

ITZACON X LOST IN TIME

HARASSMENT POLICY

Itzacon is dedicated to providing a harassment-free conference experience for everyone, regardless of gender, gender identity and expression, sexual orientation, disability, physical appearance, body size, race, or religion. We do not tolerate harassment of con-participants in any form. Con-participants violating these rules may be sanctioned or expelled from the conference at the discretion of the con staff.

Harassment includes offensive verbal comments, deliberate intimidation, stalking, following, harassing photography or recording, sustained disruption of talks or other events, inappropriate physical contact, and unwelcome sexual attention. Participants asked to stop any harassing behaviour are expected to comply immediately, failure to do so will result in expulsion from the convention.

ITZACON X

LOST IN TIME

FOREWORD

Hello, and welcome to Itzacon ten!

It's been a long journey and I'm glad it's coming to an end, because now I get to see the convention actually happen in front of me. Of course, running a convention is not easy and it couldn't have been done without my hard-working, dedicated committee who've really excelled themselves. It was made extra harrowing for us by the fact that it's Itzacon's tenth birthday and we had to live up to the number. It's also not easy to live up to the quality of the previous conventions but I hope we've managed to pull it off, and most importantly, I hope you have a blast.

All is well,

Conor Kenny
Itzacon ten director

SATURDAY

10am-1pm

Dr Whu

A Modified Mage game for 5 players by Brian Devaney

Being a professor in ancient History in the 30th century can be a real headache. There's just so damn much of it for one thing. Still... Time machines make it that much easier to catalogue and interview the people of interest. Thing is though....

I know Hitler is one of the greatest painters that lived in the 20th century...

But ... was he yesterday?

And where is the spare time machine gone?

And why is the lab full of beer bottles and vomit...

And where are all my undergrads...

Sigh. I hate pledge week.

Kill Bargle – Part 1

A D&D basic game for 5 players by Gregor Hutton

Five brave adventurers, including a young Cleric called Aleena, have heard tales of a man named Bargle. He has been stealing money, killing people, and terrorizing your town. If you can catch him, you can become heroes! But beware, for soon you and Bargle will have unfinished business.

Devastation Section

*A Savage Worlds Superhero game for 5 players by Cian
"Icecream" O'Sullivan*

Metro City's premier superhero group, the Guardians, have made a frightening discovery. Not only is travel to alternate dimensions possible, but a vast inter-reality empire known as the People are conquering their way up the great chain of realities leading to our Earth. Happily, there's a plan underway to tackle this. Unhappily, it involves detonating an entire alternate Earth so that the People arrive in empty void. Unable to deem themselves guardians while performing this terrible duty, they have taken on a new name – one more fitting to their mission. The designation assigned to them in the planning documents for this vast engineering project: the Devastation Section.

2pm-5pm

Kill Bargle – Part 2

A D&D Basic game for 5 players by Feargus O'Rourke

Bargle the Infamous, the black hearted, egotistical and cruel court mage of the Black Eagle Barony has tormented adventurers in Karameikos for decades.

Taking advantage of the chaos caused by the Week without Magic that ended the Great War of the Immortals, Bargle sent his most trusted assassins to wipe out the family of Baron Halaran in Threshold.

The Cleric, Aleena, survived.

You and Bargle have unfinished businesses.

It's time to finally... Kill Bargle.

RPGS

FRIDAY

6pm-9pm

Dream Askew: The Patchwork Citadel(18+)

A GMless game facilitated by Anita Murray for 2-3 players

The apocalypse didn't happen everywhere at the same time. Instead, it happened in waves. It's still happening in waves; cities bar their doors, and the apocalypse is a distant nightmare to the privileged. The outlying lands have seen the collapse of law and order, some shuffled the mortal coil at the first sign of real danger. Others took to the hills with water purifiers and dried goji berries. But some took up arms like they were benedictions and you can hear them roaring in the distance.

Ruined buildings, ruined lives, ruined faces, loaded handguns, psychic powers, heartbroken underdogs, turbulent skies.

You've found others you can relate to, and you've banded together with them to form a queer enclave. Gangs roam the apocalyptic rubble, and scarcity is becoming the norm. And just beyond our everyday perception, howling and hungry, there exists a psychic maelstrom.

