



DRAGONMEET

2022

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Hello Everyone

Back for another year, and once again, it's the biggest Dragonmeet that we've ever seen. We're now using every room that the Novotel has, including the ones in the Lobby, where the Bring and Buy and the Tournaments are being held. We've got more than a hundred traders appearing this year, three seminar tracks, the board games library, and of course, the charity auction in the evening. We've talked before about moving on from the Novotel, and we're now in discussion with both Olympia and Excel about where we go after this, but there's going to be a feedback session after the trade halls close where we'll be listening to everyone's thoughts and adding them in to the work we're doing for next year. This will be held in the Bourg on the mezzanine level at 18:30, just before the Charity Auction.

Have an excellent time, and let us know how we can make it better.

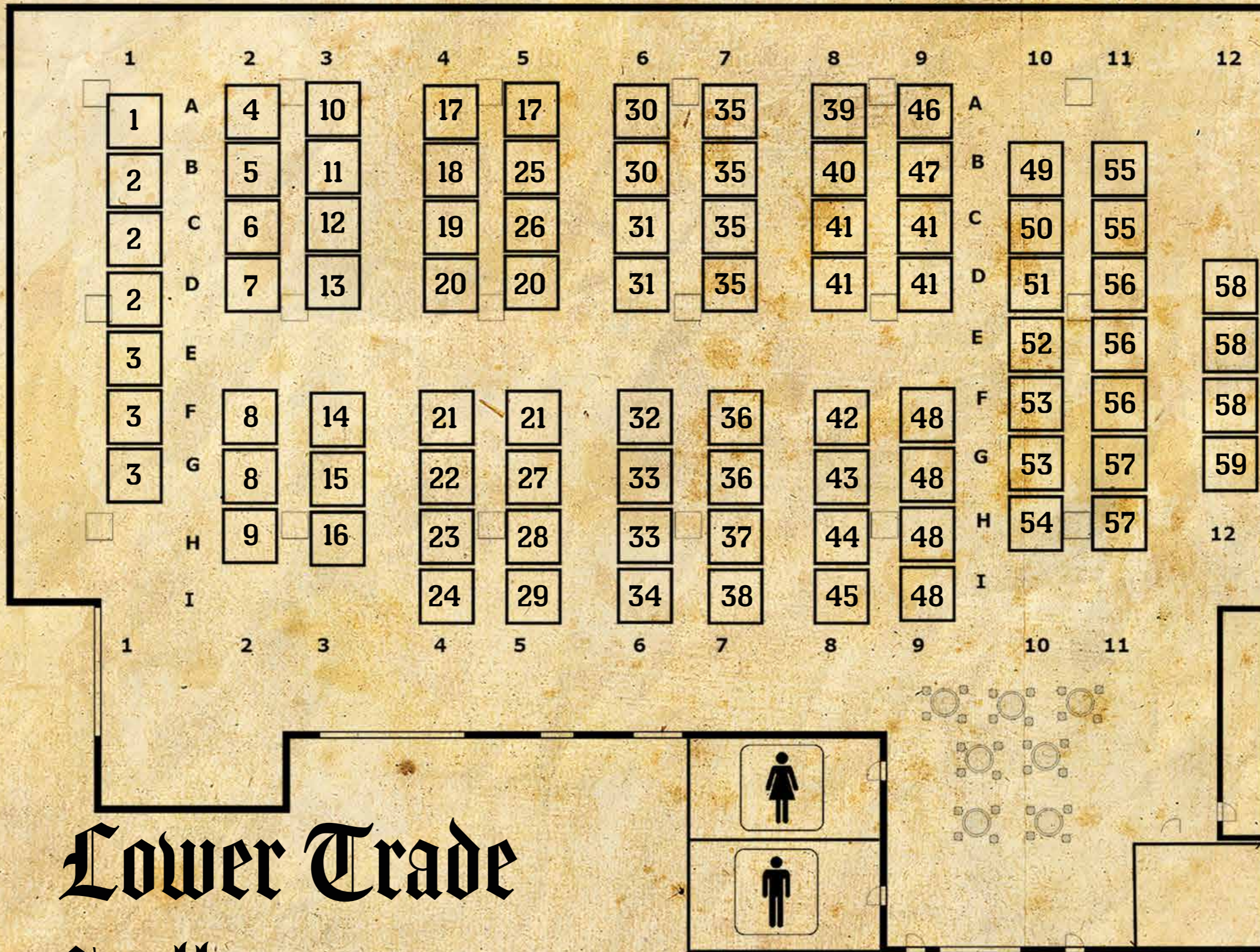
John And Chris

Dragonmeet

Convention Timeline

- 08:00 – Front Desk opens for early entrance, Bring and Buy and early games
- 08:30 – Bring and Buy open for games submissions
- 09:00 – Morning Games begin
- 10:00 – Trade Halls and Bring and Buy open for purchases
- 11:00 – Seminars begin
- 14:30 – Afternoon Games Begin
- 17:00 – Bring and Buy closes for Sales
- 18:00 – Trade Halls Close
 - Callsign Bingo prize draw
- 18:30 – Bring and Buy closes for cashouts, all remaining games and money outstanding are donated.
 - Feedback session in the Bourg for Dragonmeet
- 19:00 – Charity Auction begins, Evening Games Begin
- Midnight – Convention closes

