



24/25/26 FEB 2017

LEPRECONIE

OPENING HOURS

Friday: 6PM - 10PM

Saturday: 9.30AM - 10PM

Sunday: 9.30AM - 8PM

Bar will be open after events have finished.

Slots: 11AM - 2PM, 3PM - 6PM, 7PM - 10PM.

Pathfinder slots: 10AM - 2PM, 3PM - 7PM

Warmachine, X-Wing, Warhammer and Guildball: 10AM sign up.

CODE OF CONDUCT

Leprecon is dedicated to providing a safe and comfortable experience for everyone who attends our events.

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

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

All reports will be recorded and the Director 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 Leprecon, or a permanent ban from Leprecon.

THANKS TO

- Aaron Kinsella
- Black Cat Games
- Cat
- Charlie O'Neill
- Craig Murphy
- Daire O'Carroll
- Daniel Adams
- Dave Gorman
- Dave Hayes
- Dudley Martin
- Eamon Honan
- Eimhin Loftus
- Eoin "Sisky" Dornan
- Eyad Ibrahi{
- Gavin Walsh
- Geek Ireland
- Graham Turner
- Ian Power
- Irish Games Association
- KB
- Lloyd Gyan
- Los Niños del Sol: Icecream and Nuge
- Matty
- MU Games Society
- Nick Whyte
- Pathfinder Society
- Robb Dunphy
- Rob Brennan & Brian Friel of Chimera Con
- Séamas MacLochlainn
- Séamas MacLochlainn
- Tadhg and the staff at the Teacher's Club
- Team ALT Events
- Team Coreolis Combine: Graham Turner and Andrew Coffey
- Team PWEÓ: Pdraig O'Rúis and Andrew Barcoe
- The Warchest: David Reynolds and Daniel Neville
- UCD Gamesoc
- Werewolf the Forsaken - Echoes of Dublin: Jon Butler & Eoin "Siskey" Dornan
- All the other Staff/GMs who volunteered after we went to print

CON DIRECTOR SHPIEL

Hi there folks, and Welcome to Leprecon!

Didn't think I'd be doing one of these again, but here we are! Leprecon has been going longer than even I've been alive, and to the students of our hosts in Dublin University Gamers, it must seem almost as ancient as the college itself... well, maybe not quite. My first visit to Leprecon was back in 2003, when as a fresh-faced youngster, I attended Leprecon 24. Now, 14 years later, and having seen exams from the other side, I'm proud to come back to Leprecon as director. I've wandered around conventions with a giant flag, making a bright orange nuisance of myself and bombarded the internet with posts, competitions, sneak peeks and pleas for assistance to persuade you to come here: and it's clearly worked!

The last few months have been a blast. The wonderful committee have found you the best of games from around the country, in all their various forms - see for yourself in the rest of this book! I have to thank all the writers who've contributed their time and effort to giving you such a wide selection of games. Go look through the rest of this program and plan what you're doing for the weekend! Play games, have fun, and I'll see you on the other side!

Oisín

THE COMMITTEE

Oisín Creaner – Director

Oisín has a long history with Leprecon. I mean, he has been gunning for director since 2005, but his time has finally come; The Con just had to work through the double-directors, potato homunculi, and those who didn't want to do it first.

Allan Leeson – Assistant Director and Trade Liaison

Allan is just glad to be here, given he's the person Oisín can will blame when things go wrong. Which is a massive promotion from his previous job, human doorstop.

Eimear Quinn – Treasurer

Eimear has yet to learn that *Embezzlement: The LARP* is A) not a LARP and B) not a LARP. And C), illegal. But mostly A and B.

Emily Collins – Special Events

Emily has not slept since 1998. We blame caffeine. SO MUCH CAFFEINE.

Andrew Barcoe – RPGs and LARPs

A staunch believer that if you have hair like a member of the Rolling Stones, you will get groupies. However, his groupies were also groupies of the Rolling Stones back in 1967, so he constantly finds himself being twerked at by grannies.

Jack Carey – Wargames

Jack likes his miniatures so much that he married his Hive Tyrant - it has enough limbs for two. Or seven. Sadly, the Hive Tyrant filed for an annulment shortly afterwards.