Dream Askew is a game about post-apocalyptic lives. It's a game that queers the post-apocalyptic genre, exploring how the apocalyptic process could impact our sexuality, genders, livelihoods, experiences of marginalisation and experiences of liberation. It's GMless, diceless, focuses on collaborative world and story building. This game is not pre-written. Instead, in a similar vein to Fiasco, Dream Askew is full of tools that allow a table to collaboratively create a story in a single session.

It's like Mad Max as written by David Lynch... with a psychic maelstrom and a Queer agenda.

Weird Truths

A Call of Cthulhu 7th Ed game for 5 players by Fergal "Monster" Mac Carthaigh

You are "Occult Detectives" with the hit documentary "Weird Truths." However, ratings have been down recently, but you can fix that. You'll be filming in a variety of locations with supposed occult activity all over Scotland. The "greatest" of which will be Sheehy House, an estate with a long and mysterious history. Once it was the ancestral home of the McSheehy family, although eventually it was left uninhabited and fell into neglect. Since then it has been refurbished and remodelled numerous times. It has served as a hospital, sanatorium, asylum and most recently a three star theme hotel, focusing on "spectral incidences" in the house and it's environs.

Haunted Houses of the Highlands! promises to be a fantastic season of Weird Truths and dismiss any thoughts that the show might be on a downward spiral. This is more important than uncovering some old mysteries, or exposing some forgotten truth. This is about ensuring that you are still somewhat famous, successful and almost respected for at least another three seasons.

Sins of our Fatherland

A Hunter: The Vigil game for 5 players by David O'Meara

Grozny, Chechnya, August 1996.

A brutal and swift attack on the Russian military complexes by Chechen militants has shattered Russia's grip on the city of Grozny. Guerrilla soldiers have managed to abduct a Colonel and a Major-General from the Khankala military base along with more than a dozen civilians somewhere within the Oktyabrsky District. "Spetsgrupp Alfa" must make their way in through the Oktyabrsky District, relinquish information from Chechen militants regarding the whereabouts of our high ranking military personnel, extract them, and return to the LZ. However, be careful Spetsgrupp Alfa, there have been inconclusive reports of "unsightly phenomenon" within the city of Grozny. Some of our best men have not reported back in due time also. This

Who's Who

A Committee and Staff Write up

Conor Kenny: Conor is our man from the future with a plan to boot. He tells us about an amazing future filled with fun, friends and laughter. This future however can only exist if we follow his every word and don't deviate from the master plan written down in his book. Sometimes we're not sure if this is the "good" Conor, I mean, have you seen his beard?

Mike Pentzin: A man with many talents, (and many board games) Mike is the co-con director this year. His job mostly involves fixing the con director's mistakes and downplaying his German heritage. He's also a damn fine streetfighter.

Ross Lavelle: RPGs and LARPs coordinator, Ross is a quiet, unassuming man, easily recognizable by his massive hair. Some say his hair grew him rather than the other way around. Regardless, he's been doing a stand-up job this year with only brief moments of panic.

Enda Leech: Given the role of staff coordinator this year Enda, the legendary Midlander, will be seen issuing commands and generally leading our staff to glory.

Sei Ji: Sei Ji has taken on the role of card games coordinator this year. Hailing from a mysterious land far to the East and with an encyclopedic knowledge of most card games we are sure he will continue to excel in this role through the convention.

Billy Stewart: Our redoubtable treasurer Billy is more than a man, he is more like the earthly personification of sound financial management and has done a stand-up job keeping track of our finances and ensuring the con director doesn't spend it all on hats and keyboards.

David Concannon: David is our videogames coordinator this year, not a job to be taken lightly, especially with all the electricity and cables lying around. We fully expect his knowledge and experience with dark rooms and bright screens to see him through.

Craig Murphy: Some men become heroes through circumstance, but a handful are born heroes. Craig is the latter. Craig has saved Itzacon's wargames more time than most of us would like to admit, and for this we are forever grateful. He has taken up the mantle once again this year

Sharon Nolan: Sharon Nolan is our webmaster, utilizing her command of the esoteric arts of web design and programming to put stuff on our website and make it look cool too. She brings an element of colour and joy to our dull grey lives.