- 1-Dungeon Bones
- 2-D Taylor Wood Work
- 3-Dice Shop online
- 4-Melsonia
- 5-Igloo Tree
- 6-Leyline Press
- 7-Honey Badger
- 8-Thornless Rose
- 9-River Horse
- 10-Magnumund
- 11-London Tabletop Industry
- 12-Yokaiihime
- 13-Kasasagi
- 14-Crafts & Wonders
- 15-Flat Pack Forces
- 16-Dice Dungeon
- 17-UK Indie RPG
- 18-Mythic Comics
- 19-Hazel Wood Models
- 20-Grinning Frog
- 21-Triple Ace
- 22-Laurie OC
- 23-Lunar Shadow
- 24-Grinning Hat
- 25-Namtao
- 26-Dice Kapital
- 27-Lauren MacRae
- 28-Dungeon Magnets



- 29-Wyrd Stitchers
- 30-Patriot Games
- 31-Square Hex
- 32-Geek Etched
- 33-Trayed and Tested
- 34-Scorch's Pyrography
- 35-All Rolled Up
- 36-DNDice
- 37-Fumble Folks
- 38-Hatchling DM
- 39-En World
- 40-Dinky Dice
- 41-Rowan Rook Decard
- 42-Lost Pages
- 43-I.C.E.
- 44-Sam Armstrong
- 45-Kitten Poker
- 46-Mongoose
- 47-Aconyte
- 48-Loke Battle Maps
- 49-The Dice Cup
- 50-Roll and Play Press
- 51-Willow Woods
- 52-Hachette
- 53-Infinity Engine
- 54-Chaosium
- 55-Shades Of Vengeance
- 56-The Detective Society
- 57-Harps Corp
- 58-Pelgrane Press
- 59-Macguffin & Co

Lower Trade Hall

Seminars

11:00 - 11:55

Indie Authors discuss their journey

Willow Woods is an indie author of fantasy and historical fiction. She began her journey as an author in 2018, dedicating her publishing imprint to her late nan. Since starting her journey Willow has published two novels and two short stories, with three more novels in the grips of procrastination. Lauren writes under the name L.L. MacRae, and is a fantasy author of character-driven stories and epic adventure. Their books usually contain dragons, bucket-loads of magic, and are typically fun and hopeful. They live in a tiny village in the countryside, have a degree in Psychology, and were a professional copywriter before going full-time as an author—swapping corporate copy for magic and dragons!

Innovations in recent board game design

Mike Nudd designer of Waggle Dance and Co-designer of Dice Hospital will be talking about recent innovations in board game design and what excites him about the future of board games.

Paula and Steve Dempsey Away With the Fairies: The Creatures of Folklore in Games

Join Paula and Steve Dempsey for this panel on how to use the creatures of British folklore in your games. We'll talk about a variety of creatures, real and mythical, and explore their function in folklore. Get ideas on how to add them to your scenarios as more than punch bags for murder hobos. There will be time for your questions and ideas too. Paula is the Ennie Award winning author of *The Book of the Smoke* for Pelgrane Press, an eliptonic gazetteer of London in the 1930s, and of its sequel, *The Book of the New Jerusalem*, a guide to English folklore, magic and weirdness. Steve has contributed to a number of Pelgrane publications in the *Dying Earth* and *Trail of Cthulhu* lines, notably *Fearful Symmetries*, his *Trail of Cthulhu* campaign for English magicians in the 1930s. He also written for *A Folklore Bestiary* for OSE and 5e published by The MerryMushmen. Together they brought their knowledge of London's mysterious past to *Cubicle 7's Cthulhu Britannia: London and Magpie Games' Urban Shadows*.

12:00 - 12:55

Why have an adventuring party of four when you can have forty? Megagames!

Alex Beck from Horizon Megagames, Johan Olofsson from Gothenburg Megagames, Ed Silverstone from Reading Megagames/Megagame Makers, and "Mr Megagame" himself, Matt Bambridge, are here to introduce you to the world of megagames -the exciting gaming format that mixes RPGs, board games and LARPs that has exploded across the gaming world in the last few years. They'll start by giving a brief overview of what megagames are and where they come from, before leading a discussion on key parts of the megagaming experience. They'll be covering how roleplaying works in megagames, how emergent narrative is a key part of the experience, and the differences between the cooperative and competitive parts of megagaming. There'll also be plenty of opportunity for the audience to contribute to the discussion and quiz the panel on megagames.

Modiphius Calling

Modiphius will be talking about the creation of the Cohors Cthulhu IP and what's in store for the roleplaying and miniature games, news of the *Homeworld: Fleet Command* boardgame coming to Kickstarter, there will be previews of art from forthcoming *Dune* and *Star Trek Adventures* RPG books, news of *Serpent in the Sands* for *Achtung! Cthulhu*, reveals of *Fallout Wasteland Warfare* and *The Elder Scrolls Call to Arms* releases, more details on the 2D20 World Builders Community programme and much more!

The Podcast Zone presents Running RPGs With An Audience in Mind

The Podcast Zone presents *Running RPGs With An Audience in Mind* this will cover how to be entertaining and attract an audience alongside tech how-to info. Lead panellist Fiona Howat

13:00 - 13:55

Warhammer 40k in 2022 and Beyond

Will be addressing social changes and the game. Lead panellist Arbiter Ian and other guests.