Luke Dowling – CCGs

Luke is not actually human, but a 3D hologram of a Magic: The Gathering card. Unfortunately the card in question is Mudhole. A playset of Luke currently retails on Starcitygames for .03\$

Macdara Roche – Webmaster

Error 404: Personality not found.

Baz Nuge – Design

He has taught us the true meaning of Leprecon - that wacky bitterness is not a good character trait.

Eimear O'Connor – Design

Eimear found out in the process of working for Leprecon that she's better off using her tablet for Osu rather than drawing.

Hudson – Staff

If he's wearing his utility kilt, stay at least 30 feet from him at all times, especially outdoors. Laughing yourself to death may seem like a nice way to go, but trust us, it's not.

RPGS

Friday Evening (7PM-10PM)

Crimson Skies: The Mystery of the Missing Swan

by Daniel Adams

Anchorage, Alaska, 1937. The city reeks of booze, diesel, and bellicose Russians. Which makes it like home for the sky pirates that prowl Canada, North America, and the Pacific, much like you and the Black Swans. You stagger back from last night to the tower where your zeppelin, the Huntress, is docked. As you clamber aboard, Vitaly, the squadron's head mechanic, wears a worried frown. It seems the skipper, the feared and enigmatic Black Swan herself, never came home last night. Looks like it's time to gather the others. She is always home first.

A Warbirds Game

Never Land

by KB

In the Occult Underground, myths can have a basis in reality. For example, J.M. Barrie's eternal child, who refused to grow up, and was surrounded by children who had 'fallen through the cracks' and remembered nothing of their former lives. Now... who says the children weren't pulled in through the cracks? And who says they didn't have family who cared for them and followed after? And, finally, what sort of mind would someone who's never grown up have? Questions Barrie didn't answer, but that are being answered for us now.

– Dirk Allen, personal memoirs (unpublished)

An Unknown Armies (2nd Edition) Game

Saturday Morning (11AM – 2PM)

Supernatural: Family Ties – Shadows in the Dark

by Dudley Martin

Enfield, Illinois is a small, quiet Midwestern village. Well, usually quiet. Quiet, if you ignore the strange lights and sounds at night, the strange things lurking in the woods and fields around the village and the legends that link this part of Illinois to the Devil. But the residents of Enfield are used to such happenings and take them in stride, as any good bible-reading, god-fearing folks will do. They named the locations of activity so as to avoid them. They locked their doors, barred their windows and kept inside after dark. This worked up until last week, when Enfield went dark and no communication has come out of the village since. Bobby Singer has asked you to investigate and find out what happened. Gas up the RV, load your weapons and get ready! Enfield awaits.

A Supernatural RPG Game

A Long Way Home

by Nick Whyte

Two weeks ago you marched to war. Your hoplite armour was resplendent in the dusty valley, you were kings among men. That was before the battle. Before the slaughter. You only just managed to get away. Now you and Zeus

RPGS

knows how many other small bands of hoplites are on the run skulking in forests, scavenging for food and exhausted. You heard somewhere that there was a fleet coming to aplos beech to rescue surviv[rs but that's more than a hundred miles through enemy territory. You have to make it. You have to....

A Mazes and Minotaurs Game

Saturday Afternoon (3PM-6PM)

Blood and Iron: The Vengeance of Heaven

by Dudley Martin

The year is 1865 and all is not well with the Empire. An influential merchant, Augustus Elliot Whittock III, associated with the Exchequer's officeÉhas gone missing in the South China Sea while enroute to a meeting with the officials of the Qing Dynasty regarding trade concessions. Intelligence is pointing to the pirate Shào Yue who is known to hunt in that area, regularly attacking western shipping. She is associated with the Taiping Heavenly Kingdom and is both influential and dangerous. Whittock must be rescued and delivered to his appointed meeting. Once more the Empire is counting on you!

A Victoriana (Modified 1st Edition) Game

Betrayal on the High Seas

by Lloyd Gyan

The onslaught of the treasure ship Rico was beyond smooth. Both the captain and his partner's ship

came out of the fog, taking them by surprise. The Rico's cannons offered little difficulty, ã Amen even less. The treasure was numerous, enough to retire to their own personal island. Now to bury it until the heat is over.