Leanne Davoren: Leanne, our feisty and occasionally frightening redhead, took over the role of special events coordinator without anyone having to ask. She's been kept very busy but has successfully made the job her own, and done a bang-up job too.

Joe Neary: First son of the powerful Neary family of Roscommon Joe was sent to Galway to further the interests of his family. However, he got waylaid by the joys of city life and discovered a talent for graphic design, a talent most suited for the position of Public Relations Officer for Itzacon and creating our leaflets, posters and the very cool guide you hold.. We feel he's done pretty well.

Mikey Forde: Mikey, our boardgames coordinator, comes from a strange and desolate region of Ireland where wild men roam the uncharted landscape roaring and playing bloodsports. Luckily, being raised in this savage land has made him perfect for the position.

Podge Daly: Podge is the leader of our skilled art team. Driven on by coffee, cigarettes and paint fumes he is an almost unstoppable creative force and produced a lot of the cool art for our convention.

GENERAL STAFF:

James Shields

Caoimhin D'arcy

Darragh D'arcy

Jonathon Folan

Joshua Byrne

Megan Mulcahy

Jeremy Sterling

Seamus Duffy

Stewart Locke

Daire Lavelle

Patrick Coyle

Sarah O'Neill

Eoghan Doyle

Danny Gallagher

Erica Rodger

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PESS Building
University of Limerick

July 18-20th

www.UlBroCon.com

Sex and the Second City

A Legend of the 5 Rings game for 5 players by Ciarán “Sarkey” O’Brien

The Colonies are a place of strange sights and customs once unheard of in the Empire. It is the perfect place for a samurai lady aged thirtysomething to get away from boring suitors. Your playwright friend’s upcoming new performance was just the excuse you all needed to escape to the Empire’s newest city. Here lies adventure! Mystery! The chance to bag a suitable husband so you can avoid ending your days in a monastery! And maybe even romance, but don’t get your hopes up.

A New Dawn

A Mage: The Sorcerer’s Crusade game for 5 members of the Order of Reason by Paddy Delaney

Lisbon, 1755 – The Age of Enlightenment

Joseph I sits upon the Portuguese throne but it is known by those in the right circles that Sebastião José de Carvalho e Melo, Marquis de Pombal is the real power and his is a brand new vision for Portugal. Under his firm hand, she will emerge from the murky shadows of superstition and ignorance and embrace the light of reason, taking her place on the world stage.

The winds of change are stirring and in the salons of Europe it is the witticisms and works of Diderot, Hume and Voltaire that are on everybody’s lips.

In the streets, madmen preach of a coming storm that will doom the city and the priests utter dire warnings to those who would stray from their fold.

The Jesuits stand in Pombal’s way, clinging to their beads and superstitions and foiling his ambitions at every turn. If only there were a loyal cadre that shared his vision, who could throw their lot in with his and their weight against these old fools.

The wind whispers many things and riding the currents of destiny, there is the distinct aroma of power. Somewhere in Lisbon, the Choristers hide their cray. The Order of Reason may yet kill two birds with one stone...

SATURDAY 6pm-9pm

Acquainted with the Night

A God-Machine Chronicle game for five insomniacs by James Lloyd-Jones

At first, it was nightmares. You'd wake up in the middle of the night in a cold sweat, stay that way for hours, and drift off. Then you just started to wake up, after less and less sleep. Or take longer and longer to doze off. You'd find yourself wandering the midnight streets, walking out in rain, and back in rain. It was inevitable you'd meet, the five of you, in Tony's All-Night Diner on Fifth. It was nice, not to feel like the only living thing, the moon judging your silence and solitude. It's been a week, and still you cannot sleep, but at least you can talk to someone about the hallucinations settling in.

Blood in the Abyss

A Rogue Trader game for 5 players by Ray O'Mahony

Legends abound of the treasures and riches hidden in the distant reaches of the Koronus Expanse. This legend, as with so many others, begins with a map. A starchart that the Rogue Trader Zechariah Drazen had gone to great lengths to obtain. The years of toil, pain, and strife would surely be a vanishing memory now that the map was within his grasp. The location of his heart's desire lay in his sole possession, his ship was one of the fastest in the expanse, and his crew were as loyal a bunch of scoundrels as a man could wish for. Legends begin with such confidence and hope, yet in the Expanse they often end with one false move.