Rivers of London: the Roleplaying Game - Official Launch

Panelists: Ben Aaronovitch, Paul Fricker, Lynne Hardy, Mike Mason, Michael O'Brien

Rivers of London: the Roleplaying Game is based on the hugely successful series of novels by Ben Aaronovitch, and where better for its official launch than London itself? Join Rivers of London creator Ben Aaronovitch, and Chaosium's Paul Fricker, Lynne Hardy, Mike Mason, and Michael O'Brien for the official launch of *Rivers of London: the RPG*. See this eagerly awaited game for the first time, and hear about its genesis and development from Ben and the Chaosium creative leads for the project. We'll also announce what is further in store for the *Rivers of London* RPG line.

Jason Buck: Immersive storytelling techniques for RPGs

Award-winning performance storyteller and veteran GM Jason Buck leads you on a journey of how to make your games jump out of the stats tables and into your players' imagination. Jason played his first game of 'Basic D&D' in 1985 and never looked back, creating and running thousands of hours of adventures across fantasy, gothic horror and futuristic genres. GMing RPGs is how Jason cut his teeth as a performance storyteller, and when audiences ask him how he got started, he always refers back to the RPGs of his teens. Now, Jason writes and performs stories face to face and online to audiences in the UK and across the globe, and has written and illustrated seven collections of stories.

14:00 - 14:55

We want to play a game: the importance of safe spooks

This panel is about how we can make sure everyone is having a good time during horror TTRPGs, whether you're a writer, GM, or a player. We'll discuss where the writer's responsibility ends and the table's responsibility begins, what tools are out there, and how to deal with it when things go wrong. We will also have a Q&A session at the end. With Helen Gould, Josh Fox, Sasha Sienna (<https://www.macguffinandcompany.com/>) and Sean Smith (<https://seansmith.itch.io/>)

Creator's Guide To Epic Locations Workshop with Guy Sclanders and Till Lammer -Two hour Mega seminar

Join us for an hour as we show you how to take your locations and make them epic! Whether you're a novelist, a DM, a GM, a Narrator, a Storyteller or whatever -if you create locations you need to be here! Hosted by Guy Sclanders from *How to be Great GM* and Till Lammer from *DungeonFog*

Horror Roleplaying Masterclass

Join seasoned horror RPG writers and designers from Pelgrane Press as they provide tips for diving into the fun and chilling world of the horror genre in tabletop games.

15:00 - 15:55

Update from Cubicle 7

Join Dominic McDowall of *Cubicle 7* as he discusses latest news on *Cubicle 7's* exciting games, including *Warhammer Fantasy Roleplay*, *Age of Sigmar: Soulbound*, *Warhammer 40,000: Wrath & Glory*, *Doctor Who*, *Victoriana*, *BrokenWeave*, *Uncharted Journeys*, our *Vault 5e* plans, upcoming Kickstarters and much more. There will also be a live Q&A session.

What's hot in Indie RPGs 2022

What's Hot in Indie RPGs returns for its tenth year to talk about some of the hottest games and trends from 2022. With Lloyd Gyan, Rob Carnel & friends, hosted & moderated by Becky Annison, produced by Epistolary Richard. Follow @therpgpipeline on Twitter for seminar materials.

Seminar Room 1

Seminar Room 2

Seminar Room 3

Seminar Room 1

Seminar Room 2

Seminar Room 3

Seminars (Continued)

16:00 - 16:55

A History of Lone Wolf Game Books - "From Aon to Zagarna"

A History of Lone Wolf Game Books - "From Aon to Zagarna" - To Celebrate the Launch of Lone Wolf Definitive Editions. Ken Boyter introduces Ben Devere, Author and Son of Joe Dever, creator of Lone Wolf Gamebooks Series, Vincent Lazzari, Lone Wolf Author and Lore Master and Gary Chalk Illustrator of Lone Wolf, Warhammer and Talisman.

Ken and Robin Talk About Stuff!

Robin D. Laws & Kenneth Hite talk roleplaying, history, conspiracy, occultism, writing, food, movies, & whatever you ask them about in this live edition of their award-winning podcast.

17:00-17:55

Inside the Games Designer Circle: How to design your own animal crime game with Grant Howitt

We've all heard of Honey Heist, Grant Howitt's famous one-page game about bears stealing things from unsuspecting convention attendees. (And if you haven't, well, now you have.) But wouldn't you like to write your OWN Honey Heist, or a legally distinct equivalent? Wouldn't you like to earn £££ from the comfort of your own home? If the answer to either of those questions is yes then you can't afford to miss Grant's exclusive presentation/interpretive dance/experimental theatre/musical(?) in which he will reveal the secrets of one-page game design, show how easy it is to choose both and animal AND a crime, and design a game LIVE ON STAGE in front of your very eyes.