And that's when the problems started. Betrayal on the high seas is a Fate accelerated adventure about pirates, swashbuckling, good times gone bad, and everything inbetween for 1 to 6 players.

A Fate Accelerated Game

Saturday Evening (7PM-10PM)

Curse of Fausaint

By Charlie O'Neill

Fausaint... the name of that accursed duchy sends shivers down the spines of the bravest knights of the realm. Over a century ago, the Duke Louic made a pact with evil so he could claim the throne. While his attempted coup failed, his duchy was claimed by devils and became shrouded in darkness. Since then knights have quested into Fausaint seeking to lift its curse. Now a group of valiant heroes, the scions of noble houses, have sworn an oath to lift the curse. The question is, will they succeed where previous heroes failed?

A GURPS (4th Edition) Game



**3RD & 4TH JUNE (BANK HOLIDAY WEEKEND)
THE TEACHERS CLUB, PARNELL SQUARE**

WWW.HOBOCON.IE

RPGS

Sunday Morning (11AM-2PM)

The Library of the Lost

by Dave Hayes

To the Brujah, Carthage was the centre of the ancient world, home of all knowledge and philosophy. It's destruction left a scare that still aches between them and the Vent'ue to this day. But what if a bit of the third city still existed? What if a Vent'ue had not followed the orders to destroy everything and salt the earth? What if she had spirited away its most precious treasure?

And the Brujah Primogen, has found a map to this treasure. You all owe her a boon and she is calling it in. Time for adventure, in a classic sense.

A Vampire the Masquerade (2nd Edition) Game

Warbirds of Thena

by Nick Whyte

Thena stands alone against the armies of Heraklia. Argos having fallen last year. The Heraklians used a new weapon: giant bronze birds ridden by elite warriors. They shattered armies and now they're here for your home.

But Thena is ready. Thenian beast masters have called Giant eagles and tamed them. Now you ride them and battle the giant Bronze birds of the enemy.

You are your city's last defence. You are the Warbirds of Thena.

A Mazes and Minotaurs Game

Sunday Afternoon (3PM-6PM)

Mexican Gulf Dos:

El Tigre y Monstruo Rojo y El Hombre Millones Y Uno y Señor Bandito y Padre Águila contra Generalissimo Draculazor y Frankenxolotl y Bearnado Rex y Gozilla Americano y El Hijo de Cthulhu

by *Los Niños del Sol (Icecream & Nuge)*

¡MAGNÍFICO!

A Savage Worlds extravaganza for 5 lovers of Luchadors in giant robots vs Foul Tempered Kaiju

Cogs and Sprogs

by Ian Power

What do you do if your very way of life is threatened? How do you face an enemy no one has defeated, an enemy that comes in the night and leaves nothing but screams and tears and heartache? What do you do? You gather your friends, the people you trust, and with nothing but a screwdriver and your blankie you... Hold on... I thought I said I wasn't writing another one of these things?

A GURPS Discworld game for 6 dwarven toddlers who aren't afraid of the bogeyman... totally not afraid.

BEACON



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Tabletop North

The Pathfinder Society

3D Space Hulk

The Star Trek Mega Game

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Ticket Price, £10

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<https://ttnbeacon.wordpress.com/>

PATHFINDER

Friday Night (7PM-10PM)

The Prince of Augustana *by Craig Shackleton*

When an old beggar shows up filthy and injured on the doorstep of the Augustana Pathfinder lodge in Andoran and demands to be recognized as Andoran's one true Emperor, Venture-Captain Wallace is inclined to chase him off. But when the old beggar reveals a wayfinder and tells a tale of demons and portals to another world beneath the streets of Augustana, Wallace summons you from Absalom to investigate. Will you make it through sewers, swarms, and sanctuaries to uncover the truth or will the dangers of the Augustana underworld consume you forever?