Time Grinder

A Dread game for one player (in 5 temporal states) by Pol Hanrahan

You wake up. You're in your Grandfather's house. On the couch in front of sits a young boy. It's you when you were about twelve years old. He's saying something but the words sound strange, like they don't fit together quite right. He's talking to an old man who is not your Grandfather. You turn around and find that you're staring at yourself. You've lost some weight. Next to him you see yourself again but younger... happier. You don't understand. You feel faint. You feel one of your younger selves catch you as you fall to the ground. Then all is black.

You are in trouble.

Only you can save you.

Only you can survive.



SUNDAY

10am-1pm

Heart of Agartha

A Hellboy/BPRD game for five players by Charles Dunne. While a direct sequel to Hellboy: "One Small Step?" from Itzacon I, no knowledge of the earlier game is needed to play.

Ten years since the Apollo 11 mission. Ten years since the Nazi's resurfaced and your team was forged in blood and fire. The Plague they brought back has emptied the world and Zombu walk the earth in service to the Worm God. Too many deaths and too much of your life given away or bartered for power to ever settle or know anyone else but this team, but how could you? Who else knows what you know or has done what you have had to do? What began in space ends on the Earth as Agartha, the last hope and refuge, is about to fall. and with it the world. Hellboy died defending the place. You're up.

Sign of the Times

A Warhammer Fantasy Roleplay game of murder, mayhem and one mild maiming for 5 Witchhunters by Padraic Barrett.

The innkeeper grinned broadly as he surveyed his crowded common room. In one corner an elderly noblewoman was canoodling with a scandalously younger lover, her son glaring daggers at them from the bar. At the fire a troupe of actors were either having an argument or rehearsing some torrid drama. In the middle of the floor a trio of fat merchants sat together in deadly silence while beside them a table of braying fur trappers played the knife game with bloody enthusiasm.

The innkeeper began to frown as he considered his patrons' demeanour. Bloodstains could be a right devil to shift.

St. James the Avenger – Part II: By any Means Necessary

A Call of Cthulhu 7th Ed game for 5 players by Matthew Watkin and Erica Rodger

Fifty years ago, you escaped the horror. You survived the war, and you survived St. James' Hospital. You tried so hard to forget what happened. Now it's time to go back.

It seems like only yesterday when you swore you'd never return, but the police are stumped: an entire ward of thirty five patients, six nurses and three doctors, all dead.

You're not as young as you were back then, and you'll need every ounce of cunning you possess to get through this a second time. But it will be nice to see the old gang back together – what's left of you. It looks like you're the only ones who could figure this out.

SUNDAY

2pm-5pm

Murder on the Edinburgh Express

An Unhallowed Metropolis scenario for 5 travellers by James Lloyd-Jones

England, 2105.

An armed and armoured train links London and Edinburgh across the blighted land between them, pulping the animate dead beneath its wheels and carrying precious supplies to and fro. You're returning from business in Edinburgh, expecting a fast, safe, efficient journey as ever – but one of your fellow passengers is hiding a dark secret, and you may soon find yourselves embroiled in a plot that threatens the very Crown.

The 5 mysteries of Yamamori High

A Golden Sky Stories adventure for 4 henge by Millie Kennedy & Sam Logan

Your two friends, Satoshi and Hotaru, have been fighting for years. Most of the time they're pretty nice, but whenever there's even the slightest thing to compete about it turns into a real tumble. Oh, did I mention that you're a magical animal? No? Well, anyways, recently they've been blathering on and on about the five mysteries of their school. You think it might have something to do with this new girl they've been hanging around.

Enjoy this friend-filled Golden Sky Stories RPG where everything is not as it seems.

Assassin's Creed: Reich's Fall

A FATE Core game for 5 players by Micheal Calnan

Germany, 1945

The last days of the German Reich. The Thule Society. The world thought them a secret society of the German elite dabbling in mystics secrets and in politics. They were so much more than that, a rogue sect of a millennia old conspiracy the Society of Thule were just Knights Templar by another name. The Thulians were obsessed with artefacts pre-dating human civilisation, the so called Pieces of Eden. When the Reich fell we thought the artefacts fell into the hands of the Soviet Templars. We were wrong.

