LARP: Star Trek Irregulars: Federation Day
One Day's Work
The Forest Ambush Cliché
A Glimmer at Dusk

End of con

sunday

LARP: The First Cylon War: Articles of Colonisation
The 25th Annual Semantic Academy Spelling Bee
The Paper Trail
Fey Earth: Stolen Treasures
Campfire: Blood on the Snow
Sweet Tooth
Return of the Night of the Bogman

LARP: City of No Flag: Finale
Clay Cryptids
The Grave of Magic
Satellite Cemetery
The Era of the Body Snatchers
Under Eave Odyssey
The Innsmouth Caper

No Games During the Charity Auction

Rooms are open for free play - ask for help if interested

Compos Mentis

saturday

LARP: Dragon's Den: The Return
Satellite Cemetery
The Paper Trail
Castlevania: Chiaroscuro of Calamity
Autarchs and Aliens
The Sleeping Goddess
Wolves Tear Out The Dragon's Throat

LARP: Ravenloft: Worst of the Cursed
Hunt for the Sun Swan
The Grave of Magic
Murder by Bite
Blood on the Dancefloor
Who Ya Gonna Call?
Campfire: Death in Venice

LARP: 7 Rivers
Revenge at Glunkrey Part I: Memory Lane
Zero to Hero
All Outta Bubblegum
The Innsmouth Caper
Under Eave Odyssey

Ballygonwen

friday

Games begin at 6pm on Friday

LARP: A Council at Nikea
The Forest Ambush Cliché
Dublin: A City Divided
Frankenstein
Fey Earth: Stolen Treasures
A Spot of Bother in Ballyburnin

rpgs & larps

friday
18:00-21:00



RPGs & LARPs
on Gaelcon.com

LARP: A Council at Nikea

by Roderick Easton

In the 30th Millenium, the Emperor of Mankind has triumphantly led the Great Crusade from Terra out across the galaxy, bringing former human colonies into compliance with the new order. Along the way he has recovered his 18 children, the genetically engineered Primarchs, to lead the Space Marine Legions.

It is a new start for humanity. However, sibling rivalry and violent differences of opinion on a number of subjects have led to growing factions and rifts between the Primarchs. Their Legions, as ever, follow where their geneparents lead and the Solar Auxilia regiments are infected by association.

In an attempt to bring his family back together, the Emperor has summoned them all to the planet of Nikea, to discuss and settle the various divisive topics. In addition, he plans to bestow the title of Warmaster on the one Primarch who will lead the Crusade after this, because the Emperor is going to return to Terra for the first time in decades, if not centuries.

Each player will take on the role of one of the Primarchs, vying to have their opinions validated by their father, The Emperor. They will have influence which they can use to sway the Imperial decision, but his plans are not always easily predictable. To maintain elements of secrecy and surprise, the loyalty (or otherwise) of the Primarchs will be determined randomly and secretly at the start of the game. Likewise, to represent his inscrutable planning, the Emperor's decision making will have a certain random element added on top of the opinions of his Primarchs.

This game takes place in the Warhammer 40,000 Horus Heresy setting.

Frankenstein

by Graham Kane – Simplified 5E – 5 players – Rated T: Teens and Older

An adaptation of Mary Shelley's classic gothic horror novel.

The Forest Ambush Cliché

by James Dominy – TIEF Homebrew – 3-4 Players – Rated T: Teens and Older

Are you sick of character intensive drama systems? Do you ever just the urge to go total murder hobo?

Put the ROLL back into role-playing, and join me for the inventively named “3 to 4 adventurers beat the living \$#! out some obviously evil goblinoids, maybe”.

No set up, no story, no moral agonising about whether the goblins are technically evil if they’re just born that way, no judgement! We get straight into the action.

Dublin: A City Divided

by Eoin Ó Seanacháin – Storyteller d100 – 4-6 Players - Rated T: Teens and Older

The gritty Dublin nightlife in the backdrop of a seedy, seductive and dangers nightlife of Kindred society. Where not all is as it seems and your life or unlife could change within a matter of seconds.

So remember to have your wits about you, your survival instincts in-tune with your surroundings the Dublin nightlife may just drag you drag you down from your ivory tower and show what the real underground Dublin scene is really like or you may aspire to be more than a simply pawn and become the prince of Dublin itself. No matter your motivates remember you can always meet your final death so be on your toes my young fledgling before the beast takes over and remember the Ivory tower is always watching.

Fey Earth: Stolen Treasures

by Neil Byrne – Homebrew – 3-5 Players – Rated A: All Ages

One of you has been contacted by your brother. The young boy of a neighboring farming family has been stolen by fairies and he is asking if you can save the lad.

A Spot of Bother in Ballybunnion

by Lloyd Gyan – Matrons & Mysteries – 4-6 Players – Rated T: Teens and Older

BallyBunnion has always been a quiet town, especially between seasons of american tourists and foreign dignitaries. With residents as old as time and a history as rich as the country itself, Ballybunnion rarely has any real controversies that are worth the national news.

Until famous Weatherman and local hearthrob Augustus Ford ends up

dead in the middle of a new golf course.

Now, it is up to the Ladies who Wait (Retired) to investigate, find out the killer, and work it all out before the bothersome police turn up and ruin the Fete they had planned for that weekend.

Under Eave Odyssey

by Eoin Moore – Mausritter – 4-5 Players – Rated T: Teens and Older

A plague has overtaken the subterranean Mouse community of Below-Doorstep. The once-thriving streets are now eerily silent. Those who can are packing up and moving and every day more mice are added to the roll of the dead. Unless something is done soon, Below-Doorstep will become a ghost town.

A group of the bravest Mice in town are setting out on a daring expedition. They will journey above-ground: sneaking through the Den of the Infernal Cat Dante, navigating the treacherous maze of the Kitchenette/Pantry, and clambering up the forgotten pathways of the Inner-Wall, on a quest to reach the lofty heights of the Under-Eave.

There, they will seek an audience with the ancient Owl Wizard, Barnabus the Terrible, and pray that his library holds some magic or medicine that can save Below-Doorstep from its ghastly fate.

saturday
10:00-13:00

LARP: Dragon’s Den: The Return

by Graham Turner & Emma Neeson – Bespoke LARP System

The Venerable Great Wyrms Galandrous the Dread has come to the end of their long life. Rather than waiting for a group of adventurers to attempt to plunder the wealth they have accumulated over the centuries, Galandrous has decided instead to bequeath their Hoard to a worthy beneficiary.

Twelve hopefuls have been summoned from across Faerun, and even further afield, to make their case for the use of Galandrous’ Hoard. However, as only one bequeathment can be made, alliances will have to be forged, and pitches made as a team. Can you put aside your differences to forge a team, and a pitch, that will successfully win you the Hoard? Dare you face the Dragon’s Den?

This LARP is a sequel to/variant of the Dragon's Den LARP run at Hobocon 2024. Those who played the original will find a unique play experience, and are more than welcome to attend.