Seminar Room 1

Seminar Room 2

Seminar Room 3

Escape rooms

Over the last few years, the number of commercial escape rooms in the UK both physically and virtually has exploded. It's not just old school gamers who enjoy them, a whole new group of gamers has been drawn in. What's new about them, after all there have been theatre experiences, puzzles in LARPs, and tasks to complete in tabletop games for decades. What hooked 'normal' people into trying this style of gaming? How can we use their success to attract this new audience to roleplaying games and other opportunities for play? Join Sue Lee and Liz Cable discussing their thoughts on Escape rooms



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Signing - Ben Dever
Author, Lone Wolf



Vincent Lazzari
Author, Lone Wolf



Gary Chalk
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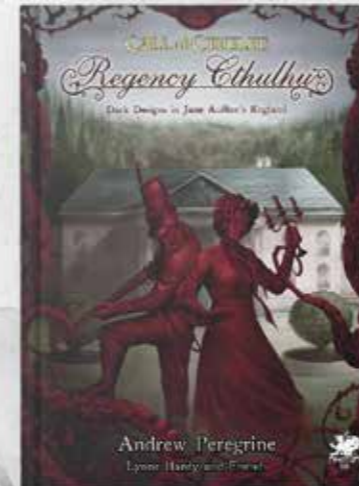
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Deadly poisons!

Portable Feasting!

Tense push your luck action!



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The game is in late stage development and will be launched through a crowdfunding campaign in 2023.

A free low-ink early access print-and-play copy of the game can be downloaded from itch.io.

If you would like to book a playtest feel free to reach out to us on social media.

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The Role Play Haven has been opening clubs and creating safe spaces for gamers to play RPGs since 2010.

Rolling dice with us helps raise money for local charities. So far, we've raised over £17,000 for the charities we support, each chosen by the branches themselves to make sure we're giving back to causes important to our community.

In June 2018, we set up our Role Together Charity Franchise to provide tools, support, and infrastructure for others wanting to set up RP Haven clubs in their local area. This led to the opening of our Cardiff branches in 2018 and 2019, our Edinburgh branch in 2022, and reopening our Hammersmith branch in October 2022.

Join your local branch and roll dice with us, knowing that while dungeon delving, exploring futuristic worlds, and seeking adventure, you're also raising money for charity and bringing fun, safe, charity gaming to your local community.



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EPIC LOCATIONS NATURE

So, you want to create epic locations for your RPG/Novel/Script/Webseries/Comic?

What makes an epic location? Must every location be epic? Making a location epic can be a deep-dive into places you never even knew existed, so how are you supposed to even know where to start?

As creators we've all faced that problem. The story says the heroes wander into a vast barren wasteland. What makes it a wasteland? Is that interesting? Is there something you can add to make it cool?

It is a common problem everyone faces. The book *The Creator's Guide To Epic Locations - Nature* offers to solve that dilemma, and many more.

Lead Author, Guy Sclanders - Host of the YouTube channel *How to be a Great GM*, author of several books and roleplaying game systems and lover of maps, has dedicated his life to helping others tell great stories and have amazing experiences.

Co-Author, Till Lammer - CEO of *DungeonFog*, map enthusiast, creator and publisher of several hundred battlemaps and long time game master, has dedicated his life to helping others create epic maps and streamline their creative processes.

Together they've successfully written and kickstarted the book. Their extensive knowledge on the subject is poured into every page.

But does that make it a useful book?

Good location design is bound to good storytelling, or so the book maintains. With a focus on developing an Epic Location toolbox, each of the 15 biomes explored in the book fit around this structure: Identify the tools, learn what the tools can do, then put the tools into practice. It sounds tantalizingly simple. And, according to Till, it is.

The first tool is to realize that locations and maps must serve the story - be it an RPG or a novel. Whatever your situation, understanding the basic principles of the narrative 3-act structure is key: Introduction, Adversity, Conclusion and how to apply that to your location. In

Act 1 we are introduced to the location, its current situation, and the characters involved in the location. We also learn what the principal goal or aim that must be achieved for the location. Act 2 sees our heroes struggling to overcome adversity and challenges within the location in an attempt to achieve the goal, and finally in Act 3 our characters reach the end or the core of the location to claim their prize after defeating the final obstacle to the goal.

There are many examples of how to then apply this structure to your locations and how the structuring of the location creates much more dynamic locations than perhaps might have existed before. This is only one of the tools the team presents in the book. Many more await those willing to put in the time to work through the lengthy 250+ page book.

"There is so much a location can do that is good for you as a creator, but also, so much bad that it can do. Knowing the bad things, instantly improves your locations."

Understanding how to pace your location and build up tension is utterly important, although probably the most difficult tool to master in the book's toolkit. The problem with controlling the pacing is that it doesn't always come naturally, but relies on many different components that storytellers need to be aware of. Creating and using maps at the right time versus keeping locations undefined is one of those components and to understand when the right time has arrived is an essential part of the book.



What's the difference between a location and a map?

As a game master we want to excite our players, to let them live and experience the locations we've created. We want to use every tool we have to make this location memorable. As authors, the geography of the space is vital for the reader to understand and to feel, which means you as the creator must understand it, and you must understand why you have made it just so.

Much like a scene in a movie, a location is a set space that underlines the narrative of the story. Tones, themes, and moods are linked to a location and help define the location. A single location may comprise several different areas, each with subtle differences but still tied to the bigger location. Not every location demands a map, but every map demands a location! Think of locations, and epic locations, as your big picture narrative framework.

Maps on the other hand are tools. They help us to visualize the space our characters are in. They give us something to physically see rather than to imagine. It makes it subtly more tangible, more real.