A Pathfinder Society Game for Tiers 1-5

Saturday Morning (10AM-3PM)

Shades of Ice—Part I: Written in Blood *by Joshua J. Frost*

When the Decemvirate sends the PCs to the viking city of Trollheim in the frigid northern Lands of the Linnorm Kings to deliver a package to an allied scholar there, the Pathfinders soon find themselves unwelcome visitors. Forced to navigate the rugged, isolated city and interact with the standoffish natives, can they deliver their

cargo to its target, or will they find themselves exiled from the city... or worse?

A Pathfinder Society Game for Tiers 1-5

Tyranny of Winds, Part 3: Caught in the Eclipse *by Jason Evans*

The Society's investigations have borne fruit, but they've also awakened a terrible foe. To avert disaster, the PCs embark for the lawless frontier harbor of Port Eclipse, where one of the Society's allies disappeared while seeking a powerful weapon. In this shadowy urban landscape, it's up to the PCs to find the lost operative, track down this relic, and bring it to bear against the ancient evil that now threatens them all.

A Pathfinder Society Game for tiers 3-7

Saturday Afternoon (3PM-7PM)

Shades of Ice—Part II: Exiles of Winter *by Joshua J. Frost*

Following the trail of the insidious Shadow Lodge from Trollheim to the icebound city of Whitethrone in the witch-ruled nation of Irrisen, the PCs must locate the hidden lodge of their contact's kidnapper. Can they get past the city's defenses, infiltrate the Shadow

PATHFINDER

Lodge headquarters and rescue the Pathfinder Society's valuable ally, or will they—like so many before them—find their bones ground to make Baba Yaga's bread?

A Pathfinder Society Game for Tiers 1-5

The Chasm of Screams

by Tim Hitchcock

When the Decemvirate sends the PCs on a mission into the desolate Mindspin Mountains to retrieve a much-needed alchemical reagent from a hermitic ex-Pathfinder known as the Phitones of Axioms, the players soon find themselves deep in the mythical howling caves commonly referred to as the Chasm of Screams. Can the brave adventurers survive the harsh environment and defeat the demented thralls of the powerful, icy master of the oft-avoided cavern? Or will their cries of pain join the chorus of tormented voices that already echoes from the Chasm of Screams?

A Pathfinder Society Game for Tiers 7-11

Sunday Morning (10AM-2PM)

Shades of Ice—Part III: Keep of the Huscarl King

By Jesse Benner

Information in the Shadow Lodge headquarters in Whitethrone leads you into the Realm of the Mammoth

Lords in search of an abandoned tower of a lost Ulfen king. The powerful weapon rumored to be there could be disastrous if it falls into the hands of those who plot the Pathfinder Society's destruction; who will find it first?

A Pathfinder Society Game for tiers 1-5

Weapon in the Rift

by Nathan King

Dire need begets great innovation, and Ghalcor, a cleric of Iomedae, created a revolutionary new weapon to fight the demons that poured out of the Worldwound at the end of the First Mendevian Crusade. Unfortunately, the fiends overwhelmed Ghalcor and his assistants before they could arm and trigger the weapon, but complex fail-safes sealed off Ghalcor's tower and kept the device from falling into abyssal hands. As the Fifth Mendevian Crusade rages on, Ghalcor's secret weapon could be the factor that turns the tide, so the Pathfinder Society has agreed to find a way past the indiscriminate safeguards to secure the device for the crusaders—a task complicated by their pushing past enemy lines.

A Pathfinder Society Game for tiers 5-9

PATHFINDER

Sunday Afternoon (3PM-7PM)

The Penumbral Accords

by Owen K.C. Stephens

The daughters of Absalom's mysterious Blakros family have long been among the most pursued maidens in the Inner Sea. Now the family's matriarch approaches the Pathfinder Society to help her break a centuries-old pact with the denizens of the Plane of Shadow to save her twin daughters from a life of servitude at the hands of the Onyx Alliance. Heading into the fan-favorite adventuring location of Blakros Museum, the PCs have only a short amount of time to break the Penumbral Accords and solidify the Pathfinder Society's ties to the powerful Blakroses.

A Pathfinder Society Game for tiers 1-5

In Wrath's Shadow

by Mike Shel

In the ruins of Xin-Bakrakhan—seat of power of the Runelord of Wrath—the Pathfinder Society stands on the verge of a great discovery, but first the brave agents exploring the ruins must survive ages-old dangers and contemporary threats to return with the knowledge and wealth they've unearthed.