Satellite Cemetery

by Pierce Woodall – *Liminal Horror* – 4-5 Players – Rated T: Teens and Older

The Oceanic Pole of Inaccessibility, or Point Nemo, exists over 2,000 kilometers from the nearest land mass. Besides being the most isolated location on the planet, the site hosts the mechanical souls of crashed space junk laid to eternal rest in a graveyard miles below the surface.

They've been abandoned, left to rust and rot in their watery crypt, but human curiosity could never leave it be for long. Don't you wonder if the satellites feel at home in the darkest depths of the ocean? After all, they say the bottom of the sea looks most like the farthest reaches of space.

The Paper Trail

by Klava "Casper" Wilson – *D&D 5E* – 4-5 Players – Rated T: Teens and Older

The Lost Letter Office is the somewhat lesser known, and much lesser liked, little cousin of the City Postal Service.

Squatting in its larger counterpart's basement, it is a series of cramped rooms stacked with innumerate envelopes, where uniformed posties sort every message that no one has or will ever send. Most of these are just scrambled secrets or throwaway thoughts, fed to the shredder with no mind paid to their destruction. But, every so often, a special few slip through the nets of never; prayers strong enough to be put to paper, promises unspoken yet unbroken, whispers unheard above the din of irresolution. These get delivered, for better or worse.

The wave of new messages began arriving a week ago. At first they were addressed to the Lost Letter Office, and then they were addressed to you; the Office's anonymous workforce, receiving innocent-looking letters blotched top to bottom with your deepest regrets and most desperate secrets.

Something is trying to get your attention. And as the paper keeps piling, it comes time you're asked to trace the trail.

Castlevania: Chiaroscuro of Calamity

by Oisín Duffy – *Homebrew* – 4 Players – Rated T: Teens and Older

"It is the year 1799 and Ireland bleeds. In the aftermath of the failed rebellion, the British empire ignores the vampires that stalk the fading towns and cities, a fitting punishment for the disloyal. There are those who refuse to be cowed, hunters of vampires and other night creatures.

A revenant hunter, May witch, divine werewolf, and reluctant vampire hot off their most recent hunt, make their way to the oldest hidden reaches of Donadea Forest in Kildare to commune with the Aos Sí. What they find is a defaced fairy fort, burnt hawthorn trees and canvases and paint scattered upon the forest floor.

As moonlight spills through the forest canopy, the werewolf sees visions in the lights and shadows; an artist unsatisfied with their work, a collector looking for new materials, a thirst that blood alone cannot quench, and with that, she catches a scent leading the hunters to the outskirts of a formerly abandoned manor seemingly hosting a lavish party. Whoever or whatever desecrated the forest and took the fairies is about to get some gatecrashers."

Autarchs and Aliens

by Phil Doyle – *Armour Astir: Advent* – 4-6 Players – Rated T: Teens and Older

The land of Chryse is caught in the iron fist of its immortal god-king, Autarch Theoses the First and Only. The Chrysean Kingdom spills unabated across its borders, spreading its brutality across the world. However, hope is not lost. Theoses' ritual to prolong his immortality draws near. Rebel groups from across the world have banded together to take their chance to interrupt the ritual, and stop the Autarch once and for all. Every other attempt on his life has failed, but this time is different thanks to a little bit of outside help: Barely understood technology scavenged from a recently crash landed alien spaceship.

Raise your swords and plasma accelerators, and show that a god is nothing in the face of an orbital laser.

The Sleeping Goddess

by Rowan Turner – *D&D 5E* – 6 Players – Rated T: Teens and Older

Goldenvale: a peaceful kingdom ruled by a benevolent Queen and protected by The Barrier, a massive wall of stone which encircles the city and lands around it. Few dare to set foot beyond the Barrier. Goldenvale is

safe; The Lands Beyond, as they are called, are a strange place brimming with danger. But now the Queen has fallen ill, and her council is calling for heroes to venture into the uncharted wilds in search of the one thing that can save her. A plant of legend, with the power to heal all ailments. A flower only found at the edge of the world. The Sleeping Goddess.

The Sleeping Goddess is a game of exploration, combat, and puzzle solving using the D&D 5e ruleset.

Wolves Tear Out The Dragon's Throat

by Seán Leaney – Genesys – 3-5 Players – Rated T: Teens and Older

Word travels across the stars: The royal family are dead. A council of generals now rules the Empire. On this provincial world, the Imperial garrison commander has fled to join the other wolves for a piece of the dragon's carcass.

With the Empire's guns turned inward, the provinces' knives are coming out. You have all found common cause in this moment, and you are not alone in your desire to take the Imperial garrison and seize the Empire's means of control.

Many-winged songs call out from the firmament, harmonising with the laments of disgraced soldiers, the battle-cries of the Empire's old enemies, and the droning command-chants of ancient machines.

Beneath the fortress, the needle pinning this world to the Empire's silken cloak, something begins to move – the barbs on the needle's tip, poised to rip this world open on its way out.

14:00-17:00

LARP: Ravenloft: Worst of the Cursed

by Feargal Keenan – Homebrew – 5-10 Players – Mature: Adults Only

You are cordially invited to travel beyond the mists and to meet your hosts for a delightful evening of competition, intrigue and discourse. Naturally all will be equal in the presence of your hosts who will join you when the clock strikes midnight to announce the winner of the party game that will be hosted. Rest assured you need not be worried about your Domains in your absence, all will be well - we assure you of this and this is, by no means, a danger unto you at all. No you are all perfectly safe and will suffer no lasting damage, death or other inconvenience on the property. Not only that but

what is there not to enjoy about an evening meeting people you otherwise would never?

If you are still unsure of attendance then trust in this, however: you will not want to miss the gift that there is to be given - a soul-forged wishing gem.

Hunt for the Sun Swan

by Ciara McDonnell – D&D 5E – 5-6 Players – Rated T: Teens and Older

To ask the average denizen of Wildspace, a ship turning up missing would be considered a slow news day. But when that ship belongs to one Baron Aulordan, he is prepared to put time, money, and plentiful resources into claiming it back.

The status of the vessel is unknown, but its last confirmed location before the divination magic failed was somewhere just beyond the fringes of uncharted space.

Baron Aulordan is willing to pay a team of adventurers handsomely for the tracking down and reclaiming of his ship, the 'Sun Swan'. However, doing so will mean venturing into parts of the cosmic plane beyond which few survive...

The Grave of Magic

by Dylan Breheny – Heart: The City Beneath – 5 Players – Rated T: Teens and Older

Very few people remember how the magic used to sing. It disappeared fifty years ago, along with anyone who ever cast a spell, ushering in a new century of smoke and industry. Its grave is popularly considered to be the town of Inspire -- the last place where magic waned from the world. It is a sleepy, quiet place, only remembered for the things it has lost. It is where we find you.

Maybe you are a resident, or a researcher chasing rumours, or maybe you were drawn here by your dreams. All you know is that something is calling you -- calling you not just here, but down.

Beneath the town, something stirs in Magic's grave. Noone can agree what; The ghosts of bygone witches, the last spell ever cast, maybe even the song of magic itself. There is only one way to find out. To take something for yourself -- or to make sure that it stays dead. So; you ready your swords, your guns, your stolen rites, and step into the dark.

