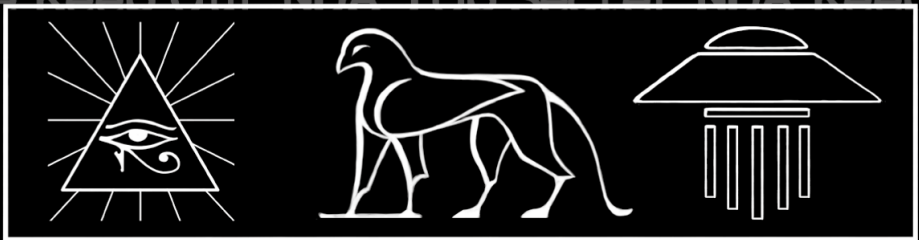


COMPULSION CONSPIRACY



Welcome to Compulsion 2018: Compulsion Conspiracy. We hope you'll have fun but we do ask you to respect other users of the building, the staff, and the other people at the convention.

This Convention has been brought to you by GEAS: The Edinburgh University Roleplaying Society (a.k.a The Grand Edinburgh Adventuring Society). Also involved are Edinburgh Boardgames and FAQ (Edinburgh University's Card and Boardgame Society).

The Emergency Compulsion Committee consists this year of Alan J, Calum McR, Edith B, Faye S, Josh S, Judith S, Matthew B and Roderick E. There are also any number of helpers to try to resolve any problems you may have as well as the building staff of Teviot and the staff of EUSA who we would also like to thank for their help with this event.



This year Compulsion is raising money for the Grassmarket Community Project. In their own words:

Grassmarket Community Project takes an innovative approach to creating community and providing sanctuary and support to participants, many of whom are amongst the most vulnerable of our citizens. Through mentoring, social enterprise, training and education in a nurturing environment, the Project develops skills which enable participants to develop to their full potential and move away from cycles of failure.

For More Information: grassmarket.org

Friday (the 13th):

Opening Social

LOFT BAR from 19:00

Join us in the LOFT BAR for drinks and an evening of socialisation and bizarrely enough our opening ceremony. Hopefully one of the Emergency Committee will be able to give a brief speech. Mostly this is a time for relaxation, and preparing yourself for the events which are to follow.

General Activities

Traders' Hall

STUDY Sat. 09:00 to 18:00

STUDY Sun. 09:00 to 17:00

The Traders' hall in the Study will be running throughout the weekend. Buy games, dice, chainmail sculptures, books, have custom art drawn and explore the stalls looking for that thing you didn't know you wanted until you looked at it.

Bring and Buy

STUDY Sat. 09:00 to 17:00

Do you have a game or piece of geekery that you think somebody else might want more than you? Or do you want to peruse other's unloved and unwanted games and seek to give them a good and worthy home? Then come to the Bring and Buy stall.

The Library Sale

STUDY Sun. 09:00 to 17:00

GEAS is being forced to sell its gaming library and although much has gone, there are still remains in its over-thirty-year-old collection. These will be available to buy. Missing that one old, not available on PDF, book?

General Activities

Board Games Hall

DINING ROOM Sat. 09:30 to 18:00

DINING ROOM Sun. 09:30 to 18:00

FAQ and Edinburgh Boardgames are teaching you about boardgames, showing you how to play and letting you access the more than substantial libraries of themselves and their members. Come along, play a boardgame with people around to help you get into it quickly.

Demo Space

AMPHION (E) Sat. 09:30 to 18:00

AMPHION (E) Sun. 09:30 to 18:00

Welcome to our demo area where people are showing and demoing new games and ideas. There will be a number of designers showcasing their latest creations.

Amongst the creative talent on offer this year you will find Medusa Games, YAY Games and the utterly incomparable Bez!

Dawn Duellists

DEBATING HALL Sat. 10:00 to 17:00

Throughout Saturday the Dawn Duellists will be giving demonstrations of fighting techniques and European martial arts. The Dawn Duellists' run regular classes that are always open to new students, anyone who is keen to learn the fine arts of our noble weapons or just to see a one off display of impressive swordplay is most welcome to come along.

General Activities

Charity Auction

DEBATING HALL Sat. 19:00 to 20:00

This is what this event is about, Charity! So come and buy stuff and if you desire to put your will to the test see how long you can hold out against Brian Nisbet in a test of wills. (He will get your charity donation from you).