Now using the power of the Animus you can find out what happened to the Thulian cache. But we aren't the only ones looking and using the Animus is not without risks...

LARPS

SATURDAY

10am-1pm

St. James the Avenger – Part I:

The Promise of Relief

A LARP for 12 players by Matthew Watkin and Erica Rodger

It's done. The war is over. Hitler and his side have been defeated, and as for you – You get to go home. Most of your friends weren't so lucky. You've seen men die, alone in the mud and screaming for their mothers. You've seen what this war has done. Of your entire squad, only eight of you survived, and not all in one piece. It's been a long fight, and you need time to recover.

As a small reward for your bravery, one of your commanding officers has arranged some recovery time for you in hospital. Your wounds will be tended to, and you'll receive counselling for the things you've seen, as well as the company of pretty young nurses to cheer you up. It almost seems too good to be true.

2pm-5pm

Higher Powers Issue 9: No Safe Haven

A super powered LARP for 8 new players. Returning Higher Powers players welcome.

Oh, look! An invitation to a shadow art installation in Hokkaido – that sounds interesting...

A shadow falls over Hokkaido. Death runs through the streets. Fear, what you do not know will kill you. Your super powers will not save you from the oncoming darkness. The Shogunate Supremacy have stolen the land, the darkness will steal lives. Human and Parahuman divisions will mean naught in the face of death. Villain and Hero – all can die. None have immunity from death. The game is afoot.

I need to warn them. – The Watcher.

6pm-9pm

Those Left Behind

A freeform for seven players by Anita Murray

He died that night. He was the dawn of my days, the glory of my existence. Cut down in the prime of life; he was betrayed by someone who claimed him as family. A family watch a loved one be lowered into the ground. Sorrow, anger, and ambition burning bright. They return home to find him cooking dinner. Having a time traveler in the family can complicate the grieving process.

