

IF THERE EVER WAS A CON THAT DIDN'T KNOW WHEN TO QUIT ... IT MUST BE



GOLDSMITH HALL, TRINITY COLLEGE DUBLIN, MARCH 22ND - 24TH 2019

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## Special Guests



### **The Gentleman Gamer Matthew Dawkins**

Youtube star, free-lance writer and developer, an inspiration to many of us for his excellent work within the World of Darkness and beyond.

*Running the Perfect Game*  
1pm, Saturday

He'll talk about the steps necessary to run a perfect roleplaying session. Expect improvisation and planning tips, fun anecdotes, and discussion with the audience.

### **Conor Kostick**

Some know him as the Literary RPG author behind the fantastic Avatar Chronicles (Epic, Saga and Edda). Others know him as one of the best Diplomacy

players in Ireland. Others know him as one of the designers of Treasure Trap, one of the world's first LARPs.

### **Klara Horskjær Herbøl**

Playing and running RPGs for a decade and writing for companies including Onyx Path Publishing for the past year and a half. She's contributed to upcoming books such as Chicago by Night, the Contagion Chronicle, and Mummy: The Curse 2E.

*"Treasure Trap and the Hedonistic Origins of LARPing."*

1pm, Sunday

The year is 1983 and all of the UK is occupied by Tory ideology. All? No. One castle still holds out stubborn against reality. One small cluster of gamers surrounded by aspirant yuppies."







## RDG's

### Six Go to the Sea

*A Kids on Bikes game for 6 players by Cormac McKinstry*

In October 1940, when you were taken out of school and told you were being evacuated to the coast, you were told to keep a stiff upper lip, to keep calm and carry on, as a proud Briton should. As the Luftwaffe reigned terror on London, you were whisked away on a packed train, away from your home, parents and everything you knew to the remote coast of Suffolk.

Now you've been left with a bunch of other strange and horrid children, in the dusty old manor of a secretive Earl. The mysterious manor, strange windmills on the hill, stray doggies and the ever-looming Nazi menace should make this a most unusual stay.

A delightful Kids on Bikes adventure in the style of Enid Blyton's 'Secret Seven'

### Saturday Evening (6.01pm - 9pm)

#### The Prague Affair

*A 5th Ed Vampire the Masquerade game for 6 players by Feargal Keenan*

Key players of the Camarilla convene in the estate outside of Prague, invited by former Justicar Carlak, now Prince of the city at the behest of the one and only Hardestadt the Elder, Architect of the Ivory Tower and Chairman of the Inner Circle. Seldom does he call people to convene in such things as the Conclave but 2012 is a year of strife and you, you shall ensure the Ivory Tower stands tall and strong by protecting the Founder himself. You and your Coterie will continue your duties and protect the Ivory King – or you will rest at the foundations of this tower. As Ash.

### Sunday Morning (10am - 1pm)

#### Hymn for a Hecatomb

*An Antika game for up to 7 players by Damien Royer*

Originally imported from France, Antika is a role-playing set in the Ancient Greece of legends. You play heroes, descendants of the great Greek gods, in a world where mythical creatures and gods in disguise roam the world. However, you'll be able to fight destiny and the will of the gods.





RPGs

moment forward, your lives are forfeit in the service of the Empire, and we're live in 3...2...1...!

# CHASE THE WHITE DRAGON

**Sunday Afternoon  
(2pm - 5pm)**

## **The Business of War**

*A love letter to John Carpenter's Big Trouble in Little China written on the back of a copy of Savage Worlds by Savage Mick and Nuge*

*A custom game of Mech Combat for 5 ace pilots. Rated T for teens. by Daniel Adams*

Amman V. Once a barren, desert backwater. A faint blip on the galactic map, not worth noticing by anyone or anything. Now look at it. Arcologies that reach the stars. Five-star resorts, hotels and casinos. Selfie ops as far as the eye can see. All built by the al-Khatib family and the royals. And then of course there's ARMEX, where megacorps and PMCs from all over the galaxy come to show off their latest mechs and other toys in brutal pitched combat in five different terraformed arenas, broadcast for the entertainment of all. You know why you're here, pilot. Do the company proud and show off what our new frames can do...