A game about exploration, survival, horror and explosive magic. Heart: The

City Beneath is a system where characters with brutal and strange powers explore an underworld that wants to fulfill their dreams -- or kill them trying.

Murder by Bite

by Rita – Vampire: The Masquerade 5E – 6 Players – Rated Mature: Adults Only
You're Kindred. A Cainite. A vampire. And like all vampires, you were made by another, more powerful vampire, your Sire. Your Sire, in particular, was a fading star of silent movies, until he was turned himself.

Now, a sickness of the mind has taken him to the point he is a danger to the Masquerade, the law that bids all Kindred keep their existence a secret from mortals.

The Prince, in her infinite wisdom, has tasked you and other two of your siblings by blood with the most dreadful task of killing your Sire permanently. The only problem? You don't know who these other two are. In a house with six vampires and a demented Sire, who can you trust?

A Spot of Bother in Ballybunnion

See pages 7-8.

Who Ya Gonna Call?

by Arthur Green – Monster of the Week – 3-4 Players – Rated A: All Ages
Foul doings are afoot in a prestigious city library. Our heroes don't have unlicensed nuclear accelerators; can they figure out what's going on and put a stop to it before book-lovers end up on the menu?
Who Ya Gonna Call is an introductory one-shot adventure for Monster of the Week, a game which aims to emulate TV shows such as The X-Files, Buffy the Vampire Slayer and Supernatural.

Campfire: Death in Venice

by Wojtek Borowicz – Campfire – 5 Players – Rated T: Teens and Older
A virus turning people into ravenous, mindless monsters has decimated humanity. Only a handful of isolated settlements remain, while the rest of the world is crawling with the infected, rapidly mutating into ever more horrific and murderous beasts.

A glimmer of hope appears when a group of survivors sets out to retrieve an experimental vaccine, allegedly developed at a university in Venice. They are racing against time, however, as an incoming flood threatens to sink

the Floating City. And if that wasn't enough, who knows what monstrosities are lurking in the canals of Venice.

18:00-21:00

LARP: 7 Rivers

by Rory Delaney, Oisin Duffy, & Rowland Cooper – Returning Players + Up to 4 New Players – Rated T: Teens and Older

Not everyone likes the idea of living in a big city. Some prefer quiet lives of solitude, choosing to live off the land using their wits, rather than be surrounded by the hustle and bustle of a busy market. A coven of such witches have chosen to live as far from civilization as possible, in the ruins of an ancient city, where only a crumbling tower serves as a reminder of the once great structures that stood here.

Rumour has it that towers like this once stood as beacons against the Corruption, but with that threat gone, the tower's power has waned, and it is being consumed by time. Lately, however, the coven have reported seeing phantasms. Any efforts to communicate with them have failed, and they don't seem to react to magic. On top of that, the denizens of the small settlement are feeling like they are being constantly watched, which is doing nothing to make them feel safe in their new home. On top of that, there are reports that a stranger matching Drake's description has been spotted lurking in the ruins. A message has been sent back to Lokthen and the Lynaran Alliance asking for any and all help in dealing with whatever weirdness seems to have settled over the village. No-one knows what they can do to help, but who knows what they might learn in those ruins...

The Era of the Body Snatchers

by Mark Corrigan – Call of Cthulu – 5 Players – Rated Mature: Adults Only
On a cold and wet November night in 1830s Ireland, strange things are afoot in a small graveyard in Faithlegg, Co. Waterford. These are troubling times where not even the dead can rest easily...
In this Cthulhu by Gaslight scenario, uncover the dark secrets of The Hellfire Club, a clandestine organization shrouded in mystery and steeped in occult rituals. Led by the enigmatic and self-proclaimed 'King of Hell,' the club's disturbing practices involve gruesome sacrifices, reanimation of corpses, and a sinister pact with an eldritch horror.

As investigators, you are drawn into a web of intrigue when the notorious

Body Snatchers, known for their grave-robbing exploits, begin targeting the graveyards you protect and lead you down a rabbit hole of mysteries connecting these grave-robbers to a dangerous and sadistic cult.

Navigate the shadowy streets of Waterford as you race against time to thwart the macabre rituals of The Hellfire Club, uncover the truth behind the missing bodies, and bid to escape with your sanity and life intact.

'The Era of the Body Snatchers' offers a chilling blend of historical horror (with some historically accurate events), occult mysteries, and investigator ties, promising an adventure of suspenseful investigation and spine-tingling encounters. Will you unveil the sinister plots of The Hellfire Club, or succumb to the eldritch horrors that lurk beneath the surface?

Zero to Hero

by Phil Doyle – Sentiment RPG – 4-6 Players – Rated T: Teens and Older

Fuse City. A neon-drenched metropole built atop the corpse of a god. Ruled by the omnicorporation GEIST, it's not only famous for its hyper-malls. The Coda, a grand tear in reality, sits at its foot, vomiting forth demons and otherworldly horrors into the city. Worry not though, GEIST Heroes™ are here to save the day! Only problem is, you just watched them all die. It's up to you, the left-over flunkies, interns, and janitors, to take up their abandoned legendary weapons and save the city, before a giant demon can pull all of Fuse City into the Coda.

All Outta Bubblegum

by Matthias Feist – Star Trek Adventures 2E – 6 Players – Rated T: Teens and Older

Join the crew of the USS Challenger as they try to rescue a lost Starfleet officer on Satnar 115. Its inhabitants have been taught to watch the skies in fear of an alien invasion. But little do they know the danger may be much closer...

Players new to the system will learn the basics of the Star Trek Adventures 2d20 game engine. Seasoned players will get to try out some of the new second edition mechanics. If you're new to the Star Trek universe, you will get a feel for what it's like to explore strange new worlds together. And even as a seasoned player you may find out a little bit more about yourself... Let's fly!

The Innsmouth Caper

by Emanuele Rizza – Storyteller d100 system

The town of Innsmouth is a dying fishing town well past its prime. However, the rumours among criminals are that a few families are getting rich with bootlegging and that a lot of cash and gold is stashed in the Marsh Refinery. It's a simple job: get into the refinery, get the gold and get out. What can possibly go wrong?

22:00-01:00

Ballygonwen

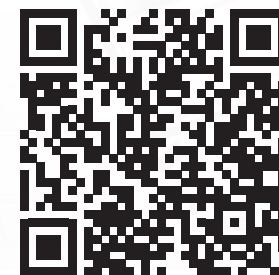
by Daniel Penrose – Monster of the Week

Nestled where two roads meet, the town of Ballygonwen evades all memory. A family passes through the town, realising they've left their child at the filling station; they don't remember refuelling there. The parents, holding their reclaimed child in their arms, will soon forget this. The child will always remember, through the mud of the subconscious.

Those who live in Ballygonwen experience normal, half-lived, lives. Most are unaware their town bears host to monsters. In the end, they don't have to know: whether by oath or freak accident, the monsters are kept at bay, and the town remains.

Ballygonwen is a game about extraordinary people saving a small Wexford town from certain destruction. The game plays out like an episode of "Buffy The Vampire Slayer", if everyone was from Wexford.