FRIDAY	SATURDAY	SUNDAY
<p>9am - 1pm</p> <p>ALL WEEKEND ACTIVITIES BAKE SALE BOARDGAMES IN THE HUB RELAXATION & FILMS ROOM IN THE SPACE CCGS TUTORIALS ON DEMAND MTG CHALLENGE DECK FIGHT THE HYDRA HORDE TABLES AVAILABLE FOR WARGAMING CASUALS PODGE DALY'S ART AVAILABLE FOR PURCHASE</p>	<p>WARGAMES: 9:30 TOURNAMENT REGISTRATION WARGAMES: 10:00 TOURNAMENT RPG: 10am PATHFINDER: THE CONFIRMATION RPG: 10am KILL BARGLE: PART I RPG: 10am DR-WHU RPG: 10am DEVESTATION SECTION LARP: 10am ST. JAMES THE AVENGER: PART I VIDEOGAMES: 10am TEKKEN TAG TOURNAMENT 2 CCG: 10:30 MTG DRAFT SPEC OPS: 11am IRL POINT AND CLICK ADVENTURE CCG: 11am YU-GI-OH LOCALS EVENT SPEC OPS: 11am WEREWOLVES BOARDGAMES: 11am BOARD GAMES INTERVARSITY CCG: 1pm ITZACON OPEN CS VANGUARD SPEC OPS: 1pm WEREWOLVES</p>	<p>WARGAMES: 10:00 TOURNAMENT RPG: 10am PATHFINDER: DESTINY OF THE SANDS PART II RPG: 10am HEART OF AGARTHA RPG: 10am SIGN OF THE TIMES RPG: 10am ST JAMES: THE AVENGER: PART II LARP: 10am THE ONCE GREAT OZ VIDEOGAMES: 10am HANGOVER HERO CCG: 10:30 TINY LEADERS EVENT BOARDGAMES: 11am NETRUNNER TOURNAMENT WARGAMES: 12pm WF BATTLE STORM OF MAGIC EXHIBITION SPEC OPS: 12pm DUCK GOLF VIDEOGAMES: 1pm ULTIMATE MARVEL VS CAPCOM 3 SPEC OPS: 1pm WEREWOLVES</p>
<p>2pm - 4pm</p> <p>IN AD 4PM CON WAS BEGINING</p>	<p>RPG: 2pm PATHFINDER: DESTINY OF THE SANDS PART I RPG: 2pm KILL BARGLE: PART II RPG: 2pm SEX AND THE SECOND CITY RPG: 2pm A NEW DAWN LARP: 2pm HIGHER POWERS ISSUE 9 CCG: 2pm MTG MODERN OPEN EVENT VIDEOGAMES: 2pm SUPER STREET FIGHTER 4: AE CCG: 3pm MUNCHKIN TOURNAMENT BOARDGAMES: 4pm DOMINION TOURNAMENT</p>	<p>RPG: 2pm PATHFINDER: THE STOLEN HEIR RPG: 2pm Murder on the Edinburgh Express RPG: 2pm Mysteries of Yamamori High RPG: 2pm ASSASSIN'S CREDD: REICH'S FALL LARP: 2pm SURVIVORS CCG: 2pm MTG 1v1 EDH EVENT VIDEOGAMES: 4pm HALO 4 TOURNAMENT</p>
<p>5pm - 6pm</p> <p>VIDEOGAMES: RPG: SMASH BROS RPG: DREAMS ASKEW RPG: WEIRD TRUTHS CCG: SINS OF OUR FATHERLAND CCG: YU-GI-OH LOCALS EVENT BOARDGAMES: RPG: VANGUARD TOURNAMENT RPG: JUNGLE SPEED CCG: 6:30 MTG STANDARD TOURNAMENT SPEC OPS: RPG: WEREWOLVES CCG: 7:30 MY LITTLE PONY INTRO WORKSHOP SPEC OPS: RAFFLE</p>	<p>VIDEOGAMES: 5pm DIVEKICK TOURNAMENT SPEC OPS: 5pm DR WHO THEME WEREWOLVES CCG: 5:30 MTG PACK WARS/MINI MASTERS RPG: 6pm PATHFINDER: THE GLASS RIVER RPG: RESCUE RPG: 6pm AQUANTED WITH THE NIGHT RPG: 6pm BLOOD IN THE ABYSS RPG: 6pm TIME GRINDER LARP: 6pm THOSE LEFT BEHIND BOARDGAMES: 6:30 TICKET TO RIDE TOURNAMENT</p>	<p>6pm CLOSING CEREMONY</p>

WHERE STUFF IS HAPPENING

(BY AND LARGE)

RPGS

Upstairs in The View

CCGS

The Bailey Allen Hall

War Games

The Bailey Allen Hall

Board Games

The Hub
(far right downstairs)

LARPS

BOI THEATRE
(Just outside main entrance)

Werewolves

BOI THEATRE

VIDEO GAMES

Large Acoustic Room

Film Room

(Upstairs in the The Space)

SUNDAY

10am-1pm

The Once Great Oz

A LARP for 15 players by Anna Ahern

With Dorothy gone and Wizard ruling accompanied by Glinda all seemed well in Oz. Everyone was happy and there seemed no great threats to the people or their merry world. That is until the day when Glinda refused to leave her tower or admit any visitors, coincidentally the same day the residents of Oz started to notice a change in the city, as if the Emerald around them was losing its shine, becoming more of a dull murky green like sludge. As days pass the city becomes more and more uneasy, all of its residents seemed to be having nightmares where once their heads were full of innocent dreams and even the most jolly and patient of Munchkins have suddenly become quick anger and even quicker to violence. Thus far the wizard has kept to himself alone in his own tower but with the city's population about to ascend his steps and demand answers he had best have some, or else a suitably grand illusion to save his own skin.