A Pathfinder Society Game for tiers 3-7

The stars are...

HELLA
AWESOME!



Brothulu decided to forgoe his venti non-dairy Pumpkin spice frap latte so he could buy a Leprecon 38 t-shirt.

Brothulu supports local gaming conventions and bespoke artisæal RPG growers.

Be like Brothulu.

Buy a Shirt now at front desk for only €10°

TIMETABLE

	Friday	Saturday	Sunday
11am-2pm	RPG	Family Ties- Shadows in the Dark Dudley Martin	Library of the Lost By Dave Hayes
	RPG	A Long Way Home By Nick Whyte	Warbirds of Thena By Nick Whyte
	LARP	City of No Flag By Dave Hayes	Too Far By Gavin Walsh
	Wargame	Warmachine and X-Wing sign up (10 am)	Warhammer 40K and Guildball sign up (10 am)
	Wargame	Warmachine & X-Wing game 1 (11am)	Warhammer 40K and Guildball game 1 (11am)
	Wargame	Warhammer 40K Apocalypse sign up (12pm)	Warhammer 40K and Guildball game 2 (1.30pm)
	Wargame	Warhammer 40K Apocalypse setup (1pm)	Yu-go-oh
	Wargame	Warmachine & X-Wing game 2 (1.30 pm)	2HG Sealed Magic the gathering
	Wargame	Warhammer 40K Apocalypse (2pm)	All Day Giant Janga in Yard
	CCG	GPT Magic the Gathering	All Day Keep Talking and Nothing Explodes!
	Special	All Day Giant Jenga	Craft Table
	Special	All Day Assassin -killing field	Judging of Costume Bar 2pm
	Special	Empty Epsilon	
	Special	All Day Keep Talking and Nothing Explodes!	
	Special	Craft Table	
			Mexican Gulf Dos: El Tigre y Monstruo Rojo y El Hombre Millones Y Uno y Señor Bandito y Padre Águila contra Generalissimo Draculazor y Frankenxoloti y Bearnado

3pm-6pm			Blood and Iron: The Vengeance of Heaven Dudley Martin By Lloyd Gyan	RPG	RPG	Rex y Gozilla Americano y El Hijo de Cthulhu By Los niños del Sol (Icecream & Nuge)
			Betrayal on the High Seas By Lloyd Gyan	RPG	RPG	Cogs and Sprogs By Ian Power
			Echoes of Dublin By Jon Butler and Eoin Dorman	LARP	LARP	Dublin Dark Heresy LARP Society Presents: A LARP in two parts - Death & Taxes By Maitly
			Warhammer 40K Apocalypse (2pm)	Wargame	CCG	Modern Magic the Gathering
			Warmachine & X-Wing game 3 (3.30 pm)	Wargame	Wargame	Warhammer 40K and Guildball game 3 (3.30pm)
			Tournament ends (6pm)	Wargame	Wargame	Tournament ends (6pm)
			Commander Magic the Gathering	CCG	Special	All Day Giant Jenga
			All Day Giant Jenga	Special	Special	All Day Assassin –killing field
			All Day Assassin –killing field	Special	Special	
			Empty Epsilon	Special	Special	All Day Keep Talking and Nothing Explodes!
			All Day Keep Talking and Nothing Explodes!	Special	Special	
			Craft Table	Special	Special	Craft Table
			Craft Table	Special	Special	All Day Star Citizen
7pm-10pm	Crimson Skies: The Mystery of the Missing Swan by Daniel Adams	RPG	Curse of Fausaint By Charlie O'Neill	RPG		I'm sure there'll be something!
	Never Land by KB	RPG	Pro Wrestling Entertainment Circuit-Hardcore Havoc By Padraig O'Ruis and Andrew Barcoe	LARP		
	It's better to travel hopefully By Graham Turner and Andrew Coffey	LARP				
	Pauper: Magic the Gathering	CCG	THE LEPRECON PUB QUIZ			
	Special: Register for Assassin	Special				
	ALT Events Cinema	Special				

LARPS

Friday Evening (7PM-10PM)

It's 6 etter to Havel <opefully
by Graham Turner and Andrew Coffey

The Epsilon Phoenix is a high-speed hauler, plying the space lanes, transporting the most valuable cargoes to the most interesting places. The crew are fast talkers and smooth operators, with a tendency to run when the problem looks bad.