More RPGs & LARPs on next page - find all details online!



sunday
10:00-13:00

LARP: The First Cylon War: Articles of Colonisation

by Xander S. Cosgrave – BSG Cylon War LARP – 8-16 players – Rated T: Teens and Older
The Colonies have never been united. Nearly 2000 years of history since the exodus have been a constant struggle of war, exploitation and strife. 30 years ago that changed, and the last colonies buried their nukes after some of the worst wars the colonies had seen, a new and unprecedented era of peace was beginning.

And then the Cylons Came. They were everywhere, in our armies, in our industries, in our homes. They made our lives easier, and then they rebelled. They were everywhere at once, ships, offices, homes, everything was a warzone in a matter of weeks, and after bloody fighting they withdrew, but they're still out there.

The Colonies have never been united. 2000 years of bloody history have always prevented that. But now, with a new enemy in the shadows of the Cyrannus system, there might be an opportunity to change that.

Now is the Crucible. Now is the time for action. So Say We All.

The 25th Annual Semantic Academy Spelling Bee

by Colm Ryan – Spell RPG – 5 Players – Rated A: All Ages

When the one can command the universe through its own native language, they are known as Speakers. And today, young Speakers from around the globe are gather in teams. Their goal? To compete in gladiatorial capture-the-flag for the ultimate glory - scholarship for the rest of their school years and a €75 Alakamazon gift card!

“THIS! IS! THE 25th ANNUAL SEMANTIC ACADEMY SPELLING BEE!!!”

The Paper Trail

See page 8

Fey Earth: Stolen Treasures

See page 6



CHIMERA CON

A weekend of boardgames with a focus on large, long or complex games.

Early bird tickets to 6th April of
15 Euro - 1 day 25 Euro - 2 days
17-18th May 2025



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ROOM 9/10: LARP

ROOM 20-24: RPGS

ROOM 18:
BOARDGAMES

RM 19: QUIET PLACE

RM 17: FINGAL

RM 14: OPS

RM 15/16:
BOARDGAMES

FAHRENHEIT: WARGAMES

TRADEHALL

HOTEL RECEPTION

Gaelcon TICKET DESK

REDWOOD SUITE:
OPEN GAMING
& SEMINARS

Gaelcon BAR

ENTRANCE



GUEST OF HONOUR
GUY SCLANDERS

Gaelcon MAP BY
JOG BROGZIN



Campfire: Blood on the Snow

by Wojtek Borowicz – Campfire – 5 Players – Rated T: Teens and Older

A group of friends set out on a long-awaited adventure. They have 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 travellers 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?

Sweet Tooth

by Rita – D&D 5E (level 5 PCs) – 6 Players – Rated Mature: Adults Only

Adventuring can be a bitter endeavor... but not today! Six adventurers are hired by Princess Profiterol (rightful heiress to the Dessert Egemony) to fight her five suitors inside the Wedding Cake Arena, so she doesn't have to get married. High risk, high reward, and not just of the pastry variety! Five levels of increasing difficulty, battling humanoid desserts that may just make a meal out of you.

Return of the Night of the Bogman

by Rory O'Driscoll – Homebrew – 5 Players – Rated Mature: Adults Only

This game is the third in an ongoing "film series" anthology and is completely stand-alone. "HE'S BEEN DYING TO MEET YOU!"

Thrill-seeking teens camping near the abandoned Harriford Fen get more than they bargained for when the murderous Bog Man emerges. Third in the Bog Man slasher series from director Rory O'Driscoll (1980) This stand-alone horror game takes inspiration from the greatest, goofiest and goriest horror movies of all time, and uses a custom rules-light system to tell a bloody, over-the-top story that makes use of every horror trope in the book. Will YOU make it out alive? Or will you too become... a bog body?!

14:00-17:00

LARP: City of No Flag: Finale

by Dave Hayes, Paul Chambers, Ruairi Gaughan, & Lorcan Gaughan

30 Players – Rated Mature: Adults Only | The very final game of City of No Flag.

Clay Cryptids

by Rowan Turner – *Monster of the Week* – 6 Players – Rated A: All Ages

The American Midwest, 1986. A group of cryptid hunters find themselves stranded in a fading lakeside town. The locals here claim to be plagued by bizarre creatures, who make this place even more unlivable than it already was. Strange sightings and stranger events lead to more questions than answers, but one thing is certain: the things happening here are anything but natural. Will you crack this case, or will it crack you?

Clay Cryptids is a game of mystery solving and social interaction, using a rules-light 2d6-based system.

The Grave of Magic

See pages 11-12

Satellite Cemetery

See page 8

The Era of the Body Snatchers

See pages 13-14

18:00-21:00

No Games are scheduled to run alongside the Gaelcon Charity Auction. However, the RPG rooms will be available for those who would like to run their game again or impromptu RPG sessions. Please contact the RPG team during the Gaelcon weekend if you would like to use a space during this slot.

22:00-01:00

Compos Mentis

by Daniel Penrose – *Mothership* – 5 Players – Rated T: Teens and Older

The heavyset chassis of the Ariadne roars as reaches superluminal flight. On board, the crew of 6 make their final maintenance checks before retiring to hypersleep. Captain Sharma has not been informed that this a witness protection consignment, though she suspects something's amiss with her crew. Although their credentials say otherwise, they're too green. They've clearly never worked on a G-Class vessel before.

Under Eave Odyssey

See page 7

The Innsmouth Caper

See page 15

Unbeknownst to the Captain, the crew of the Ariadne are key witnesses in the Seegson Case. The information they have, and the horrors they've seen, could potentially put the Seegson Corporation in the ground for GOOD. That is, if they make it to trial...

Compos Mentis is a sci-fi game inspired by the clunky, retro-futurist, capitalist hellscape of the Alien films. In a world run by corporations, can you really make a difference?

monday
10:00-13:00

LARP: The Dohkah Accords

by Simon Bowler – 15 Players – Rated A: All Ages

For as long as anyone can remember the great city-states of Arksburgh and Mareeth have been at war.

However in the wake of the devastating event known only as the Great Storm, there has been growing pressure from the people of both cities to give up the costly and brutal war and finally make peace. In light of this, the mayor of the small town of Dohkah has volunteered to host a parley between the two great powers to discuss the possibility of an end to the never-ending war.

The 25th Annual Semantic Academy Spelling Bee

See page 16

Revenge at Glunkey Part I: Memory Lane

by Jamie Bowden – *Homebrew* – 3-6 Players – Rated Mature: Adults Only

The last time you were at Glunkrey it's summer camp 25 years ago and everyone was obsessed with Digimon, or sometimes Pokemon. The reunion was supposed to be catching up on friends from your youths, not trying to trying save your children.

It was supposed to be a Sunny August Bank Holiday, not a snowy day with unnatural mist. You were supposed to be reminiscing on simpler times, not remembering suppressed horrors. And now they're chasing you, The Digimon of your childhood, the real ones you abandoned.

Ritual at the Grove

by Rory O'Driscoll – *Dungeons & Dragons 5E* – 5 Players – Rated A: All Ages

After the disappearance of the local lumberjack, a group of adventurers have been tasked with venturing forth to find the Tanglecrann sanctum, the secret lair of a vengeful order of druids. Will they stop the druids' ritual, and save the town of Red Glen? Or will they be too late to stop what's coming?