Saturday Wind down

LOUNGE BAR Sat. 20:00 to Late

Its Saturday, the end of the first day, join some con goers and relax in the Lounge Bar. Talk to people about game theory, chat to old friends, find a small table and play that small game you just bought, arrange a table top session.

Or you could persuade BEZ to run a giant game of In A Bind. It's what we plan on doing...

The Fire Sale

DEBATING HALL Sun. 19:00 to 19:30

Almost the opposite of an auction, we sell off the remains of the convention. Get a bargain in a low stakes, high adrenaline environment.

General Activities

Closing Ceremony

DEBATING HALL Sun. 19:30 to 20:00

Every Convention closes and this ceremony is a chance to thank those people involved, have Gregor Hutton talk about this years Banquo Award winner, announce the winners of the Griffie Awards and the Compulsion 2019 Logo competition, let you know how much you've raised for charity and thank people for attending.

THE PUB QUIZ

LOUNGE BAR Sun. 20:00 to Late

Lets face it Compulsion always ends with the quiz, and the battle to answer questions written by an evil genius and his accomplice. This year Craig and Jason will be challenging the convention. Come, laugh, drink and relax.

Stormclouds Chainmail

Dragons, dragon eggs, owls, jewellery,
dice bags, and other esoterica crafted
with chain and scale mail and blood
sacrifices, sorry, we mean care.

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Roleplaying Games and LARPs

The Sign Up desk for Roleplaying games and LARPs this year will be in the Trading Hall (STUDY). A full listing of the weekend's games and those that are not mentioned here (because they were submitted after this guide was sent to the printers) will be available in the hours before a game slot.

Please remember that if you want to sign up for Saturday evening games then you will have to sign up while the desk is still open (Saturday Afternoon).

If you haven't submitted a game, but have come along with one to run then blank sign up sheets will be available so you can find players for your games.

The child friendly roleplaying games will be happening in the LOFT BAR in the morning and afternoon sessions on both Saturday and Sunday. The remaining games will be happening in THE POTTERROW DOME unless it is listed otherwise on the sign-up sheet.

The LARP events will all be in THE UNDERGROUND.



A gaming hub, an online shop and welcome return to compulsion.

www.reddicegames.com

Saturday Morning RPGs

10:00 to 13:00

Different Worlds, Different Weapons (Silhouette)

GM: Aaron Billingham

The crew of a breached, crippled hospital ship must evade a hostile, unknown alien force in order to escape to safety. Each of the crew holds a different view of what they would do if they could get their hands on an alien soldier.

Climbing the Tower (Spire)

GM: Adam Prior

The Drow, once rulers of the land, are now a downtrodden underclass living in near slavery to the High Elves in the city known as spire. However some try to buck the system and rise to the heights. Can you climb the spire or will you fall?

Navigation (I Love the Corps)

GM: Christopher Dean

It is 2450. You're recon pilots for a United Colonial Marine Corps Exploratory Division, exploring a hollow, damaged, alien vessel. Before any boots contact metal, the vessel needs to be mapped out, and any potential dangers flagged. That's where you guys come in.

Storms In Vitrimar (5th Ed D&D (Hr'd))

GM: Matthew Barrowcliffe

A murder in glass and a dead prophet.

Saturday RPGs Morning (Continued)

3rd Class coffin (Leagues of Gothic Horror)

GM: Dan Marriott

A recent thief of coffins from sidings along the necropolis railway, who is stealing the remains of the poor of London? You have been tasked by Earl Phantomhive to find out what sinister trade is going on, is this the resurrection men taking things to a new level or something far more sinister?

All The Water On Mars (Manifold)

GM: Martin Pickett

Experienced and expendable Martian explorers wanted to survey the southern wastelands after the Great Flood. Must be willing to deal with the Great Green Martian Horde. Applications to Sky Guard Headquarters, Victoriana, Mars.

Blood on the Rails (Homebrew)

GM: Phil Harris

Sent back in time to investigate a murder. What could possibly go wrong?

Old School Dungeon Crawl

(Original D&D (1974, tweaked a bit))

GM: Jamie Prentice

An old school dungeon crawl: deadly monsters, lethal traps, probably a pug or two, but the payoff if you survive is too great to resist! The odds are against you, but if you're smart (or lucky), you might just make it.