Know him by the name Bái Lóng ... the White Dragon. Is he the mythical thousand-year-old Dragon sorcerer of China? Or an international drug boss and criminal mastermind who draws upon the ancient legend to create fear? There's no way the bane of Mongol raiders and Red Communist alike could be the same Bai Long, no? But... what if he IS! To have lived over a thousand years is strong magic and comes at a cost. The kind of cost that must be paid not in gold or paper money but in blood and sacrifice to the Kings of the Thousand Hells! What secrets does the White Dragon hide in the city of Baodau? Well Jack Moon, you and your friends have picked the darnedest places to start a fight!



# LARP's

lifetime before you; to explore the Garden and discover its secrets. But you are not alone. Others are here seeking treasure, fortune and glory, and you must decide who, if any, you can trust and work together with. Whatever lies in the Garden, it might mean doom for us all if it were to fall into the wrong hands..

## **Saturday Evening (6.01pm - 9pm)**

### **Who Dares, Wins!**

*A game of Social Drama and "friendly" competition for 14 daring contestants, by Sweet & Sorrow*

We are pleased to announce a brand new reality TV Extravaganza, from the makers of No Privacy, and Exposed & Scared comes- Who Dares, Wins! 14 lucky contestants will spend night after night in Stately Undergrove Manor, which has been abandoned for decades and is rumoured to even be haunted – Creepy!

The last contestant daring enough to stay in the house, and survive each round of evictions, will not just win the admiration of the public but also ownership of

Undergrove Manor itself and the surrounding grounds.

So send us an application saying why you deserve a space in the house, and remember: Who Dares, Wins!

## **Sunday Morning (10am - 1pm)**

### **Hell is an Abandoned Train in Berlin**

*A homebrew LARP for 20 players by Padraig O'Ruis*

The great land of Maldaron is under siege from the terrible threat of a great lich lord and the raging battle has-

**-BLURB INTERRUPTED-**

Sorry, I'm sure you were interested in that but I've got something better for you. The when is 2088 and the where is Berlin. The who are Berlin's finest hackers and cyber-scum, all converging in an abandoned underground train station for one of the most anticipated raves of the decade: the \*legendary\* TwistedMi5ter is making a rare live appearance for a unique little experience: a rave happening IRL and in the

# DUBLIN 2019

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**Guests of Honour**  
**Jocelyn Bell Burnell**  
**Ginjer Buchanan**  
**Mary & Bill Burns**  
**Diane Duane**  
**Steve Jackson**  
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# LARP's

cyberframe. So all you crazy hackers can get plugged in and experience this once in a lifetime gig in the limitless landscape of the cybernetic mainframe. Now it's invite only but your buddy here can get you on the guestlist. So waddya say. You in?

-TRANSMISSION ENDED-

## Sunday Afternoon (2pm - 5pm)

### City of No Flag

*An ongoing LARP Set in the Unclaimed Worlds Universe by Sly Dirk Games.*

Numidia has grown Quite big since its humble beginnings with the Carthage orbiting a

base transition star. Now there stations, planetoids, Mining, trade, an increasing population and a ton of space traffic in one of the most cosmopolitan, and open systems in that Badlands Sector, of the Scutum-Centaurus Arm, of the Milky-way Galaxy.

That does not mean you are without Enemies, Rogue Als, Corporate Megalomaniacs, A spacial Empire with more power than sense and any amount of bounty hunters all cause disquiet in you little corner of space.

But you are strong. You sing no anthems, Pay no Taxes, hold no Loyalties. You are a system of rebels, a System of no nations. Your stations are all Cities Of No Flag.

NO SQUIRRELS  
WERE HARMED  
DURING THE MAKING  
OF THIS AD



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## *Pathfinder Society*

industrial seaside settlement to uncover the secret coven and infiltrate its services in the guise of prospective converts. Will the Pathfinders discover the knowledge they seek, or will the evil cult subvert them with its vile and seductive faith?

in the events to come. Contents in “What Prestige is Worth” also contribute directly to the ongoing storyline of the Dark Archive faction.