The duo emphasize that the book is not an art book, and that you can use any software or good old paper and pencil to create your locations. There are sections, however, dedicated to the aesthetic of mapmaking and the color theory if you should want to dive all the way down the rabbit hole.

The pressure to produce maps for every contingency is also very real (though not true), and to over produce maps with more detail than needed can lead to mappers fatigue (something the authors desperately want you to avoid!). Understanding then, how many maps are needed, and how much detail each of those requires is a fundamental component of mapmaking that isn't spoken about very often, until now.

Never a waste

This quote sums up the books approach to why making maps is never a waste of time:

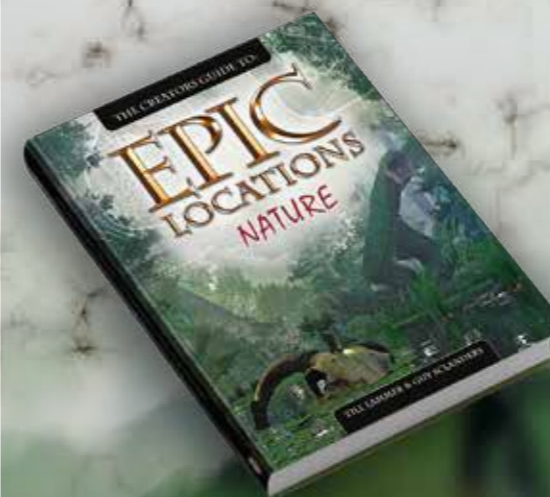
"You should realize this: there are many times when you create a location or map with the intention of using it in one of your games and you will not end up using it. The characters don't go there, or get side-tracked and forget all about heading there."

Does this mean you've wasted your time and effort? Not at all. Store it away and use it for the next adventure, or the next, or in six months time for another group."

Locations have the wonderful attribute of never expiring. We still use maps from 2000 years ago, so once a map is made it is a resource and treasure for you always."

The practical, applicable nature of their advice and insight is constantly present. Like Guy's other books, *The Practical Guide To Becoming a Great GM*, and *The Complete Guide To Creating Epic Campaigns*, the book is styled with contents you can use during your game, on the fly helping you to make your locations epic, and out of game, increasing your understanding of map making. Either way the book contains a lot of information.

If you want to know more about how to create epic locations and the concepts behind it, make sure to check out *The Creator's Guide to Epic Locations - Nature*, available now on pre-order at www.greatgamemaster.com or find the authors at their combined stand on the 2nd floor at Dragonmeet today!