Saturday RPGs Morning (Continued)

Battle at Kung Fu Mountain (Feng Shui)

GM: Laura Glendinning

Kii-yaaaaah! You are a band of super-trained, super-skilled, bad-ass heroes with martial arts, magical powers and guns on your side! Can you rescue little Johnnie Fu from Kung Fu Mountain? Or will the world fall to the powers of darkness?

Ghost Lines (Powered by the Apocalypse)

GM: Matthew Knighton

The lightning rail snakes across the haunted darkness connecting the great cities of The Empire. You work the lines protecting them from ghost, demons and other foul things that stalk the haunted darkness.



90 Buccleuch St, EH8 9NH

www.black-lion.co.uk

Saturday Afternoon RPGs

15:00 to 18:00

Dropzone (homebrew)

GM: Alan Jackson

Join the Colonial Marines! See the Galaxy! Emergency mission to colony world LV426

28 Trains Later (I Love the Corps) (Adult)

GM: Christopher Dean

Not a typical I Love the Corps game; this is Thomas the Tank Engine meets 28 Days Later! Set in the Isle of Sodor, in the modern day, can a group of people trapped inside Annie escape alive? A comedy survival horror. Not for the faint of heart, or for kids.

The Dolls of New Albion: Into The Dolls House (Fate Core)

GM: Martin Pickett

Edgar McAlistair is bringing back the dead. Or so he says. But do his Dolls really house the souls of the dearly departed? A roleplaying game in the world of Paul Shapera's The Dolls of New Albion, a Steampunk Opera.

Superhero Space Adventure Quest Mission (Based on 13th Age) (Child Friendly)

GM: Tim Raspin

Over-the-top comedy superhero game.
*Warning: This game contains near-lethal levels of bad supervillain puns. Sign up at your own risk!

Saturday Afternoon RPGs (Continued)

Marvels of the New Age (Homebrew)

GM: Phil Harris

Investigate the mystery at the Paris World Fair!

The Vanishing Tower (Exodus)

GM: Alexander Kiker

Colonists trying to survive with wits and wizardry in a hostile new world.

The Streets of Vitrimar (5th Ed D&D (Hr'd))

GM: Matthew Barrowcliffe

The Gangs of Vitrimar stay away from the High Families, and the High Families stay away from them, until now.

A Debt is always paid (Clink)

GM: Matthew Knighton

A game of mysterious drifters and dark debts unpaid in a apocalyptic wasteland

In Service of the Mountain King (D&d 5e)

GM: Neil Alexander

A group of hillmen, half orcs and renegade dwarves undertake a mission for the army of the Mountain King.

The Bercilian Threat (Dragon Age) (ADULT)

GM: Christopher Doherty

Journey to the lands of Ferelden to help a Lord of Gwaren to put a stop to the Dalish raiders who have been attacking merchants at taking their goods.

Saturday Afternoon RPGs (Continued)

The Passage of the Altairean Rose (GURPS)

GM: Phil Masters

The paraplantetary airship Altairean Rose, out of Port Antarctica, has been posted lost, presumed destroyed. But some will not accept that verdict. You have been commissioned to determine the truth. But if one paraplantetary vessel can simply vanish, is it wise for others to seek to follow?

Security Theatre 3000 (Paranoia)

GM: Julien Sindt

Troubleshooters needed to test the security at the new Alpha Complex Travel Hub!!!



www.onefreeelephant.co.uk

Saturday Evening RPGs

20:00 to 23:00

These Games are in the LOFT BAR.

Victoria's secret, Victoria's Curse (Leagues of Gothic Horror)

GM: Dan Marriott

A series of disappearances and a grisly series of murders have her Majesty's service worried. The victims have had their brains removed and have been dumped around the docks. Earl Phantomhive has called you together in order to investigate these murders and get to the bottom of the mystery.

The Evil of Dr Kalbfleisch (My Life With Master) (Adult)

GM: Martin Pickett

You are the minions of Dr Kalbfleisch, bound to do his evil bidding. Unless someone can spark a flame of humanity in your heart. A horror story for My Life with Master.