### **Sunday All Day**

#### **#10-08 What Prestige is Worth**

*A scenario for tier 7–11 by Matt Duval.*

Given the countless powerful relics the Pathfinder Society keeps in the vaults beneath the Grand Lodge, it should come as no surprise when there's the occasional magical outburst. However, the most recent incident involves a powerful talisman opening a portal to Hell, and the head curator Zarta Dralneen believes this event is no mere coincidence. Alongside a band of elite Pathfinders, she intends to travel through the portal to the infernal city Dis in order to close the gateway, in the process uncovering Cheliox's secret history, the follies of House Throne, and what her role will be

### **Sunday Morning**

#### **#4-03 The Golemworks Incident**

A scenario for tier 5–9 by Larry Wilhelm.

When the Golemworks in Magnimar starts reporting some “problems” with their most recent batch of golems, the PCs are sent to investigate in the hope that the Pathfinder Society can get on good terms with the influential arcane organization.

### **Sunday Afternoon**

#### **#4-01 Rise of the Goblin Guild**

*A tier 1–5 scenario by Matthew Goodall.*

When a monster is discovered on the grounds of the Pathfinder lodge at Heidmarch Manor in Magnimar, an investigation into its appearance leads the PCs deep under the City of Monuments—and face to face with a burgeoning thieves' guild.





*ccgs*

## Magic The Gathering

Magic: The Gathering players, rejoice- We're kicking it XL in that area too, thanks to our awesome and handsome friends at The Warchest! They'll be handling all of your card gaming needs at Leprecon. Make sure to check out our Card Gaming tickets to get access to the following awesome events and casual card gaming activities!

### Saturday

#### Legacy

Entry Fee: €15

Registration from 11:30

Starts at 12 noon

Prize support includes up to:

Taiga, Dark Confidant

### Sunday

#### Modern

Entry Fee: €15

Registration from 11:30

Starts at 12 noon

Prize Support Includes up to:

Karn Liberated, Noble Heirarch

#### Commander

Entry Fee: €5

Registration from 14:30

Starts at 15:00

Cool and easy Commander to close out the con!

# DADBO



# OF WAR

Get your Leprecon 4X tshirt at Front Desk.

IT I LIKE IT I LIKE IT I LA-LA LIKE IT LA-LA-LI HERE WE GO ROCKIN' ALL OVER THE WORLD! WERE GONNA TELL YOUR MAMA WHAT YOU'RE GONNA DO JUST COME ON OUT WITH YOUR ROCKIN' SHOES



## *the committee*

### **Allan Leeson - Con Director**

For years now, Allan has served as volunteer and committee member at Leprecon. At first, his dastardly plan to become director involved a lot of assassination and blades hidden inside LARP weapons, but it turned out people were happy to trust him with the position without him having to murder anyone. That and given his diminutive stature everyone assumes they can outrun him anyway.

### **Rian Boyle – Assistant Con Director Lieutenant**

Long-suffering President of DU Gamers, Rian has spent most of their time wrangling card games, emotionally reassuring Allan that yes, the society will pay him back his cheques. Despite being adamant that they're not on this committee, Rian has made a "five-colour mono-dece" committee member.

### **Eimear Quinn - RPG and LARP Coordinator**

Overly fond of Changeling: The Lost, and dating the Con Director, Allan is not allowed to write anything bad about her for fear of ending up behind a mirror by the time the con is ended.

### **Eoin Murray – PRO**

AKA young lad, AKA you there bai, AKA "Why don't we have the pub quiz in the one place in Dublin that'll sell me Beamish", Eoin has been handling all of our Leprecon outreach online, despite being from Cork. We're all very, very proud.

### **Eyad Ibrahim – Staff Coordinator**

The only medical student on the team, Eyad is not only tasked with keeping the volunteers from starving and working themselves to death, but providing medical attention in case one of us explodes over the weekend. Good luck, Eyad!

### **Keady Adams – Treasurer**

The woman with the chequebook. The one who makes it all really happen, Keady can be found body-checking attendees while rollerblading about the convention, delivering bad news to all committee who overspend, a trail of burning receipts in her fell wake. *isis express!*

### **Alan Armstrong – Wargames Officer**

The best painter in Trinity Gamers, Armstrong is far too young to have all this pressure put on him. We blame this need to organise events on being exposed to GW Plastic Glue fumes- Alan can be found screaming the praises of Tzeentch to all who will listen, and many who will not. He is destined to end up in a mound of miniatures, laudanum and ennui.

**DUBLIN. OCTOBER BANK HOLIDAY**



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