The Potato Is Just An Illusion

by Tim Martin – *Dungeons & Dragons 5E* – 4 Players – Rated A: All Ages

Two days ago when Mrs. Spudsfields was retrieving some potatoes from her root cellar she spotted an undead creature peering at her from the shadows. She quickly escaped, slamming the root cellar door behind her to the sounds of growling followed by silence. Mr. Spudsfields nailed the hatch shut contacting the local Adventures Guild for help dealing with this creature terrorizing his family and his potatoes.

Murder on the Orient Express

by Rowland Cooper – *Homebrew* – 6 Players – Rated A: All Ages

Ah, the Orient Express. One of the finest and most luxurious feats of human ingenuity. The wealthiest and most noble class of people flock from all over Europe to experience the majesty of this great journey, and you and your closest friends have managed to secure passage. But, not all is as it seems. During your journey, people have been going missing. It took you a while to notice, considering you were at the very rear, but about half way through the journey, there are definitely fewer people on board. Not that your complaining. Less people means more food, and you're less likely to be seen, which is a good thing, seeing as you don't actually have tickets.

But clearly, these humans seem incapable of looking after themselves, your curiosity is getting the better of you. It's time you and your friends got to the bottom of this mystery and find out what's actually happening on the train.

14:00-17:00

LARP: Star Trek Irregulars: Federation Day

by Irene & Shane – *Homebrew LARP* – Capacity TBD – Rated A: All Ages

Rogue elements from an alternate universe have infiltrated Starfleet at the highest levels, and plan to seize control of the entire Federation.

Now, it falls upon the shoulders of the USS St. Jude's misfit crew to foil the

evil plot or else see the United Federation of Planets twisted into a cruel mockery of all that it stands for.

One Day's Work

by Graham Kane – *Simplified 5E* – 5 Players – Rated T: Teens and Older

A fledgling group of heroes, fresh from their first adventure, encounter a stranger with an enticing proposition: A pile of gold for one day's work. What could go wrong?

The Forest Ambush Cliché

See page 7

A Glimmer at Dusk

by Fergal Monster – *Homebrew* – 5 Players – Rated T: Teens and Older

It's hard being old, especially alone.

Five elderly residents of an rundown apartment building are drawn into a world of dark whimsy and broken dreams, trying to help a young neighbour. They've long ago stopped believing in friendship, but maybe you're never too old to rediscover its magic.

Revenge at Glunkey Part II: Making Memories

by Jamie Bowden – *Homebrew* – 3-6 Players – Rated T: Teens and Older

Your parents all convinced you that holidaying at their old summer camp would be a fun idea; or more they have the car you have to go with them. The small town had even cut off the internet for the reunion, or maybe it just was glitching out; either way no Tiktok, no Instagram, nada. Just lots of attempting water sports in rain, lots of reminiscing in old community hall, and lots of groaning. So boring you wished for anything exciting.

Problem: your wish was granted! With snow, and darkness, and your parents disappearing, and your phones become a 90s gadget (a so-called 'pager' you think), and your life is in danger from being killed by monsters! Oh, and someone(?) just called you on the 'pagers' and said the monsters are supposed to be your best friends, they've just got a virus and you need to help them, all while they are trying to kill you; So I guess it's up to you to save these 'Digimon' before they kill you if you want to escape.

pathfinder at gaelcon

<p>friday 18:00–21:00</p>	<p>Table 1 – Levels 1-4 – with Stephen The Dacilane Academy’s Show Must Go On Table 2 – Levels 1-4 – with William The Dacilane Academy’s Show Must Go On Table 3 – Levels 1-4 – with Miguel #5-04 Equal Exchanges: Necessary Introductions</p>
<p>saturday 10:00–15:00</p>	<p>Table 1 – Level 1 – with CrazyAldo Beginner Box Adventure - Part 1 Table 2 – Levels 5-8 – with Gary #5-09 Equal Exchanges – Skymetal Hoard Table 3 – Levels 1-4 – with Stephen #6-02 Rain Falls on the Mountain of Sea and Sky</p>
<p>saturday 16:00–21:00</p>	<p>Table 1 – Levels 1-4 – with Andrew #6-00 Salt of the Ocean Table 2 – Levels 3-6 – with Ted #6-00 Salt of the Ocean Table 3 – Levels 5-8 – with William #6-00 Salt of the Ocean</p>
<p>sunday 10:00–15:00</p>	<p>Table 1 – Level 1 – with Phil Beginner Box Adventure - Part 2 Table 2 – Levels 7-10 – with Gary #5-11 Equal Exchanges – The Hidden Current Table 3 – Levels 1-4 – with Miguel #5-12 Mischief in the Maze</p>
<p>sunday 16:00–21:00</p>	<p>Table 1 – Levels 9-12 – with Miguel #5-18 Equal Exchanges - Tapestry Of The Mind Table 2 – Levels 1-4 – with Ted #6-01 Year of Inmortal Influence Table 3 – Levels 3-6 – with Andrew #6-04 An Enkindled Carnival</p>
<p>monday 10:00–15:00</p>	<p>Table 1 – Levels 1-4 – with William #6-02 Rain Falls on the Mountain of Sea and Sky Table 2 – Levels 1-4 – with Miguel #6-02 Rain Falls on the Mountain of Sea and Sky Table 3 – Levels 1-4 – with Ted #6-01 Year of Inmortal Influence</p>

Check the schedule online:



boardgames

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. As usual, we will have a boardgame library available for you to borrow games throughout the convention.

We are delighted to announce that GMT Games has sponsored our boardgames events and raffle prizes all weekend.



Playing Games

In both the boardgame rooms (meeting rooms 15/16 and 18 upstairs beside the RPG rooms), there will be reserved tables with volunteers running scheduled games all weekend. You can sign up to play at the boardgame desk upstairs in meeting room 15/16.

The live schedule is available here: <https://tinyurl.com/Gaelcon-Boardgames-36>



Free-play tables are available on a first-come-first-served basis in the boardgame rooms during convention opening hours.

Table signs will be available in the boardgame room to show that you are looking for players for your game. Look out for them if you want to join a game or start your own. 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 (meeting room 15/16 upstairs).

Events

At 5pm Saturday, Sunday and 4pm 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. You must collect your prize within one hour of the raffle.

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, Arcs, Dune: Imperium, Inis, King of Tokyo, Nemesis, John Company: Second Edition, Ark Nova, Charioteer, Zoo Vadis and more.

special events

Guest of Honour

Our special guest is Guy Sclanders, of greatgamemaster.com – Guy has been running games since he was 14, and although he will admit that his knowledge of game systems is limited, he has also spent nearly 20 years writing scripts and screenplays for TV and film. Which has required him to research and understand a wide variety of aspects regarding storytelling and how to bring it all together.

Guy will be running two panels over the weekend:

Planning an adventure for a convention (Sunday 1pm)

How much should you prepare? What if you don't have enough or if you have too much? Should every detail be planned? What are the practical things you need? No session zero so what is and is not appropriate? I'll answer all these questions in this talk for new and experienced GMs.