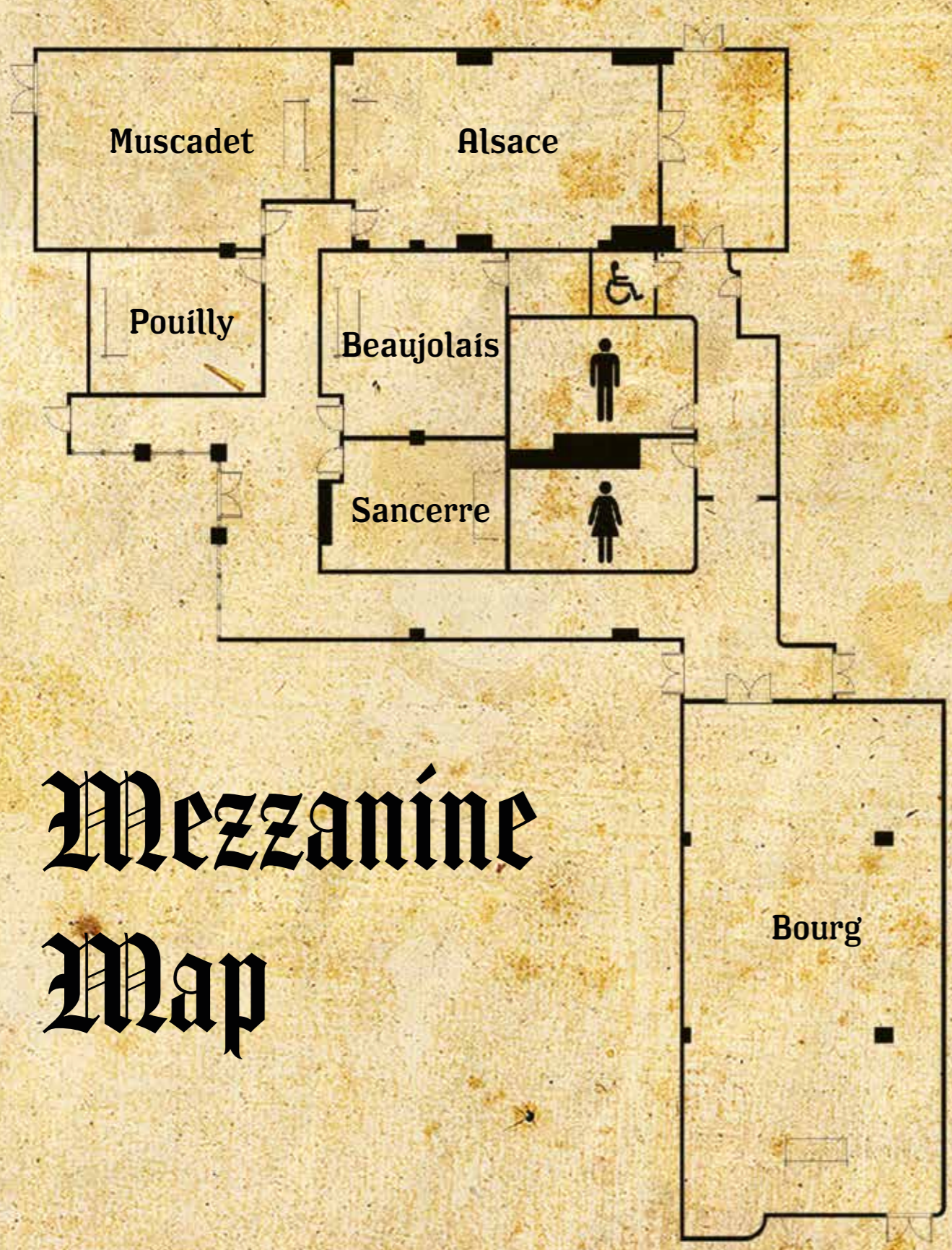


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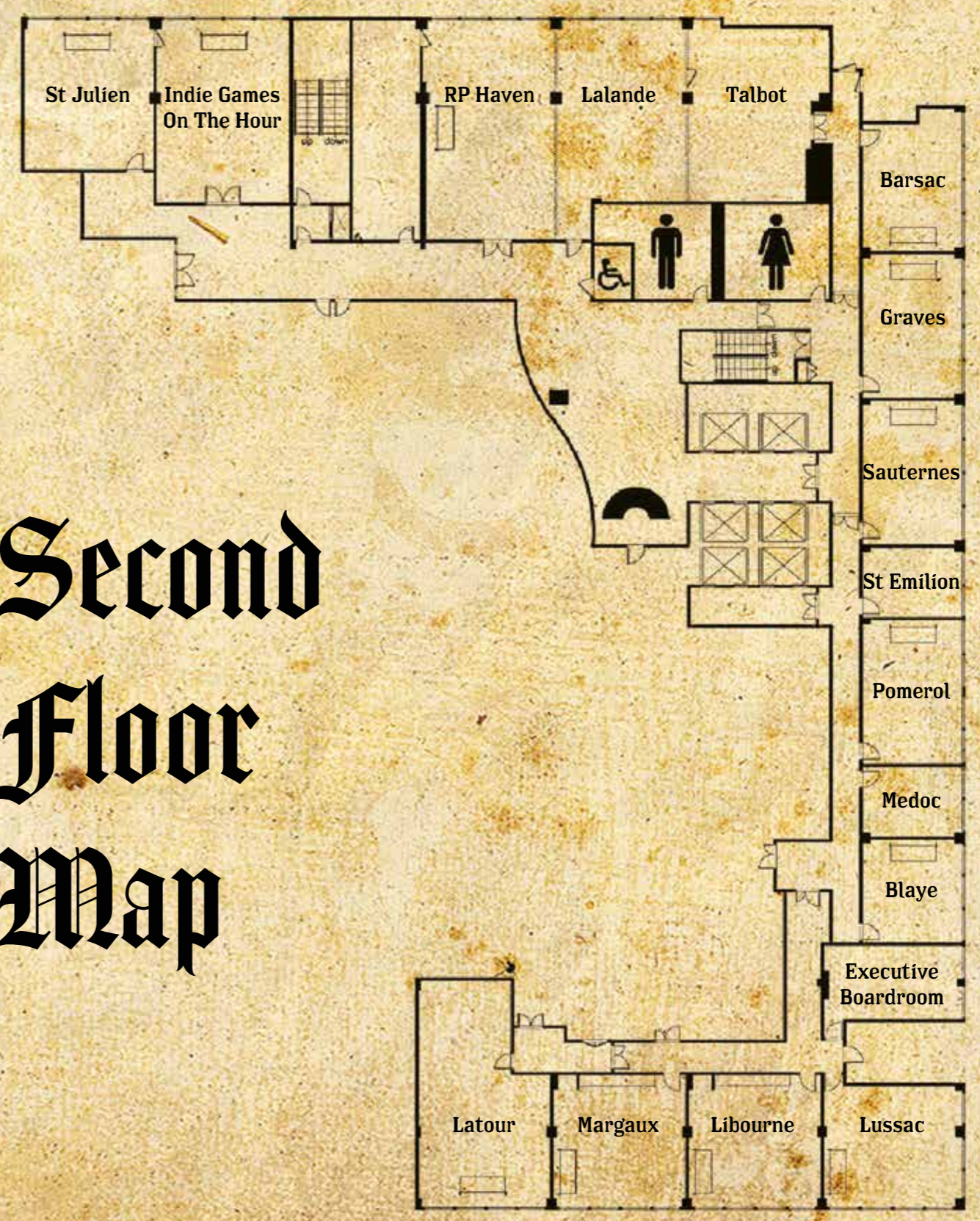
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Guy, and How to be a Great GM