SUNDAY

2pm-5pm

Survivors

*A LARP based on the Dominion expansion Dark Ages, for 11
Players by Milena D. Milojičić*

The Dark Ages are a difficult time, even for Knights of your noble upbringing. It has been more than a decade since you last returned to your old kingdom. You are one of the lucky few who were away on a mission when the old King was killed and his allies slaughtered in a bloody revolution, plunging the kingdom into the Dark Ages. Now, his successor has extended a peace offering to you and the other knights who have been hiding in exile for the past 12 years. He has offered ten of you a place in his new kingdom and, as a show of good faith, has thrown a feast in your honour. With food as scarce as it has been for over a decade in exile, you have reluctantly agreed to attend. You are also interested in seeing what has become of the other knights. There have been rumours that some went mad in exile and that others turned to religion to deal with the hard times. Either way, you have your own reasons for attending and you're pretty sure that so do the others. As you ride into the kingdom, you notice that it has fallen into disrepair. Where once flourished luxurious estates, now lie desolate ruins. Beggars are everywhere and death carts are stacked high. Rats scavenge the ruined villages and bandits pillage shanty towns in broad daylight. You ride faster as you approach the palace. If you can survive the feast, maybe you'll live to see your kingdom rise into prosperity once again.

Pathfinder Society of Ireland

Saturday

10am-1pm

The Confirmation

A Pathfinder Society Scenario designed for level 1-2.

Almost all Pathfinders undergo extensive training for three or more years to learn the tricks of the trade, and their last test before graduating from the ranks of the initiates to the status of a full Pathfinder agent is the Confirmation, a special research project that involves considerable fieldwork and is designed to simulate the initiates' future work as a Pathfinder. Even the noteworthy field commissioned agents sometimes participate in such trials as a way to familiarize themselves with the Pathfinder Society's rules and

expectations. Although Confirmation is typically an individual affair, the society recently discovered a site on the Isle of Kortos that would be perfect for initiates but perhaps too dangerous to handle alone. Successfully uncovering this site's secrets will not only contribute to the society's body of knowledge but shape the exciting careers ahead for each of the prospective agents.

2pm-5pm

Destiny of the Sands—Part 1: A Bitter Bargain

A Pathfinder Society Scenario designed for levels 1–5.

Amenopheus has learned that the legacy of the Jeweled Sages lies near the Osirian trade city of Eto, and the Pathfinder Society has pledged its support in the Sapphire Sage’s investigation of his ancient order; however the lead dried up—that was until a familiar information broker contacted Amenopheus offering an exchange of services. To assist an ally and unlock the secrets of Osirion’s past, the Society must deal with a deadly antagonist once more by sending the PCs to fulfill the bargain and collect its due. The only question is what price their foe will demand.

6pm-9pm

The Glass River Rescue

A Pathfinder Society Scenario for characters of 1st to 5th level (Tier 1–5).

A Pathfinder leading a diplomatic envoy from the dwarven holds of the Five Kings Mountains has gone missing, and the balance of power in a time of war hangs on her rescue. The Pathfinder Society’s divinations indicate the agent was waylaid in the theocratic nation of Razmiran, when one of her escorted diplomats failed to pay a requested tithe. Now it falls to the party to enter Razmiran, locate the missing Pathfinder and the dwarven diplomats, and escape with their lives.

Sunday

10am-1pm

Destiny of the Sands—Part 2: Race to Seeker’s Folly

A Pathfinder Society Scenario designed for levels 1–5.

The Pathfinder Society has discovered the location of a powerful Osirian artifact secreted beneath the sands, but they are not the only ones who seek its power. The Pathfinders must endure the scalding Osirian desert, brave its inhabitants, and watch for hidden dangers if they are to survive. Can the PCs reach the ruins before their rivals claim the prize?

2pm-5pm

The Stolen Heir

A Pathfinder Society Scenario designed for levels 1–5.

The Mendevian Crusade draws heavily on the Pathfinder Society’s resources, and unless the Decemvirate can secure the assistance of generous patrons, the society may not have sufficient capital both to fight off the demonic invasion and to prepare its expedition to a lost historical site within the Worldwound. Upon hearing that the daughter of an eminent and wealthy citizen of Sauerton has gone missing, the Pathfinders rush to her aid in the hope of earning her father’s goodwill and support in upcoming endeavours.