Creating a great villain for your game (Saturday 5pm)

Stuck for your next idea? Or having trouble working out your next villain? I've spent a lot of time exploring the nature of evil villains and this is my fool-proof method for creating amazing, memorable, and different villains for my games. By the end of the session you'll have your own villain – be warned. Please bring writing equipment (phone is fine)

Special Guest - John O'Brien, Larian Games

Baldurs Gate: From the Tabletop to the Screen (Sunday 3pm)

John O'Brien, one of the producers of Baldurs Gate 3, presents a panel about the challenges that the studio had when considering how to bring the game from its tabletop roots to the small screen whilst maintaining the authenticity and unique feel of it. There will be a Q&A as part of this panel.

Divergent and Dragons

This isn't D&D, this is ADHD&D!

1PM Saturday, 5PM Sunday

Following a run of sell-out shows in Dublin the newest, nerdiest, neuro-diverse-iest live comedy show comes to Gaelcon! Watch as three ADHD having stand up comedians (Brian Guilfoyle, Stephen Robert-Walters, and Allie O'Rourke) face down not only the dangers of dungeons and/ or dragons, but also, the real test... simple math and basic rules! Find out more about the crew on the Gaelcon website.

Pub Quiz

The Gaelcon Pub Quiz returns Saturday evening, providing an evening of entertainment and is hosted by our seemingly all-knowing and perpetual host, Graham Turner. Play with your friends or complete strangers, argue over answers, and proclaim "I told you!" when you learn the answers. Tickets are 20 Euro for a Table, cash preferred (no miscellaneous potions or items of unidentified enchantment accepted) and Prizes will be sure to obtain nods of approval.

Wargames – SOLD OUT

Warhammer 40K and Lord of the Rings Wargaming events are running for the weekend – both are SOLD OUT. If you can't compete, we'd love to see you come along to support the competitors.

BattleTech

BattleTech returns to Gaelcon for a full weekend of unique and exciting games and other events in the Gaelcon main hall. As the game celebrates its 40th anniversary it moves from strength to strength. Whether you're new to the game or a veteran player we aim to provide a fun experience! Over the weekend, you can find breakout tutorial games, and sessions of Free-For-All, Grand Melee and Alpha Strike. See more details on these on the Gaelcon website.

Painting Demo

The Gaelcon Paint & Take returns after its popular debut last year - **9 am to 5 pm on Saturday and Sunday**. This FREE activity offers a relaxed space for everyone to chill and paint miniatures. All materials are provided, and participants can keep the miniatures they paint. Nick Carroll, last year's Spirit of Gaelcon recipient and presenter of Gray Primer on YouTube returns to host the event. Additional painting coaches include Rory Priest from Stepping Between Games. Eire Hobbies from Dundalk have provided us with paint brushes and a selection of Games Workshop and Archon miniatures. The paints are supplied by Trans Atlantis Games from the US. While the Paint & Take is free, we encourage participants to support the Gaelcon charities, and we will have donation instructions at the painting tables.

The quality of paint jobs last year was so high, that we'd like to celebrate with the **2024 Paint & Take Painting Competition**. Our judges will decide on the best-painted miniatures in both Fantasy and Sci-Fi categories. There will be trophies for the top three in each category, and a few surprises too.

There is a minimum charity donation of €3 per competition entry, and entry is completely optional.

Charity Auction

This year the IGA Charity Auction will be held on **Sunday, 27th October 2024** and will be hosted by Brian Nisbet in aid of BeLonG To and Autism Assistance Dogs.

Full details on page 36.

To remind us all why we do this, **Autism Assistance Dogs will be at Gaelcon on Sunday 27th at 1pm.**

Fingal Community Gaming

Fingal Community Gaming will be offering D&D games for 8-12 year olds and 13-17 year olds both in the main hall and a sensory friendly room dedicated to this activity. Children must be accompanied by a parent or guardian. **Saturday & Sunday, at 12-1.30, 2.30-4.**

Community Meetup

Saturday 3pm in the Galecon Bar

This is a casual networking event for people involved in organizing gaming cons and groups in Ireland and we would love to have you there! The IGA has sponsored tickets for representatives of Gaming Societies to attend and we have Con reps from Gaelcon, Leprecon, Athventure Con and no doubt more.

We're opening discussion about the difficulties and successes of running cons, common complaints, and the issues our communities are facing, with the goal of sharing insight and solutions. We're here to support one another and reinforce a network of collaboration in the Irish gaming community.

community pages

Historical Games

Group *HGG.Dublin@gmail.com*

We play board and miniature wargames, strategy games, thematic games and the odd eurogame - a strong focus on historical games but occasional diversions into other themes.

Board Game Designers Ireland

Teach Tábhairne Ag Teacht Pub - Facebook: Board Game Designers Ireland

This is a Playtesting group. We meet the first Wednesday of every Month starting at 7pm and it goes on until people needs to leave (approx 10/11pm). People bring their board game prototypes and people play them and give feedback.

Irish Catan Association

on Facebook and Instagram

We at the Irish Catan Association proudly organise National Catan tournaments.

Dragonslayers

Queen's University Belfast

https://linktr.ee/qubds

Dragonslayers is QUB's gaming and anime society. We meet twice weekly year-round to enjoy a variety of video, tabletop, card, and war games! New members, QUB students or otherwise, are always welcome.

Dublin Gaymers

Various (Usually Street 66)

https://linktr.ee/dublingaymers

We are an LGBTQ+ friendly community who host boardgame nights on the third Wednesday of each month in Street 66, an LGBTQ+ bar in Dublin City Centre. We supply a variety of games for every gaming mood. We can also suggest and teach games to players both new and regular.

BattleTech Ireland

Clonsilla Inn, Dublin 15

https://discord.gg/WVYqJ3tGA4

We meet three times a month to play BattleTech, the long running game of armoured combat. Show up with 7,500 BV for a pickup game, or arrange a game up front and we'll provide the space and support. New and curious players are welcome, we offer tutorials and intro games.

The Last Chancers

Wicklow Town https://thelastchancers.org/

We are an Irish tabletop gaming club connecting players and hobbyists in the south Dublin, Wicklow, and north Wexford areas for over 10 years. We play Warhammer 40k, Warhammer Age of Sigmar, Magic: The Gathering, Flames of War, Dungeons and Dragons, and way too many board games to list here. Give us a shout if you'd like to drop by and join the fun!

Skibbereen Board Games Group

49 North Street, Skibbereen, Co. Cork -

skibboardgames@gmail.com

West Cork boardgames group that meets every second Sunday, 2-5/6pm.. We also accept under 18s if they are accompanied by an adult.

Gayze Gaymes

Gay Project, Sawmill St, Cork

Instagram @gayzegaymes

LGBTQ+ inclusive Cork-based Community Game Nights. Come join us Thursdays monthly.

Kildare Board Games

Naas & Kildare - on Facebook

Mainly focused on board games, but good launch point for RPG/Tabletop wargaming.

Irish TTRPG Space

Instagram: @irish_ttrpg_community

An online space where you can talk about TTRPGs, share news about games and conventions, find games online and in person, share creations, and just be a part of a 1000+ member community.