have been running RPGs for three
decades.
Passionate about helping others
unlock their power as a Game
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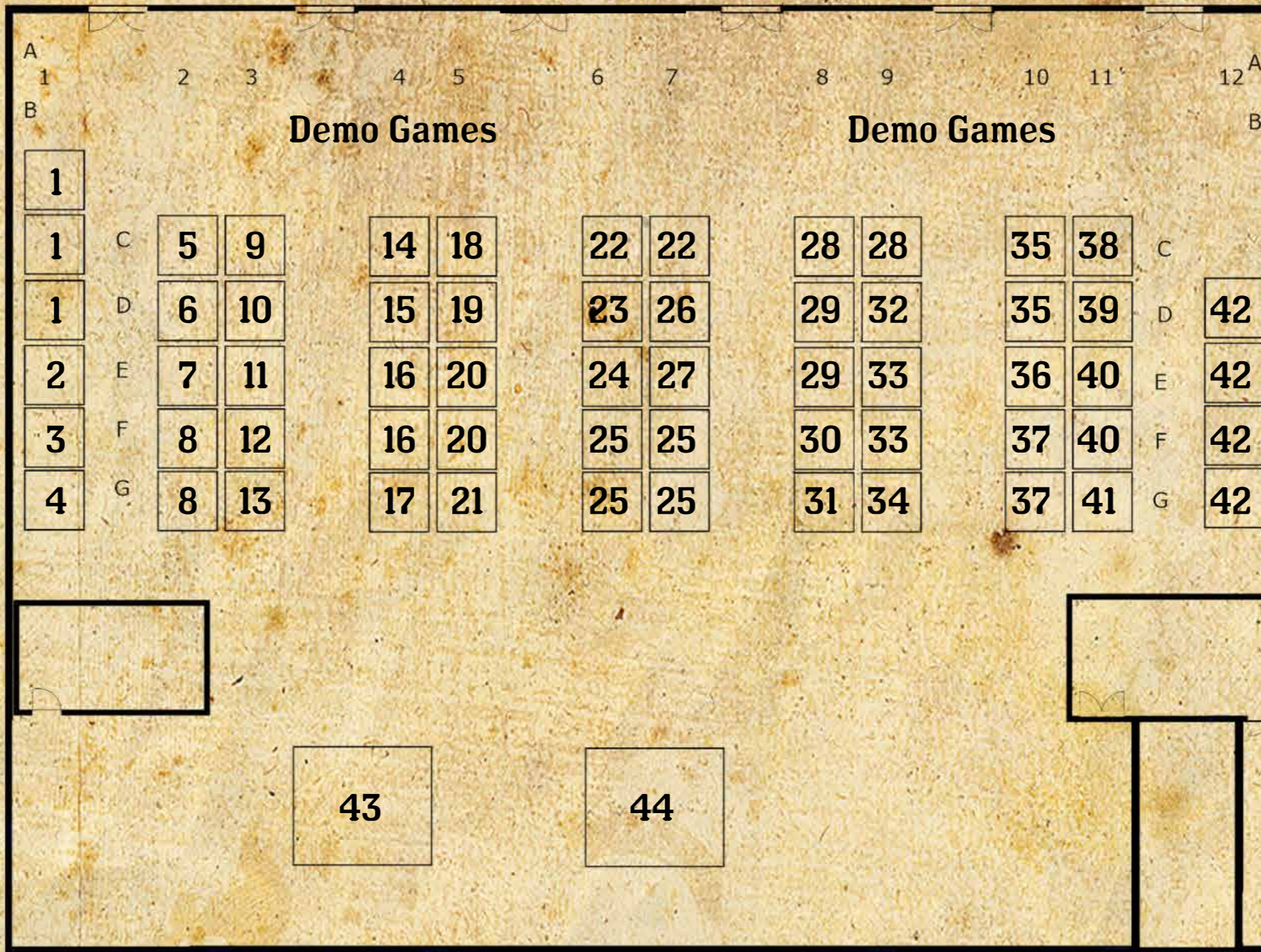