She has taken on passengers in the Feral Slumber system: Eros Corporation men and women, needing passage to 13-Sigma-Secondus. Their mission is urgent- with no questions asked, and cargo space to hold their prize: the living brains of two dozen corporate defectors, recently caught and executed by Tiamat Corporation. Eros want the information those brains hold, and in enough time that torture will prove an effective punishment for their crimes.

The worry however, are the unexpected passengers. Dressed in black and bearing the sigil of Anubis Corporation, they came aboard on Feral Slumber, vouched for by the expedition's leader. Grim and silent, their purpose is unknown.

Distrust is in the air; some invisible menace threatens. Why this ship? Why this journey? Who has drawn them here? Any why? How well do you really know your companions?

A Coreolis Combine Horror themed LARP

Saturday Morning (11AM-2PM)

City of No Flag
by Dave Hayes

Being a Pirate is hard in the modern universe. Most of the large system conglomerates hold all the power and recently have been wiping out all the ports that would let you dock, and you have been left somewhat out in the cold. That is where Carthage Deep-Space Station comes in. Two Granada class Superheavies welded together 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.

Saturday Afternoon (3PM-6PM)

Echoes of Dublin
by Jon Butler and Eoin Dorman

A decade ago the spirits of Dublin rose up and cast down the Forsaken. New packs came to the city to reclaim it, and though they were successful in defeating the spirit's Master, it came at a great cost- they can no longer reside in the city. They have issued a challenge to packs across the land to take up their vigil and continue to protect the capital from the vagaries of both the spirit world and more unnatural threats.

A Werewolf the Forsaken Game



**January 26th-28th
2018**

**Board Games - Card Games
Wargames - RPGS - LARPS
MØRE!**

WARGAMES

Leprecon will play host to the usual wide selection of miniature-based wargames with settings from the far future to the ancient past and worlds which never were nor will be. Short-run games which you can play for an hour or two will rub shoulders with mighty tournaments where only the most determined will come out on top.



Warhammer 40k

Armies clash, brother fights brother, and the galaxy burns to the laughter of thirsting gods. Leprecon is hosting the Warhammer 40k tournament that will see armies from across the stars clash for the chance to win all out victory.

Apocalypse is upon us! Join multiple players in a massive, unrestricted Warhammer 40k battle over the entire day. Choose your side and join the fray against legions of warriors and machines in order to claim your victory and survive the end of the world!



Warmachine/Hordes

It is time to play like you've got a pair! Join the Leprecon

Tournament and pit your steam-powered warjacks and primal warbeasts against each other. Crush your enemy under overwhelming power or be crushed yourself, the choice is yours.



X-Wing

Through blasted asteroid fields and above war-torn planets, the call has been made: will you fight for freedom and justice, power and order, or just for yourself? Leprecon's X-Wing tournament will let you enter the Star Wars universe and take flight with your squadron as you fight through enemy fleets and dangerous environments as the fate of the galaxy rests in your hands. Standard Tournament rules apply.



Guildball

The stage is set, the stands are packed and the crowds roar for the game to begin. And who are you to disappoint? Take to the field of Guildball and show the masses why you are the best in the game and deserve the number one spot. Enter Leprecon's Guildball tournament and show them what you've got.



Vatican XXXIII

CGGs
RPGs
LARPs

21st - 23rd April
€5 Day Pass
€10 Weekend
Special Events

War Games
Board Games
Video Games



Sunday

Friday

+da

Pauper MTG Ö

Originally created as a magic online format but not anymore! Leprecon is bringing Úpauper to the real world. Pauper is a 60 constructed format using only commons from across

T agic’s history

Saturday

11am

GPT Barcelona standard: €5

The Warchest is coming to Šeprecon to run a grand prix trial for Barcelona. We will be running a standard GPT to win 2 byes for the standard grand prix Barcelona on T arch 10-12

3pm

Commander Tournament. €5

Everyone’s favourite 100-card singleton format is coming to Šeprecon, come down to enjoy some fun games to relax as the day goes on.