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Friday— BAILY ALLEN HALL

6:00pm

Yu-Gi-Oh Locals Event (€5)

Vanguard Tournament (Free)

6:30pm

Magic: The Gathering

Standard Format Tournament

7:00pm

My Little Pony CCG

Introductory Workshop

SATURDAY

10:30am

MTG Draft Tournament

11:00am

Yu-Gi-Oh Locals Event (€5)

1:00pm

Itzacon Open CS Vanguard (€6)

2:00pm

MTG MODERN OPEN EVENT

3:00pm

Munchkin Tournament

5:30pm

MTG Pack Wars/Mini Masters

SUNDAY

10:30am

MTG Tiny Leaders Event

2:00pm

MTG 1v1 EDH

**(Special Prize: One by at
Nationals)**

**AVAILABLE ALL WEEKEND
ON REQUEST**

MTG Challenge Deck Fight the Hydra

MTG Challenge Deck Fight the Horde

1 on 1 tutorials for:

**Card Fight Vanguard, MTG, Yu-Gi-Oh,
Weiss Schwartz, Future Card Buddy Fight,
Pokemon TCG, L5R, My Little Pony TGC**

WAR GAMING

SATURDAY—BAILY ALLEN HALL

9:30am

War Gaming Registration

Warhammer 40,000

Singles Tournament

1850 pts

5 games

SUNDAY

12:00 Midday

**Exhibition game: Warhammer
Fantasy Battle Storm of Magic**

**ALL WEEKEND
Tables Available For Casuals**

BOARD GAME & VIDEO GAME

TOURNAMENTS

FRIDAY—THE HUB/LARGE ACOUSTIC

5:00pm

Super Smash Bros

6:00pm

Jungle Speed

Saturday

10:00am

Tekken Tag 2

11:00am

Board Game Intervarsity
(Jaunty Jalopies, Quarriors,
Ticket to Ride & Dominion)

2:00pm

Super Street Fighter 4: AE

4:00pm

Ticket to Ride Tournament

5:00pm

DiveKick

6:30pm

Dominion Tournament

Sunday

10:00am

Hangover Hero (Guitar Hero)

11:00am

Netrunner

1:00pm

Ultimate Marvel vs Capcom 3

4:00pm

Halo 4

SPECIAL EVENTS

ALL WEEKEND——SIGN UP AT FRONTDESK

Bake Sale

Many Great and Wise volunteer bakers from across the great expanse of time have lent oven-based expertise to bring us tasty delights, the bake sale can be found (possibly unguarded) in the foye of Aras na mach leinn

Film Room

Sometimes you just want to chill out, other less frequent times, you want to chill out in a dark room with strangers as some random time travel movie plays softly in the background; our Film Room (AKA THE SPACE) caters to the latter

Board Games in The Hub

If you like Board Games and hate attending scheduled, well structured events you'll love hanging out in the hub playing games with potential enemies/friends

Werewolves

Friday

7:00pm,

Saturday

1:00pm, 5:00pm

Sunday

1:00pm

Werewolves, a game about murdering innocent people and occasionally werewolves has become a staple of itzacon in recent years. With stage lighting and sound effects this is a much more immersive game than even expert players are used to, Run by the talent Niall Donellon and Stage Directed by the equally exceptional Bryan Rabbitte

IRL POINT AND CLICK ADVENTURE

Saturday

11:00am

Another returning favourite is the Real Life Point and Click Adventure written by Sam Logan, you will weave your way through an intricate story littered with bizarre outlandish characters each played by a member of staff for you to interact with and acquire everyday incredibly important items from, It's pretty great.

RUBBER DUCK GOLF

by S. Morgenstern

SUNDAY

12:00pm

The romper-stomper runaway hit of Hobocon 2, Rubber Duck Golf's premise is simple - play golf, with rubber ducks for balls. It's that simple. Given the unaerodynamic nature of your average rubber duck, the handicap is usually pretty high (par 15, anyone?). Even wanted to play through over a game of 40K? Or have to putt with a bag on your head? Or learn the art of the ricochet shot? Then Rubber Duck Golf, the only game at Itzacon where wearing checkered pants and drinking gin is expected, is for you! (EDITORS NOTE: False)

PEOPLE WHO ARE GREAT

FANSCI

WARPS

Podge Daly

Jimmy Penguin

NERD ALERT

THANK YOU PAGES

Isupply, Flood Street

**Charlie Burnes New and Second
hand Books**

Judy Greene Handmade Pottery

**Laura Jane
Adult Boutique**