Psilent Conspiracy (23rd Letter (ERIS)) (Adult)

GM: Stephen McMorland

In a world very like our own the secret factions of Psychic spies and freedom fighters play a deadly game of subterfuge and deception, who do you trust? Will you live to see tomorrow and who will be your killer? A game of paranoia and gritty Spy Noir with psychic abilities in the mix

Saturday Evening RPGs (Continued)

Scoundrels of Duskvol (Blades in the Dark)

GM: Vivek Santayana

Adventure as a daring crew in a Gothic, industrial, haunted city that is festering with crime and disorder. In sessions that are structured like episodes of The Wire, fight to survive, to advance yourselves within the city's hierarchies, or to bring down the system.



101 Lauriston Place, EH3 9JB

www.gameshubedinburgh.com

Sunday Morning RPGs

10:00-13:00

Superhero Space Adventure Quest Mission

(Based on 13th Age) (Child Friendly)

GM: Tim Raspin

Over-the-top comedy superhero game.

"Warning: This game contains near-lethal levels of bad supervillain puns. Sign up at your own risk!

Of a Cold Mind (Homebrew) (Adult)

GM: Phil Harris

Who can you trust in the asylum? Can you even trust yourself?

When All Else Fails (Hollow Earth Expedition)

GM: Aaron Billingham

Four undercover agents gather to make a final plan. Within hours a secret society known only as The Builders will have taken control of the city. Time is running out and action is needed; but after tea of course.

Gentleperson Steampunk adventure in an altverse Victorian London.

Tokyo Hot Spring Monster Panic

(Feng Shui 2)

GM: Matthew Hambley

Support crew for aging prog rockers "Time Jester" can't even have a day off without trouble following them.

Sunday Morning RPGs (Continued)

The Midnight Watch (Is It a Plane!?)

(4 Hour Game)

GM: Christopher Dean

The Midnight Watchman is dead. You have received a letter calling you to his secret HQ. His arch-nemesis, The Countess, has been spying for the Nazis. The Watchman died recovering the evidence. Can you raid the Countess's manor and recover the evidence during a big party? A noir superhero adventure.

Retirement plans

(Coriolis: - The Third Horizon)

GM: Dan Marriott

A prominent member of the Free league, wants you to investigate two members of the league who she believes have dealings with the Syndicate. You are a group of Justicars aboard the Coriolis station and must use all means to find out what is going on.

The Free Men Of Mars (Manifold)

(4 Hour Game)

GM: Martin Pickett

Sir Clarence Fortesque-Smythe's tenant farmers have thrown out his overseers and are demanding their freedom. With them stand the native Martian workers and the threat of the Great Green Martian Horde. Mayor Clemens has sent her most trusted Sky Guard patrol to sort things out. Don't let her down.

Sunday Morning RPGs (Continued)

The Remnant (Beautiful Anomalies)

GM: Matthew Knighton

A game of buried secrets on the edge of space

Scoundrels of Duskvol (Blades in the Dark)

GM: Vivek Santayana

Adventure as a daring crew in a Gothic, industrial, haunted city that is festering with crime and disorder. In sessions that are structured like episodes of The Wire, fight to survive, to advance yourselves within the city's hierarchies, or to bring down the system.

The Vanishing Tower (Exodus)

GM: Alexander Kiker

Colonists trying to survive with wits and wizardry in a hostile new world.

Five Gods Go to the Seaside (Discworld (2nd edition)) (Long)

GM: Phil Masters

You aren't much of a pantheon, but you get by. The humans of Little Creeper Swamp don't ask for too much, and believe enough. But that was before the railway. Your worshippers are getting antsy – and how can you keep them down on the swamp, once they've seen Quirm?

Sunday Afternoon RPG's

15:00–18:00

Make Fear (Homebrew) (Adult)

GM: Phil Harris

Old Mother Hubbard simply ain't the way she used to be. Now work out why people are dying of fear.

Pandora's Box (I Love the Corps)

GM: Christopher Dean

It is 2450, and you are the Unstoppables, infantry veterans and propaganda darlings of the Corps. You awaken from stasis, with marines urging you to evacuate the base. But there are no lab techs. And why is the door blasted down? One way to find out!

The Wreck of the Guiding Star (Starfinder)

GM: Steven Hannah

A derelict ship, a treasure trove of salvage. Two names for the same thing. Captain Graylan Stonebeard needs a crew to secure the ship and find out why it's adrift in hyperspace. You're it.