11 am

2HG sealed MTGž€30 a team

Double the playerÉdouble the fun! We are running a twoÉheaded giant sealed tournament on Sunday morning. Find the hidden gems of the format that don’t get to shine in oneÉone T agic. Each team of two will receive 8 packs to build two sealed decks to play togetherÉ

11 am

Yu-Gi-Oh constructed! win a box. €10

It’s all there in the title. Constructed Yu-Gi-Oh with a full box as the top prize! As long as we get 8 players! Vhe prize pool gets even better for every extra 8 players so come and join the fun!

3pm

Modern constructed MTG. €5

One of the most diverse formatsÉ and a great way to spend a Sunday afternoon. Win some tickets for our prize wall binder to pick up some of those sweet singles for your next modern deck.



24 - 26 March

SPECIAL AND SOCIAL EVENTS

Assassin

Stealth, daring, and maybe a bit of luck. Stalk your prey through the con, always keeping a wary eye out for who may have a target on your back. A con wide game of Assassin (except in designated areas), armed with a sash and clothes peg, try to eliminate your targets while avoiding elimination yourself. Sign up Friday. Game Play on Saturday and Sunday. Winner will be the player still 'living' with the most targets completed.

Giant Jenga

The higher you build it, the harder it falls. Just like the classic game but GIANT.

Keep Talking and Nothing Explodes!

What it says on the tin. Two player game, one has the bomb disposal manual, the other the tools, and they can only talk to each other. Team work and communication skills are vital to ensure that nothing explodes.

Empty Epsilon

Played Artemis at other cons? Well Robb is back, but with a different bridge simulator, Empty Epsilon. An open source bridge simulator with a lot more to it now.

In built tutorial, games master ability to throw random things into your game, hack your opponent's ship (It's minesweeper!) and even have full fleshed out storyline missions.

Space, bigger, better, and now with Robb able to be a vindictive member of the Q continuum too!

Craft Table

Take a break and relax or create a masterpiece. Bring your own supplies or use what's on offer.

ALT Event Interactive Cinema

ALT Events will be hosting their interactive cinema at the con this year. Through the magic of your phone, you the audience can decide what happens on screen, or just sit back and enjoy the movie.

ALT Events are a non-profit group creating sustainable alternatives to drink culture in Dublin by putting on quirky events like gaming and board-game nights, in the hopes of giving other options on how to spend their evenings.

Star Citizen

Race around the track in the hottest new virtual spaceship game around. Stunning visuals and crazy fast races, the winner is the racer with the best time.

Costume Contest

What's a con without costumes? This year Leprcon will be running a costume contest! Bring out your glad rags or try to make something at the craft table. Wear it around the con and post a picture to the facebook event. Let us admire you!

The Leprecon Pub Quiz

We guarantee 100% less Mad Max Fury Road and Adventure Time Writer related questions this year. And it to be written more than 40 minutes before it runs... A proper Leprecon Pub Quiz!



Eblana Needs You Heroes Wanted!

Will you answer the call?

ACADEMY OF EBLANA

A High Fantasy rubber sword LRP

"After the Eternal Empire fell, they set out to bring their strength to bear, to bring order out of chaos. These brave souls developed a reputation. They would accept challenges others would not. Though few in number, they seemed always to be there at the right moment to influence the world by word or deed. But strong as they were, they could not do it alone. They decided to seek out others who could do great things, heroes who needed only the chance to shine. They founded the Academy, a place where those with potential could be tested, and where that potential could be released.

Now it is your chance to shine. You can join the graduates of the Academy on their ongoing adventures throughout the ruins of the Elven Empire. Anyone can be a hero. But not everyone is a hero..."

Academy of Eblana is a High-Fantasy rubber sword LRP system run under the auspices of the Irish Games Association. We run multiple weekend-long events throughout the year with vibrant social events in between.

If you like camping, combat and comradary coupled with storytelling and immersive game play, come join our heroes from the Academy of Eblana.

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