Dundalk Gaming Community

Spirit Store & Clan na Gaels

https://discord.gg/EcPs6TF2

The Dundalk Gaming Community caters to all types of gamers through monthly boardgame & cardgame nights, monthly RPG nights, and fortnightly wargaming nights. Experienced and new players are welcome at all events. Events have a small fee to cover venues and are 18+.

Tabletop Dublin / Kildare

McMahon's Pub, Celbridge

https://www.meetup.com/tabletop-dublin/

Weekly meetup from 6:30PM on Thursdays for all things tabletop gaming in a private function room with average attendees of about 15-25 people. We organise most games in advance via our Discord, but you can show up and we'll try to get you into a game! All experience levels welcome!

Dragonslayers

Queen's University Belfast

https://linktr.ee/qubds

Dragonslayers is QUB's gaming and anime society. We meet twice weekly year-round to enjoy a variety of video, tabletop, card, and war games! New members, QUB students or otherwise, are always welcome.

The Watch Dungarvan

Dungarvan Library, Co. Waterford

bit.ly/3Qwewii

The Watch Dungarvan is a group of tabletop, RPG and boardgame enthusiasts meeting weekly for fun and a few games. New games and new gamers of all experience levels are welcome. Find us on Facebook, Instagram and Discord to see what's on!

Dice Saint Gaming Society

Inchicore, Dublin

https://www.facebook.com/

groups/304681402557247

A friendly in-person, free & non-profit TTRPG group meeting in Inchicore, Dublin on Monday/Tuesday evenings for DnD, Call of the Cthulhu, Vampire the Masquerade, pizza, beer & other games. The venue does not charge us, we do not charge a membership fee & the DMs do not charge to run the games as they are there to have fun too. (You will need to pay for your own food/drink). We just want you to come have fun & get to meet new people who all enjoy adventuring in DnD & other games!

Dubliners and Dragons

Instagram: @dubliners_and_dragons

A casual TTRPG club that's perfect for those who want to try new systems, maybe can't commit to full campaigns, just want to meet like minded people, or want to be a part of a friendly and culturally diverse community.



Find links to all the above groups here!

TRADERS @ gaelcon

Céilí Braidwood

As an artist Céilí brings fun carnival vibes to her stall with a badge fishing game, colourful illustrations, and a variety of self published comics.

Conor Carroll Art

Homebrew TTRPG books, fantasy and pop culture posters, stickers, prints.

Cuise Designs

I draw and print on clothing, bags, mugs and pencil cases. I also make earrings, keychains and more. The focus is Gaeilge, dogs and geekiness.

Dustbunny-Studios

Self-published graphic novels & comics. Merch such as charms, pins, tote bags, pencil cases, lanyards and stickers, based on my original creations. Traditional one-of-a-kind art pieces. Prints both fanart and original.

EireHobbies

EireHobbies stocks a wide range of products including an extensive range of tabletop games, boardgames, RPG and much more.

Top Dog Tables

Custom made board game tables.

Chriscomix

Selling art prints, keychains, badges and stickers.

Graphricks

I'm an artist who sells prints of artwork based on fanart between anime and videogames along with that of Yugioh vintage cards.

itsHalfpint Illustration

Digital artist, selling prints, stickers and tshirts of original art and fan art (gaming, anime, TV).

Meeps Gaming Ltd

Retailer of board/card games, accessories and dice.

Jane's World

I draw, paint, sculpt and design cute stuff! I mostly make illustrated stickers, beaded jewellery, crochet and clay accessories! I am currently creating sticker packs, stationary and jewellery based around the different races and classes in D&D!

Jog Brogzin - Fantasy Cartographer

Fantasy Mapmaker from Dublin

LittleSlothDoesArt

Art business selling original pieces and fan art across various mediums

MorayahPaper

Artist, graphic designer and illustrator who makes and sells art prints, tabletop gaming accessories and books, necklaces, zines, stationery, lanyards, tote bags, keyrings and more.

Mountain Gremlin Games

Tabletop Games Shop

Melty Icecream Plushies

Handmade plushies, things like skeleton horses, Egyptian gods, Cthulhu etc.

MeMyselfAndMisha

Hey guys! I sell shadow boxes and dioramas of popular video games and anime. This year for Gaelcon I am hoping to have some more products based more around table top gaming such as my artwork engraved into dice trays etc. My products are all handmade and my artwork is all handdrawn by me (with the exception of some of my retro shadow boxes where I've used in game assets).

Plasticraic Gaming

Plasticraic Gaming is dedicated to the growth of Tabletop gaming in Ireland and specifically the growth of the Battletech community.

The Blue Bodega

Leeann Hamilton is a tired veteran Creator of Things who can be historically found throughout the Irish comics scene, or the last 19 years of it. Hamilton is responsible for creating self-published work like Kitteenies, and being an appearing artist within Kickstarter-funded anthologies, and appearing sporadically at Comic conventions.

Her work also goes international, via illustrating podcast covers for retro game review site Retronauts, art cards for Print Run Books, and being a guest artist on webcomic Merry Hell. (She debuted at Comiket last December in a Taito game-themed art doujinshi, which is as close to being published in Japan as she'll get.)

The Retro Gaming Store

We are The Retro Gaming Store a retail store based in Wexford Town trading in all

gaming from the Atari 2600 all the way to the PS5.

Witch Hunt

Witch Hunt's best selling products include TTRPG and fantasy-themed neckties, cufflinks, tie bars and jewellery for the aesthetically-conscious gamer.

LauraAndTheCanvas

Irish artist painting nerdy fanart on canvas and drawing original characters on keychains, mugs, hoodies, T-shirts etc. Also offering original character commissions :)

More info on all our traders - including links to their online presences, can be found on the Gaelcon website!



charity auction

The IGA Charity Auction at Gaelcon each year is a major highlight and focus of the event. Running since the late 90s, this auction has raised hundreds of thousands of euro for children's charities – earning it the Diana Jones Award committee 2006 annual award for Excellence in Gaming. The auction runs on Sunday night and features a range of rare, collectable, used and unusable gaming related items donated from around the world.

We are delighted to announce that our Charity Partners for the IGA Charity Auction in 2024 are **Autism Assistance Dogs** and **BeLongTo**.



Belong To LGBTQ+ Youth Ireland

This year IGA pledge to donate 60% of the money raised in this year's auction to Autism Assistance Dogs and 40% to BeLongTo, up to a total of €15,000 combined. Anything raised above €15,000 will be kept in a fund for any charities that might be approved during the year that could benefit from emergency funds.



Autism Assistance Dogs Ireland

If you would like to nominate a charity to the IGA please email charity@iga.ie with the name of the charity, outlining what they do and the reasons for nominating the charity. Any nominations will be brought to the IGA Executive Committee for discussion and then to the general IGA membership for further discussion and final approval.

Appropriate charities shall be those deemed to improve the quality of life for disabled, ill or disadvantaged children.

This year the IGA Charity Auction will be held on **Sunday, 27th October 2024 and will be hosted by Brian Nisbet**. To remind us all why we do this, Autism Assistance Dogs will be at Gaelcon on Sunday 27th at 1pm.

if you have any lots for the auction with you at the con, please approach Zoe Thompson, IGA Charity Officer, to arrange a donation.

thank you from the committee

to everyone who has made this a great Gaelcon.