**Mezzanine
Map**



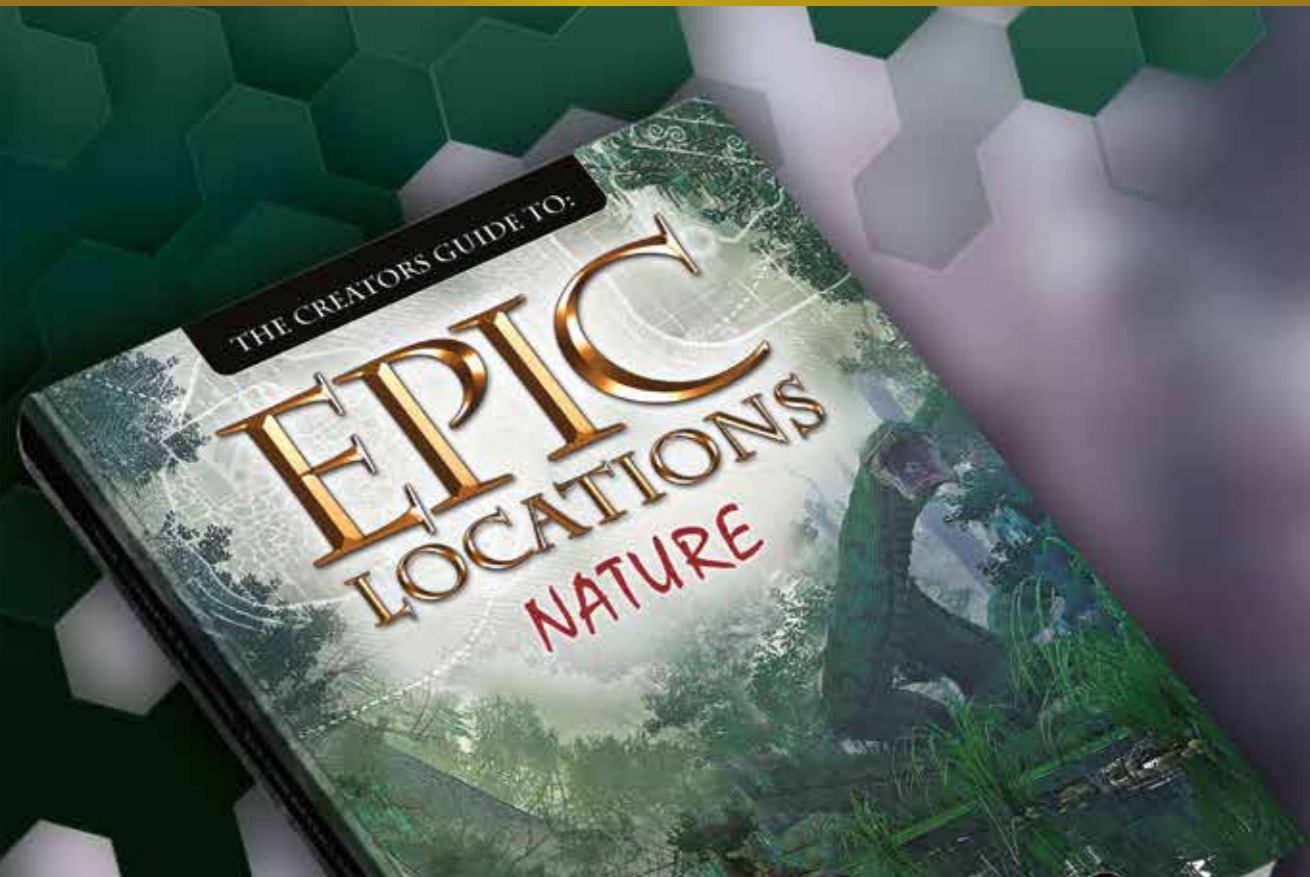
**Second
Floor
Map**

- 1-Wotan
- 2-Third Vault Yarn
- 3-Loot The Room
- 4-Peregrine Coast
- 5-Parable Games
- 6-Eastercon
- 7-Blood And Doom
- 8-Alley Cat
- 9-Beyond Cataclysm
- 10-British Fantasy Society
- 11-Newcon Press
- 12-Emerald Costumes
- 13-Caprani Wheeler
- 14-Minerva Tabletop
- 15-Oddity Works
- 16-Medusa Games
- 17-Artemis Games
- 18-Trolls & Rerolls
- 19-Broken Shield
- 20-Rogue Gaming
- 21-Naylor Games
- 22-Free League
- 23-David Cart Wright
- 24-Rune Fable



- 25-Dungeon Fog/
Great GM
- 26-Geek Scout
- 27-Geckohedron
- 28-Critical Kit
- 29-Camden Games
- 30-Neonrot
- 31-Rebellion Unplugged
- 32-Destiny Quest
- 33-Stuff By Bez
- 34-DMB Games
- 35-Nightfall Games
- 36-Brittania Games
- 37-Ruined Sky
- 38-Jonathan Green
- 39-Ian Livingstone
- 40-Osprey
- 41-Black Cat Games
- 42-Leisure Games
- 43-Modiphius
- 44-Cubicle 7

Upper Trade Hall



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Callsign Bingo

While we'd originally printed the callsigns on the back of the programme last year so that everyone would know who it was who made the convention work, it became quickly apparent that many decided to try and spot all the volunteers who were working the convention. With this in mind, we decided to make something of it this year. On the back page are all the volunteers who are working this year, and one or two who aren't. Every one of them is doing several hours of shifts across the convention, so it shouldn't be hard to spot all of them. We're handing out three small prizes from the front desk at 18:15 on the evening for those who got all the callsigns spotted (or those that got the closest). Fill in your name and details below so we can get in touch with you at the convention and pass back the back sheet of the programme to the front desk. Prizes will be drawn at 18:00, anyone not turning up for their prize will be redrawn. If you didn't manage to get a printed programme, write the names down on a piece of paper with your name and contact details and we'll accept that as your entry.

All the best

John (Callsign: Ocean, first one's free and I'm definitely there)

Name: _____

Phone Number: _____

Ocean	Zander	Bigfoot	Paul or Matthew	Rocket
Crispy	Disco	Melkor	Zen	Littlecogs
Muckspout	Sparkles	Viking	Manga	Roundaround
Snapshot	Eowyn	Highball	Sekhmet	Seahawk
Braggart	Insomniac	Bartmoss	Beekeeper	RFED
Dragon Kali	Sherbet	Venger	Pirate	Raider
Tiny	Grinder Woman	Finny	Spikepit	Crudella
Voluntold	Burbank	Squirrel	Bootyvicious	Hulk
Ghost	Tootall	StealthPuppet	Teacup	Neutron John
Yip Yip	Natural 20	Rubberduck	Valace	Not the Orc