Three Rivers (InBetween) (Child Friendly)

GM: David Donachie

The burrow of three rivers is under threat! Can your brave (or cowardly) mice find a way to save it, or will your nestmates be forced to pack up and brave the dangers of the Between to find another another place to live?

Sunday Afternoon RPG's (Continued)

The Schooling of Tomomi: New Girl In Class (Manifold) (Child Friendly)

GM: Martin Pickett

The Princess of the Wind and the Earth is missing, hunted by Lord Blackstorm. Tomomi is new in school, all the kids want to be her friend. But the geography teacher dislikes her, and the hockey team won't take no for an answer. An anime adventure for Manifold.

Dropzone (homebrew)

GM: Alan Jackson

Join the Colonial Marines! See the Galaxy!
Emergency mission to colony world LV426

Space Truckers (Home Brew)

GM: Belinda Bacon

You're broke, hungry and craving adventure. The place to go is the truckers station. Everyone needs goods shipped, and for the right price, it can be. Illegal? Dangerous? Weird? Or just mundane, a quick hop to Mars or several months in hyperspace. Is this really just a small bunch of hungry adventurers?

Sunday Afternoon RPG's (Continued)

Lady Blackbird: Tales from the Wild Blue Yonder

GM: Matthew Knighton

Lady Blackbird is on the run from an arranged marriage to Count Carlowe in the company of rag-tag bunch of smugglers on a battered old Sky Ship. Can she escape her fate?

Always Coming Home (Homebrew)

GM: Stephen McMorland

When the crew of Earth's first FTL exploration vessel got a call to return home fifty years into their hundred year mission the returnees returned to an Earth that had made first Contact with an advanced alien species, everything seems wonderful on the surface but they feel that something is off - is it just their imagination?

A Council at Nikea

A Larp Event on Saturday Afternoon

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

However, sibling rivalry and violent differences of opinion on a number of subjects have led to growing factions and rifts between the Primarchs. Their Legions, as ever, follow where their geneparents lead and the Imperial Army regiments are infected by association. In an attempt to bring his family back together, the Emperor has summoned them all to the planet of Nikea, to discuss and settle the various divisive topics. In addition, he plans to bestow the title of Warmaster on the one Primarch who will lead the Crusade after this, because the Emperor is going to return to Terra for the first time in decades, if not centuries.

The Soul of Oleander Tree

A Larp Event on Saturday Evening

Charges to pay _____ s. _____ d.
RECEIVED

POST OFFICE
TELEGRAM
Prefix. Time handed in. Office of Origin and Service Instructions. Words.

No. 922
OFFICE STAMP
LONDON
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At _____ m
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By _____

MY DEAREST FREIND OR ENEMY =

HAVE URGENT NEED OF YOUR HELP COME AT ONCE TO
SALTmarsh HAVE ASKED OTHERS FAMILIAR TO YOU
COME NOW I FEAR FOR MY MORTAL SOUL =

2++ † TSO

OLEANDER TREE ++

For free repetition of doubtful words telephone "TELEGRAMS ENQUIRY" or call, with this form at office of delivery. Other enquiries should be accompanied by this form, and, if possible, the envelope. B or C

51-549 J.P.L. 11/66

Carry on Camp David

A Larp Event on Sunday Afternoon

It's the height of the cold war. The president of the United States is hosting a quiet get together at Camp David to celebrate the achievements of Buzz Leapyear, the first American in space. Over the course of this evening, many questions that are key to the cold war will be decided: Can America and Russia move a step closer peace? Will anyone win the coveted trade deal for Cuban Cigars? Who will Elvis dedicate his next song to? Just how many scandals will the tabloids uncover? Why is the Saudi ambassador even here? All these questions and more may be asked over the course of the game. Some might even be answered.



www.medusagames.co.uk

Monday the 16th Post Convention

Its traditional for the staff to meet up after the convention and for people who are still in town to chat on their way to the bus or train. This year we are hoping to occupy the Pear Tree, either inside or in the Beer Garden. It opens at 11am so join us to have a last Hurrah, calm down, tell anecdotes and generally relax.

For those people interested in Compulsion, going next year, signing up to help in advance or potentially organising it: Email compulsion@gmail.com with the subject line Compulsion 2019.



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