To our amazing writers, for the time they gave both before and during the con to bring us fantastic games:

Eoin Ó Seanacháin, Tim Martin, Simon Bowler, Irene, Shane, Fergal Monster, Matthias Feist, Seán Leaney, Ciara McDonnell, Arthur Green, Rory Delaney, Xander S. Cosgrove, Dave Hayes, Paul Chambers, Ruairí Gaughan, Lorcan Gaughan, Lloyd Gyan, James Dominy, Graham Kane, Neil Byrne, Graham Turner, Emma Neeson, Pierce Woodall, Klava "Casper" Wilson, Phil Doyle, Rowan Turner, Feargal Keenan, Dylan Breheny, Rita, Wojtek Borowicz, Oisín Duffy, Rowland Cooper, Jamie Bowden, Mark Corrigan, Emanuele Rizza, Eoin Moore, Daniel Penrose, Colm Ryan.

To the staff that kept our desks operational, our committee supported, and snacks delivered:

Eoin, Arthur, Rozárka, Carl, Graziano, Steven, Diarmuid, Mark, Caroline, Alessio, Kieran, Lorcan, Kat, Yune, Jessica, Dermot.

To our traders and the wonderful merch they provided:

Jog Brogzin - Fantasy Cartographer, The Blue Bodega, LauraAndTheCanvas, Chriscomix, itsHalfpint Illustration, MeMyselfAndMisha, Céilí Braidwood, Conor Carroll Art, Mountain Gremlin Games, Plasticraic Gaming, Dustbunny-Studios, Melty Icecream Plushies, The Retro Gaming Store, MorayahPaper, Witch Hunt, Cuisle Designs, Top Dog Tables, Jane's World, EireHobbies, LittleSlothDoesArt, Graphricks, Meeps Gaming Ltd

And to those that supported our special events and demos and more:

Dublin Gaymers, Catalyst Demo Team, Nick Carrol, Guy Sclanders, Pathfinder Ireland, Fingal Council Community Gamers, Dayna Crossan, John O'Brien, Mantic Games, Parabellum Games, Steve Jackson Games, Chimera Con, GMT Games.

And thank you The People We Do It For, to every single attendee that brings life to Gaelcon. **See you next time!**

Amazing as it may seem, this is the 36th Gaelcon to date!

The first took place last century, all the way back in 1989. Since then, we have changed venue (ten times!), been on the southside (21 times), the northside (11 times), the westside (once), and we have also been virtual only (twice – thanks, Covid Pandemic!). We have had 27 different convention directors (depending on how you count them!), rolled 2,245,721 dice, and raised quite a lot of money for Irish children's charities, including CanTeen, BeLong To, Autism Assistance Dogs, DEBRA, and many more.

Rather than see all of that lost to the mists of time, we are publishing an archive of Gaelcons past, listing all the things that are fit to print, and we need your help! If you have any old photos, programmes, memorabilia, please get in touch.

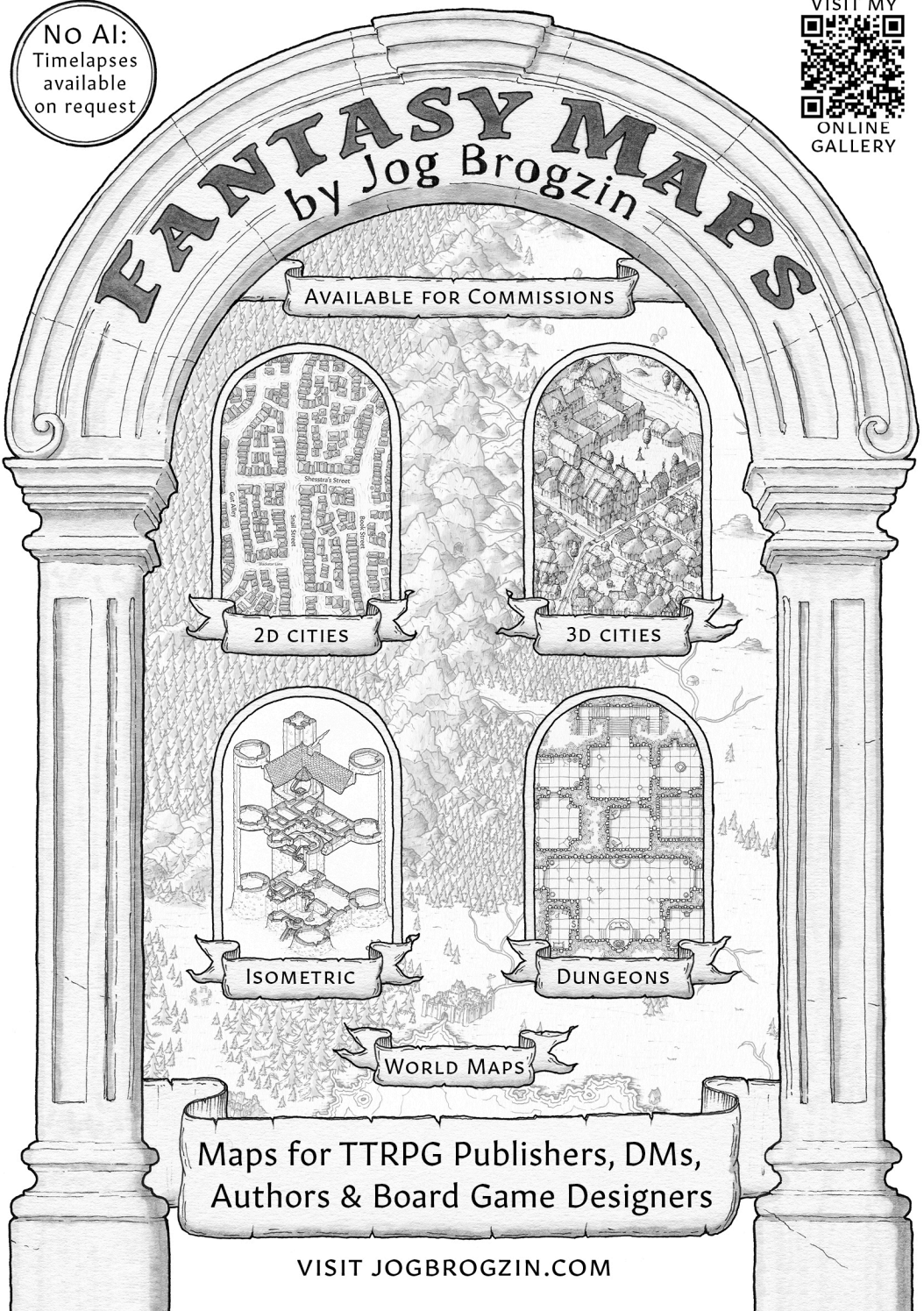
If you have anything you'd like to contribute, or if you can help to fill in gaps in our collective memories, then we'd love to hear from you!

Please email us at archive@iga.ie and see what we've started with at iga.ie/gaelcon/archive.

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